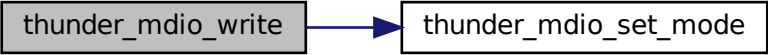


thunder_mdio_write



```
graph LR; A[thunder_mdio_write] --> B[thunder_mdio_set_mode]
```

thunder_mdio_set_mode