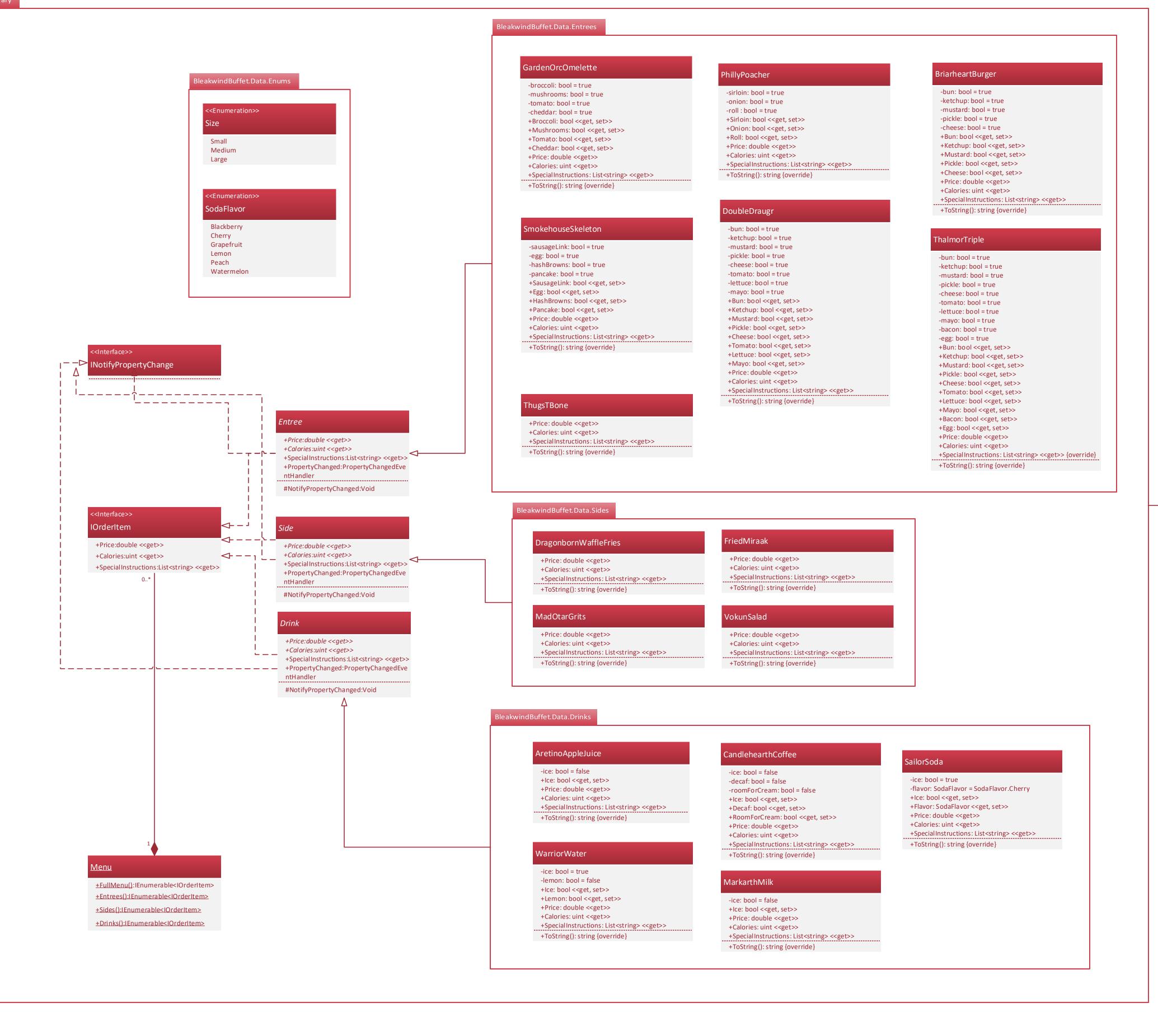
Data Library



SideButtons +Win:MainWindow << get, set>> +VS:VokunSaladCustom <<get, set>> +FM:FriedMiraakCustom <<get, set>> +MOG:MadOtarGritsCustom << get, iarHeart Custom set>> entino Apple Juice Custom +DW:DragonbornWaffleFriesCustom -----<<get, set>> +EntreeButtons AboveLevel +EntreeButtons AboveLevel +EntreeButtons AboveLevel -VokunSaladClick(sender, e):Void +Food:BriarHeartBurger +Juice:ArentinoAppleJuice +Side:DragonBornWaffleFries -FriedMiraakClick(sender, e):Void -Done(Sender, e):void -Done(Sender, e):void -Done(Sender, e):void -MadOtarGritsClick(sender, e):Void -DragonbornWaffleFriesClick(sender, ubleDraugrCustom riedMiraakCustom and lehearth Coffee Custom e):Void +Done:void +EntreeButtons AboveLevel +EntreeButtons AboveLevel +EntreeButtons AboveLevel +Food:DoubleDraugr +Coffee:CandlehearthCoffee +Side:FriedMiraak -Done(Sender, e):void -Done(Sender, e):void -Done(Sender, e):void ardenOrcOmletteCustom // AdOtarGritsCustom arkarthMilkCustom +Win:MainWindow << get, set >> +SS:SailorsSodaCustom <<get, set>> +EntreeButtons AboveLevel +EntreeButtons AboveLevel +EntreeButtons AboveLevel +MM:MarkarthMilkCustom <<get, set>> +Food:GardenOrcOmlette +BoneJuice:MarkarthMilk +Side:MadOtarGrits +AA:ArentinoAppleJuiceCustom << get, -Done(Sender, e):void -Done(Sender, e):void -Done(Sender, e):void set>> +CC:CandlehearthCoffeeCustom << get, MainWindow hillyPoacherCustom okun Salad Custom orsSodaCustom +Win:MainWindow << get, set>> +WW:WarriorWaterCustom <<get, set>> -SidesButtonClick(sender, e): void +Topie:MenuChoice <<get, set>> -SailorsSodaClick(sender, e):Void +EntreeButtons AboveLevel +EntreeButtons AboveLevel +EntreeButtons AboveLevel -EntreeButtonClick(sender, e): void +Right:OrderWindow<<get, set>> -MarkarthMilkClick(sender, e):Void -DrinksButtonClick(sender, e): void +Food:PhillyPoacher +Soda:SailorSoda +Side:VokunSalad +Ent:EntreeButtons<<get, set>> -AretinoAppleJuiceClick(sender, e):Void +Dri:DrinkButtons<<get, set>> -Done(Sender, e):void -Done(Sender, e):void -Done(Sender, e):void +Sid:SideButtons<<get, set>> -CandlehearthCoffeeClick(sender, -Menu:int = 0 e):Void -LayerIndex:int = 0 arriorWaterCustom -WarriorWaterClick(sender, e):Void +Entrees:void +Done:void +EntreeButtons AboveLevel +Sides:void +EntreeButtons AboveLevel +Drinks:void +Food:SmokehouseSkeleton +Agua:WarriorWater +BackButtonClick(sender, e):void -Done(Sender, e):void -Done(Sender, e):void +ChangeLayerIndex(int):void EntreeButtons almoreTripleCustom +Win:MainWindow << get, set >> +EntreeButtons AboveLevel +BB:BriarHeartCustom <<get, set>> +Food:ThalmoreTriple +DD:DoubleDraugrCustom <<get, set>> -Done(Sender, e):void +GOO:GardenOrcOmeletteCustom <<get, set>> hugsTBoneCustom +PP:PhillyPoacherCustom <<get, set>> +SS:SmokehouseSkeletonCustom << get, +EntreeButtons AboveLevel set>> +Food:ThugsTBone +TT:ThalmorTripleCustom <<get, set>> -Done(Sender, e):void +TTB:ThugsTBoneCustom << get, set>> -BriarheartBurgerClick(sender, e):Void -DoubleDraugrClick(sender, e):Void -GardenOrcOmeletteClick(sender, e):Void -PhillyPoacherClick(sender, e):Void -SmokehouseSkeletonClick(sender, e):Void -ThalmorTripleClick(sender, e):Void -ThugsTBoneClick(sender, e):Void +Done:void