

RInside::parseEval

```
graph LR; A[RInside::parseEval] --> B[MemBuf::add]; A --> C[MemBuf::getBufPtr]; A --> D[MemBuf::rewind]; B --> E[MemBuf::resize];
```

MemBuf::add

MemBuf::resize

MemBuf::getBufPtr

MemBuf::rewind