## SelectionWindow # mainWindow # additional ActionsWindow # examineWindow # creature # mainWindowTag # additionalActionsWindowTag # examineWindowTag # curltemIndex # curActionsIndex + SelectionWindow() + SetupMainWindow() + SetupActionWindow() + SetupExamineWindow() + MainDoubleClickAction() + isAnvInitialWindowVisible() + AdditionalActionsDoubleClick() + Additional Actions Handler() + setupSignals() + HandleEvent() and 15 more... **InventoryWindow** creature + InventoryWindow() + AdditionalActionsDoubleClick() + AdditionalActionsHandler() + HandleEvent() + HandleWindowEvent() + setupWidgets() + setupSignals() + UpdateMainWindow() + isAnyWindowVisible() + HideAllWindows()