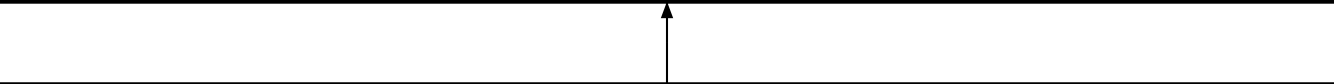


ph::editor::TItemPoolInterface< Item, Dispatcher::HandleType >



ph::editor::TItemPool< Item, Dispatcher, ItemInterface >