

CircleBufferRead



```
graph LR; A[CircleBufferRead] --> B[_checkIntegrity]
```

A diagram showing a call from the function `CircleBufferRead` to the function `_checkIntegrity`. The `CircleBufferRead` box is shaded gray, and the `_checkIntegrity` box is white. A blue arrow points from the right side of the `CircleBufferRead` box to the left side of the `_checkIntegrity` box.

_checkIntegrity