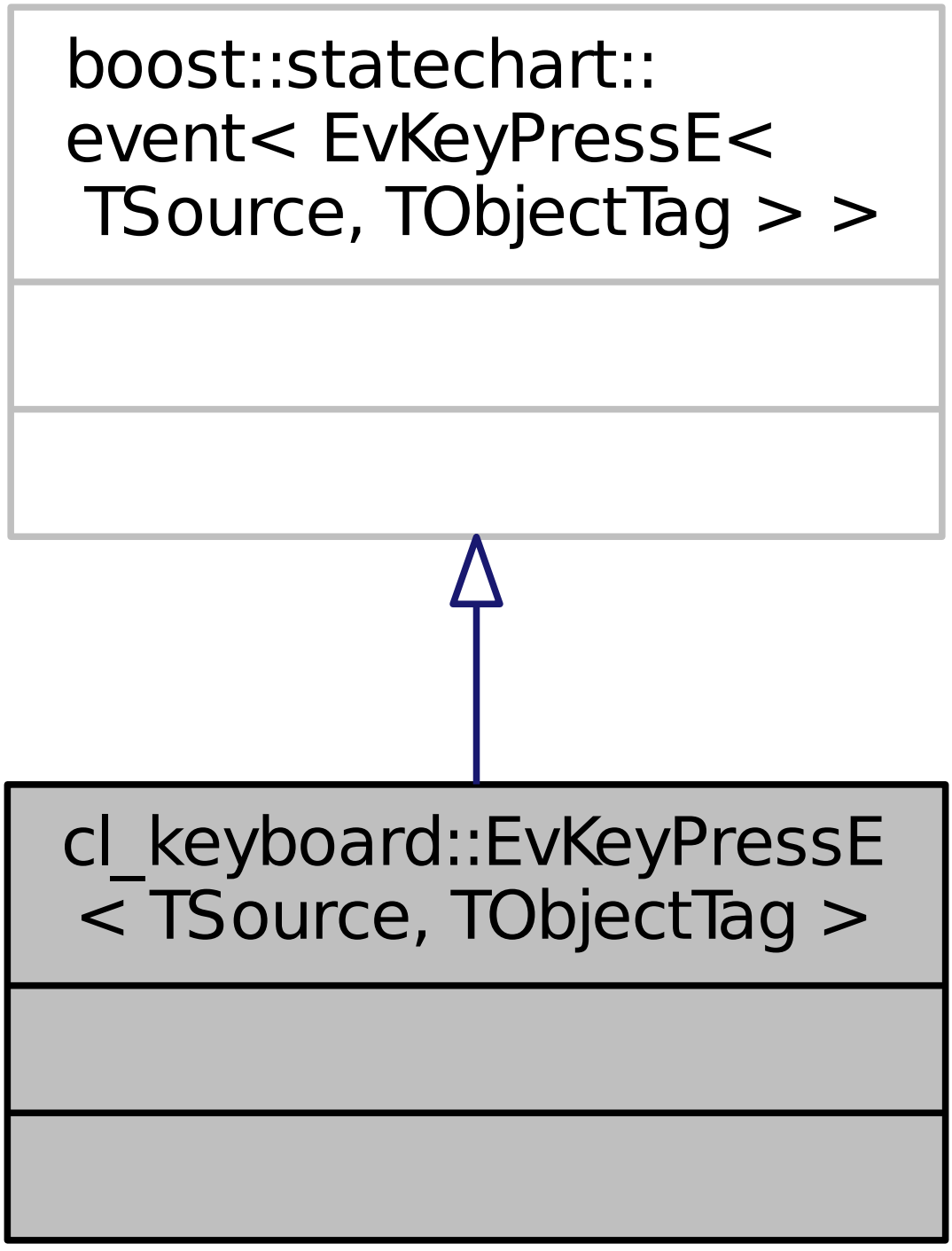
boost::statechart::
event< EvKeyPressE<
TSource, TObjectTag > >
cl_keyboard::EvKeyPressE
< TSource, TObjectTag >