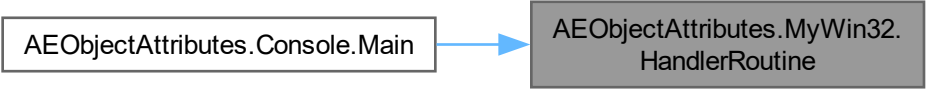


AEObjectAttributes.Console.Main



```
graph LR; A[AEObjectAttributes.Console.Main] --> B[AEObjectAttributes.MyWin32.HandlerRoutine]
```

AEObjectAttributes.MyWin32.
HandlerRoutine