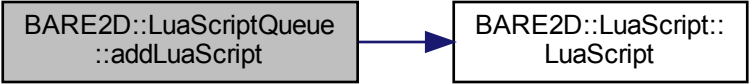


BARE2D::LuaScriptQueue
::addLuaScript



```
graph LR; A[BARE2D::LuaScriptQueue::addLuaScript] --> B[BARE2D::LuaScript::LuaScript]
```

BARE2D::LuaScript::
LuaScript