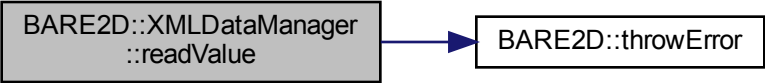


BARE2D::XMLDataManager
::readValue



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

A diagram showing a call from the `BARE2D::XMLDataManager::readValue` method to the `BARE2D::throwError` method. The first box is shaded gray and the second is white. A blue arrow points from the right side of the first box to the left side of the second box.

BARE2D::throwError