

ByteBuffer::hexlike



```
graph LR; A[ByteBuffer::hexlike] --> B[ByteBuffer::active_length]
```

A diagram showing a relationship between two code elements. On the left, a gray rectangular box contains the text 'ByteBuffer::hexlike'. A blue arrow points from this box to a white rectangular box on the right. The white box contains the text 'ByteBuffer::active' on the top line and '_length' on the bottom line.

ByteBuffer::active
_length