

setMessagePrefix

com.toast.android.gamebase.base.log.  
Logger.setMessagePrefix



```
graph LR; A[com.toast.android.gamebase.base.log.  
Logger.setMessagePrefix] --> B[setMessagePrefix]
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'setMessagePrefix'. The box on the right is white with a black border and contains the text 'com.toast.android.gamebase.base.log.' on the top line and 'Logger.setMessagePrefix' on the bottom line. A dark blue arrow points from the left side of the right box to the right side of the left box, indicating a call to the 'setMessagePrefix' method.