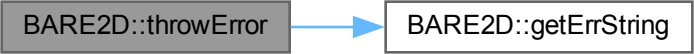


BARE2D::throwError



```
graph LR; A[BARE2D::throwError] --> B[BARE2D::getErrString]
```

A diagram showing a call from the function BARE2D::throwError to the function BARE2D::getErrString. The first box is shaded gray and the second is white, connected by a blue arrow.

BARE2D::getErrString