extends Node2D

func \_ready():

root.set\_screen\_orientation(0)

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

$Avatar.play(userModel.getUserAvatar())

pass # Replace with function body.

$ChangeAvatar\_btn.connect('pressed',self,'renderAvatarPage')

$logout\_box.hide()

$change\_password\_box.hide()

$password\_updated\_box.hide()

$name\_1.clear()

$name\_1.append\_bbcode("[center]" + userModel.getUserName() + '[/center]')

$name\_2.clear()

$name\_2.append\_bbcode(userModel.getUserName())

$userid.clear()

$userid.append\_bbcode(userModel.getUserId())

$email.clear()

$email.append\_bbcode(userModel.getUserEmail())

$userid\_lbl.clear()

$group.clear()

$group.hide()

$group\_lbl.hide()

$highest\_stage\_lbl.hide()

$highest\_stage.clear()

$highest\_stage.hide()

$total\_score\_lbl.hide()

$total\_score.clear()

$total\_score.hide()

$currency\_lbl.hide()

$currency.clear()

$currency.hide()

if(userModel.getUserRole() == 'Student'):

$userid\_lbl.append\_bbcode("Matric Number:")

$userid.rect\_position.x = 775.308

$group\_lbl.show()

$group.show()

$group.append\_bbcode(userModel.getUserGroup())

$highest\_stage\_lbl.show()

$highest\_stage.show()

#$highest\_stage.append\_bbcode(userModel.getUserId())

$total\_score\_lbl.show()

$total\_score.show()

#$total\_score.append\_bbcode(userModel.getUserId())

$currency\_lbl.show()

$currency.show()

$currency.append\_bbcode('$' + userModel.getUserCurrency())

else:

$userid\_lbl.append\_bbcode("Staff ID:")

$userid.rect\_position.x = 648.851

func \_notification(what):

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

if (userModel.getUserRole() == "Student"):

root.switch\_scene("res://entities/Menu/Student\_MainMenu\_Controller.tscn")

else:

root.switch\_scene("res://entities/Menu/Teacher\_MainMenu\_Controller.tscn")

func renderAvatarPage():

root.switch\_scene("res://entities/Settings/AvatarController.tscn")