

BARE2D::XMLData::write



```
graph LR; A[BARE2D::XMLData::write] --> B[BARE2D::AttributeBase::getDataString];
```

A diagram illustrating a function call. On the left, a white rectangular box with a black border contains the text "BARE2D::XMLData::write". A blue arrow points from the right side of this box to a gray rectangular box on the right. The gray box contains the text "BARE2D::AttributeBase::getDataString" in two lines.

BARE2D::AttributeBase  
::getDataString