


BARE2D::LuaScriptContext
Wrapper::createThread



```
graph LR; A["BARE2D::LuaScriptContext  
Wrapper::createThread"] --> B["BARE2D::throwError"]
```

A diagram showing a call from the function `BARE2D::LuaScriptContext Wrapper::createThread` to the function `BARE2D::throwError`. The first box is shaded gray and the second is white. A blue arrow points from the first box to the second.

BARE2D::throwError