

messages::StaticGameData::add_buildable



```
graph LR; A[ClientModule::onStart] --> B[messages::StaticGameData::add_buildable];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The box on the left is shaded gray and contains the text 'messages::StaticGameData::add_buildable'. The box on the right is white and contains the text 'ClientModule::onStart'. A dark blue arrow points from the right box to the left box, indicating a call or relationship from the right-hand module to the left-hand module.

ClientModule::onStart