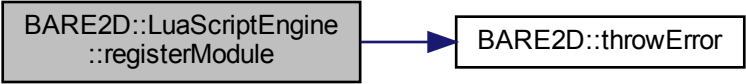


BARE2D::LuaScriptEngine
::registerModule



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

A diagram showing a call from the function `BARE2D::LuaScriptEngine::registerModule` to the function `BARE2D::throwError`. 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