

TriDevs.TriEngine2D.Logging.
LogManager.SetupConsole

```
graph LR; A["TriDevs.TriEngine2D.Logging.  
LogManager.SetupConsole"] --> B["TriDevs.TriEngine2D.Native.  
WinAPI.AllocConsole"]; A --> C["TriDevs.TriEngine2D.Native.  
WinAPI.GetStdHandle"]
```

TriDevs.TriEngine2D.Native.
WinAPI.AllocConsole

TriDevs.TriEngine2D.Native.
WinAPI.GetStdHandle