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;div><div>Due to the weak couplings of the Qt signals and slot mechanis
ms, it is viable to bind signals to each other. It may
sound confusing, so let me draw a diagram to make it clear: When an event trigge
rs a specific signal, this emitted signal could be another event, which will emi
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><div><div><div>As Andrei pointed it out, signal are only a
 redefinition of protected, meaning they can only be emitted by the class in whi
ch they are defined. Qt signals are public in the sense
 that any object can connect to any signal.</div></div></div>&
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pan><div>Can Qt signals be public, protected or private? -
Stack Overflow</div><div>stack
overflow : questions : can-qt-signals-be-public-protected-or-priv...</div&g
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<p></p><p>adores, frustrando alguns jogadores. FNAF 4 foi cons
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