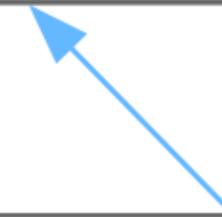


engine/framework/include
/2XD2/framework/signals
/SignalReceiver.h



engine/framework/include
/2XD2/framework/signals
/Signal.h

engine/framework/src
/signal/SignalReceiver.cpp