SelectionWindow

mainWindow
additional_ActionsWindow
examineWindow
creature
mainWindowTag
additionalActionsWindowTag
examineWindowTag
curItemIndex
curActionsIndex

+ SelectionWindow()
+ SetupMainWindow()
+ SetupActionWindow()
+ SetupExamineWindow()
+ MainDoubleClickAction()
+ isAnyInitialWindowVisible()
+ AdditionalActionsDoubleClick()
+ AdditionalActionsHandler()
+ setupSignals()
+ HandleEvent()
and 15 more...

EquipmentWindow

- creature

+ EquipmentWindow()
+ AdditionalActionsDoubleClick()
+ AdditionalActionsHandler()
+ HandleEvent()
+ HandleWindowEvent()
+ setupWidgets()
+ setupSignals()
+ UpdateMainWindow()
+ isAnyWindowVisible()
+ HideAllWindows()

InventoryWindow

- creature

+ InventoryWindow()
+ AdditionalActionsDoubleClick()
+ AdditionalActionsHandler()
+ HandleEvent()
+ HandleWindowEvent()
+ setupWidgets()
+ setupSignals()
+ UpdateMainWindow()
+ isAnyWindowVisible()
+ HideAllWindows()