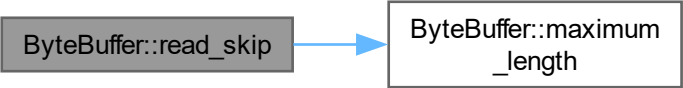


ByteBuffer::read_skip



```
graph LR; A[ByteBuffer::read_skip] --> B[ByteBuffer::maximum_length]
```

A diagram showing a dependency between two ByteBuffer methods. On the left, a gray rectangular box contains the text 'ByteBuffer::read_skip'. A blue arrow points from this box to a white rectangular box on the right, which contains the text 'ByteBuffer::maximum_length'. Both boxes have a thin black border.

ByteBuffer::maximum
_length