

D:/Programming/Repositories  
/GamePhysics/SimulationVisualization  
/EyeCandy3D/EyeCandy3D/include  
/EC3D/Gui/Listener/GenericFrameListener.h

```
graph TD; A["D:/Programming/Repositories<br>/GamePhysics/SimulationVisualization<br>/EyeCandy3D/EyeCandy3D/include<br>/EC3D/Gui/Listener/GenericFrameListener.h"] --> B["Agui/Widgets/Frame<br>/FrameListener.hpp"]; A --> C["functional"]
```

Agui/Widgets/Frame  
/FrameListener.hpp

functional