

messages::StaticGameData::add_staticminerals



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

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'messages::StaticGameData::add_staticminerals'. The right box is white and contains the text 'google::protobuf::RepeatedPtrField::Add'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

google::protobuf::RepeatedPtrField::Add