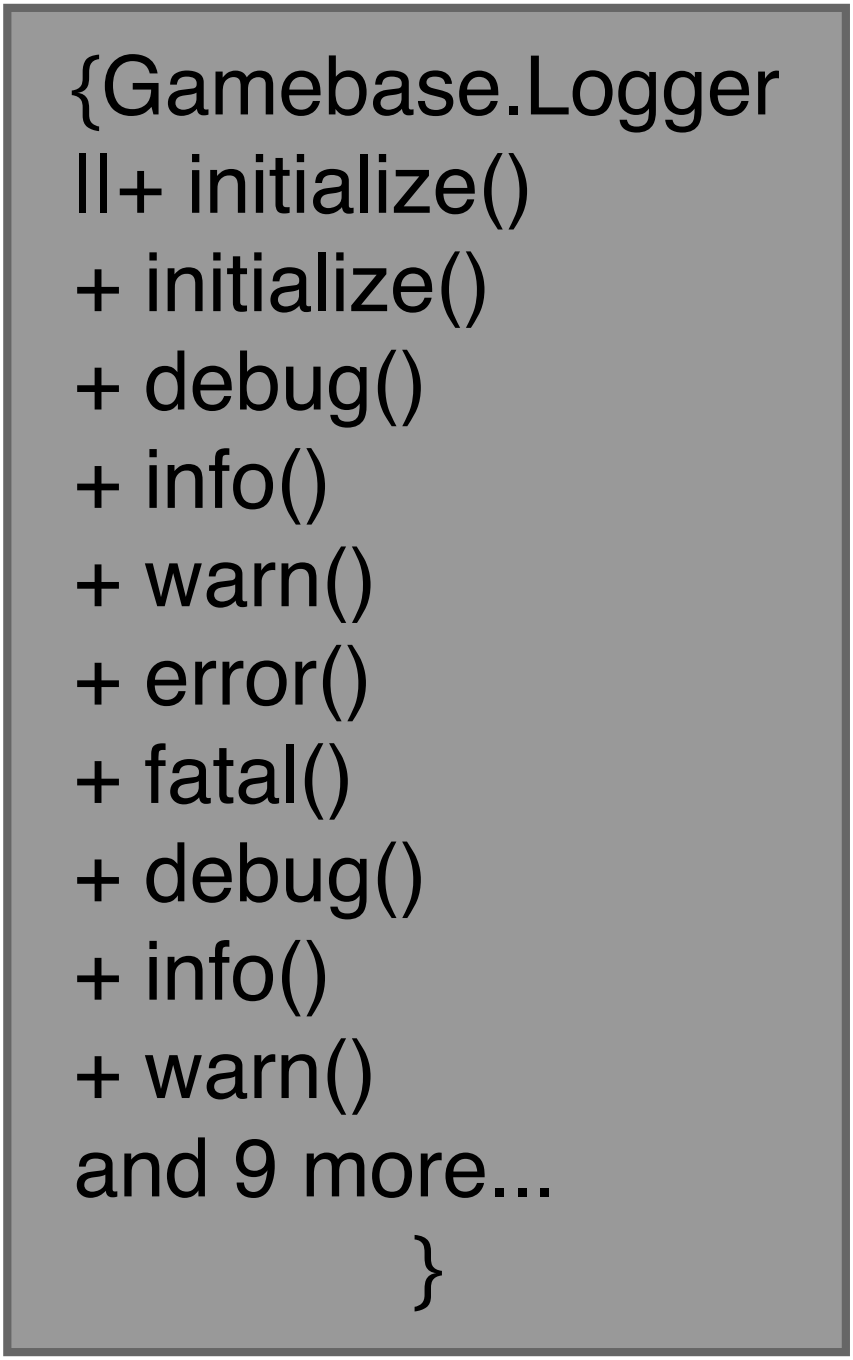

{Gamebase.Logger
ll+ initialize()
+ initialize()
+ debug()
+ info()
+ warn()
+ error()
+ fatal()
+ debug()
+ info()
+ warn()
and 9 more...
}