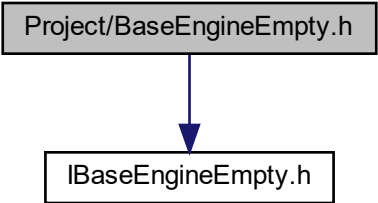


Project/BaseEngineEmpty.h



```
graph TD; A[Project/BaseEngineEmpty.h] --> B[IBaseEngineEmpty.h]
```

IBaseEngineEmpty.h