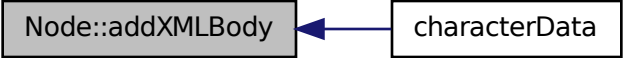


Node::addXMLBody



```
graph LR; characterData[characterData] --> Node[Node::addXMLBody];
```

A diagram showing a call from a variable named 'characterData' to a function named 'Node::addXMLBody'. The function name is in a grey box on the left, and the variable name is in a white box on the right. A blue arrow points from the variable box to the function box.

characterData