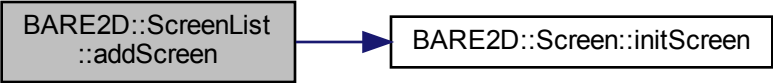


BARE2D::ScreenList
::addScreen



```
graph LR; A[BARE2D::ScreenList::addScreen] --> B[BARE2D::Screen::initScreen]
```

A diagram showing a call from the `BARE2D::ScreenList::addScreen` method to the `BARE2D::Screen::initScreen` method. The source method is in a gray box on the left, and the target method is in a white box on the right. A blue arrow points from the source to the target.

BARE2D::Screen::initScreen