

YukimaruGames.Terminal.Application.
Model.LogRenderData.CompareTo

```
graph LR; A[YukimaruGames.Terminal.Application.  
Model.LogRenderData.CompareTo] --> B[YukimaruGames.Terminal.Application.  
Model.LogRenderData.LogRenderData]; A --> C[YukimaruGames.Terminal.Application.  
Model.LogRenderData.nameof];
```

YukimaruGames.Terminal.Application.
Model.LogRenderData.LogRenderData

YukimaruGames.Terminal.Application.
Model.LogRenderData.nameof