

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

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

functional