Modify the text in section 24.10 Access to interface objects

Replace

~~Access to all objects declared in an interface is always available by hierarchical reference, regardless of whether the interface is connected through a port. When an interface is connected with a modport in either the module header or port connection, access by port reference is limited to only objects listed in the modport, for only types of objects legal to be listed in modports (nets, variables, tasks, and functions). All objects are still visible by hierarchical reference. For example:~~

with

Access to objects declared in an interface shall be available by hierarchical name reference, regardless of whether the interface is also accessed through a port connection or through a virtual interface, and regardless of the existence of any declared modports in that interface. A modport may be used to restrict access to objects declared in an interface that are referenced through a port connection or virtual interface by explicitly listing the accessible objects in the modport. However, objects that are not permissible to be listed in a modport shall remain accessible. For example: