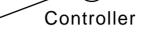
ProfileEditAvatar -profile: ProfileModel -data: ProfileEditAvatarModel -stage: scene2d.Stage -inputProcessor: InputMultiplexer +ProfileEditAvatar() +dispose() +show() +hide() +resume() +pause() +render(delta: float) +resize(width: int, height: int) +changedProfile() +changedAvatar()



ProfileManagerObserver

ProfileEditAvatarObserver