

Texture lockSprite
 Avatar editedAvatar

string[] keysDictionarystring,

int > selected
- Dictionary< string,

Dictionary< string,
 TextureRect > colorSelectors
 readonly int DEFAULT

_COLOR

+ delegate void ProfileChanged()
+ override void Ready()

+ override void _Process (float delta) + bool UnsavedChanges()

+ void UpdateAvatar()
+ void OnColorPressed()
+ void OnGenderItemSelected
(int index)

+ void OnCancelPressed() + void OnSavePressed()