

MinecraftServerService
::Server::outputListenerThread



```
graph LR; A[MinecraftServerService::Server::outputListenerThread] --> B[MinecraftServerService::Server::serverOutputEvent]
```

A diagram showing a call from the `outputListenerThread` to the `serverOutputEvent`. The left box is shaded gray and the right box is white. A blue arrow points from the right side of the left box to the left side of the right box.

MinecraftServerService
::Server::serverOutputEvent