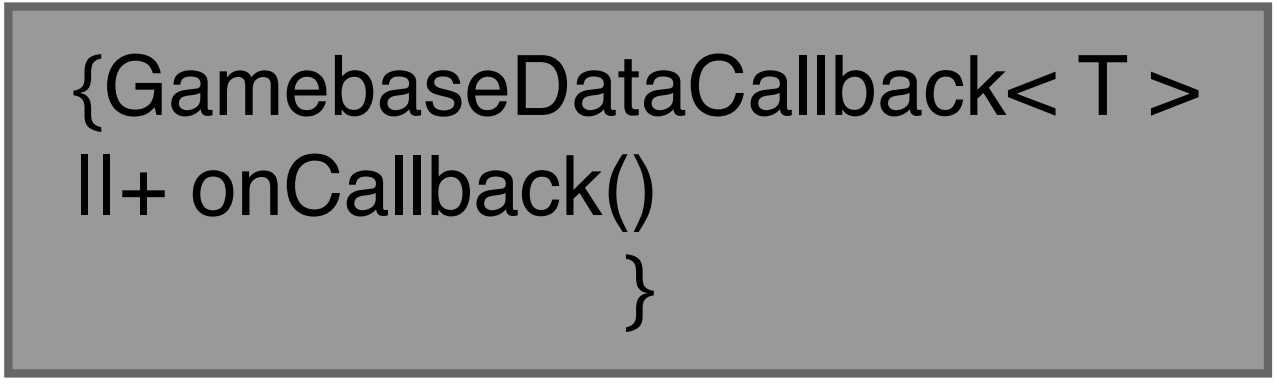

{GamebaseDataCallback< T >
ll+ onCallback()
}