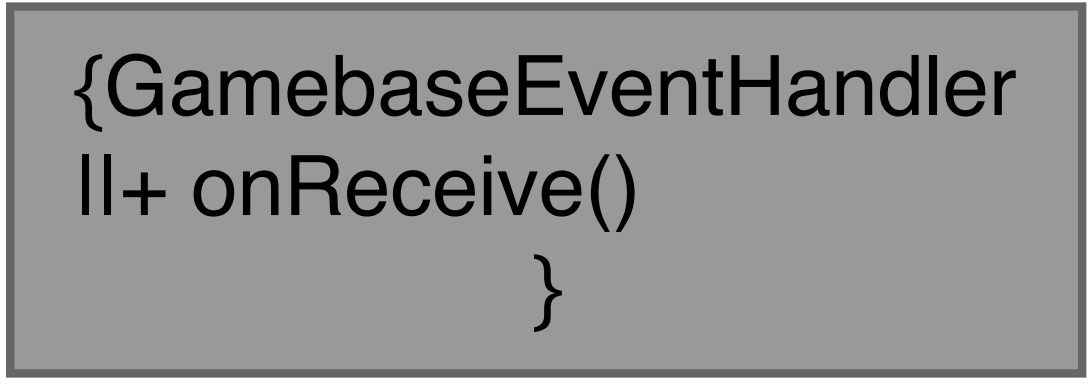

{GamebaseEventHandler
ll+ onReceive()
}