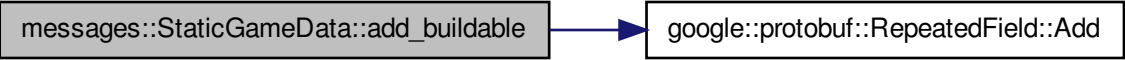


messages::StaticGameData::add_buildable



```
graph LR; A[messages::StaticGameData::add_buildable] --> B[google::protobuf::RepeatedField::Add]
```

A diagram showing a call to the `google::protobuf::RepeatedField::Add` method. On the left, a gray rectangular box contains the text `messages::StaticGameData::add_buildable`. A dark blue arrow points from the right side of this box to the right side of another rectangular box on the right. This second box is white with a black border and contains the text `google::protobuf::RepeatedField::Add`.

google::protobuf::RepeatedField::Add