

BARE2D::XMLData::write



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

A diagram showing a call from `BARE2D::XMLData::write` to `BARE2D::AttributeBase::getDataString`. The first box is gray and the second is white, connected by a blue arrow.

BARE2D::AttributeBase
::getDataString