extends Node2D

var currentSelection

func \_ready():

root.set\_screen\_orientation(0)

get\_tree().set\_auto\_accept\_quit(false)

updateSelectedAvatar(userModel.getUserAvatar())

for button in $avatargroup.get\_children():

button.connect("pressed", self, "handleSelectAvatar", [button])

$choose\_avatar\_btn.connect("pressed",self, "renderConfirmationDialog")

pass

func handleSelectAvatar(button):

currentSelection = button.name

updateSelectedAvatar(currentSelection)

func updateSelectedAvatar(selection):

$SelectedAvatar.play(selection)

func renderConfirmationDialog():

$confirmation\_popup.popup()

func \_notification(what):

if (what == MainLoop.NOTIFICATION\_WM\_GO\_BACK\_REQUEST):

root.return\_to\_last()