


```
refreshKeyboardBufferTTY
```



```
graph LR; keyboard_driver[keyboard_driver] --> refreshKeyboardBufferTTY[refreshKeyboardBufferTTY];
```

A diagram showing a call from `keyboard_driver` to `refreshKeyboardBufferTTY`. The `refreshKeyboardBufferTTY` box is shaded gray, while the `keyboard_driver` box is white. A blue arrow points from the `keyboard_driver` box to the `refreshKeyboardBufferTTY` box.

```
keyboard_driver
```