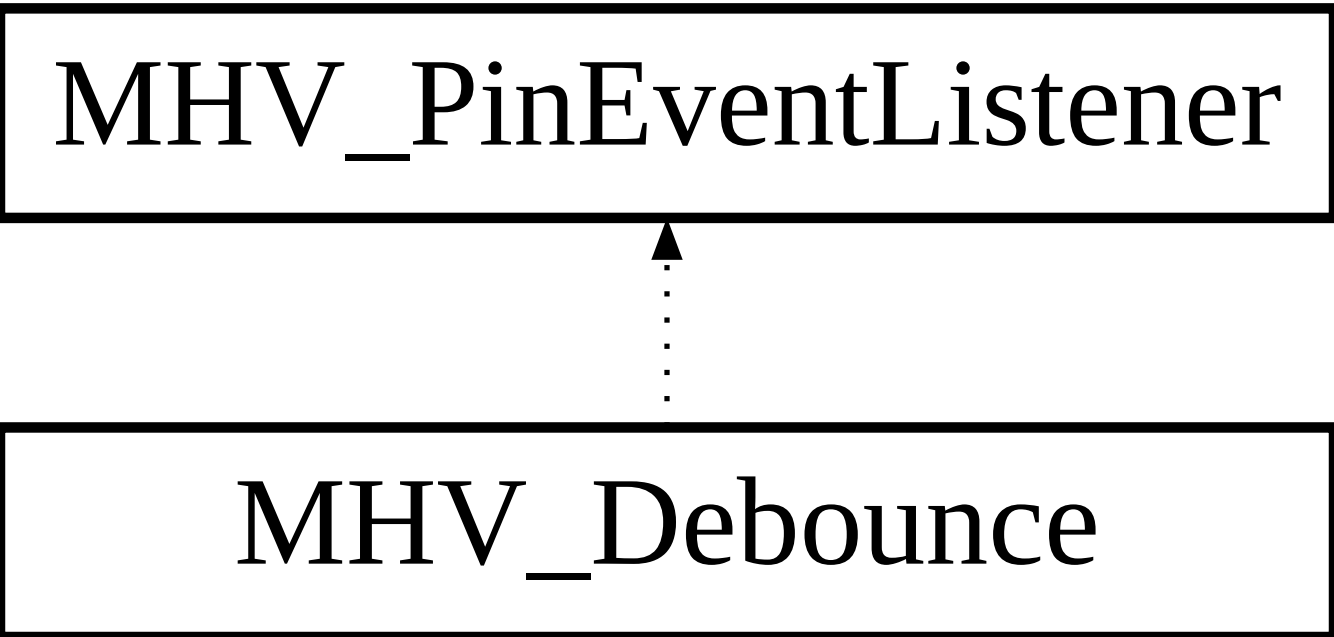

MHV_PinEventListener
MHV_Debounce