


Screen::Screen



```
graph LR; A[Screen::Screen] --> B[Debug::GetEngineLogger]
```

A diagram showing a call from the `Screen::Screen` function to the `Debug::GetEngineLogger` function. The `Screen::Screen` box is shaded gray, and the `Debug::GetEngineLogger` box is white. A blue arrow points from the right side of the gray box to the left side of the white box.

Debug::GetEngineLogger