


RTypeGameLogic::handleMessage



```
graph LR; A[RTypeGameLogic::handleMessage] --> B[ILogger::logError];
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is white with a dark border and contains the text 'RTypeGameLogic::handleMessage'. The right box is gray with a dark border and contains the text 'ILogger::logError'. A blue arrow points from the right side of the left box to the left side of the right box.

ILogger::logError