

```
rtype::game::SGamePlay  
::serverEvents
```



```
graph LR; A["rtype::game::SGamePlay  
::serverEvents"] --> B["StringUtils::split"]
```

A diagram showing a call from the `rtype::game::SGamePlay::serverEvents` function to the `StringUtils::split` function. The call is represented by a blue arrow pointing from the left box to the right box.

```
StringUtils::split
```