


RTypeGameLogic::handleMessage



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

A diagram showing a call from the function `RTypeGameLogic::handleMessage` to the function `ILogger::logError`. The first box is white with a black border, and the second box is gray with a black border. A blue arrow points from the first box to the second box.

ILogger::logError