

BinaryProtocol::setSendBufferData

```
graph LR; A[BinaryProtocol::setSendBufferData] --> B[BinaryProtocol::sendPacket]; B --> C[BinaryProtocol::sendBuffer];
```

The diagram illustrates a three-step process flow. It begins with a gray rectangular box containing the text 'BinaryProtocol::setSendBufferData'. A dark blue arrow points from this box to a white rectangular box containing 'BinaryProtocol::sendPacket'. Another dark blue arrow points from the second box to a third white rectangular box containing 'BinaryProtocol::sendBuffer'. All boxes have a thin black border.

BinaryProtocol::sendPacket

BinaryProtocol::sendBuffer