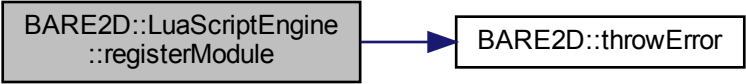


BARE2D::LuaScriptEngine
::registerModule



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

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'BARE2D::LuaScriptEngine' on the top line and '::registerModule' on the bottom line. The right box is white with a black border and contains the text 'BARE2D::throwError'. A blue arrow points from the right side of the gray box to the left side of the white box.

BARE2D::throwError