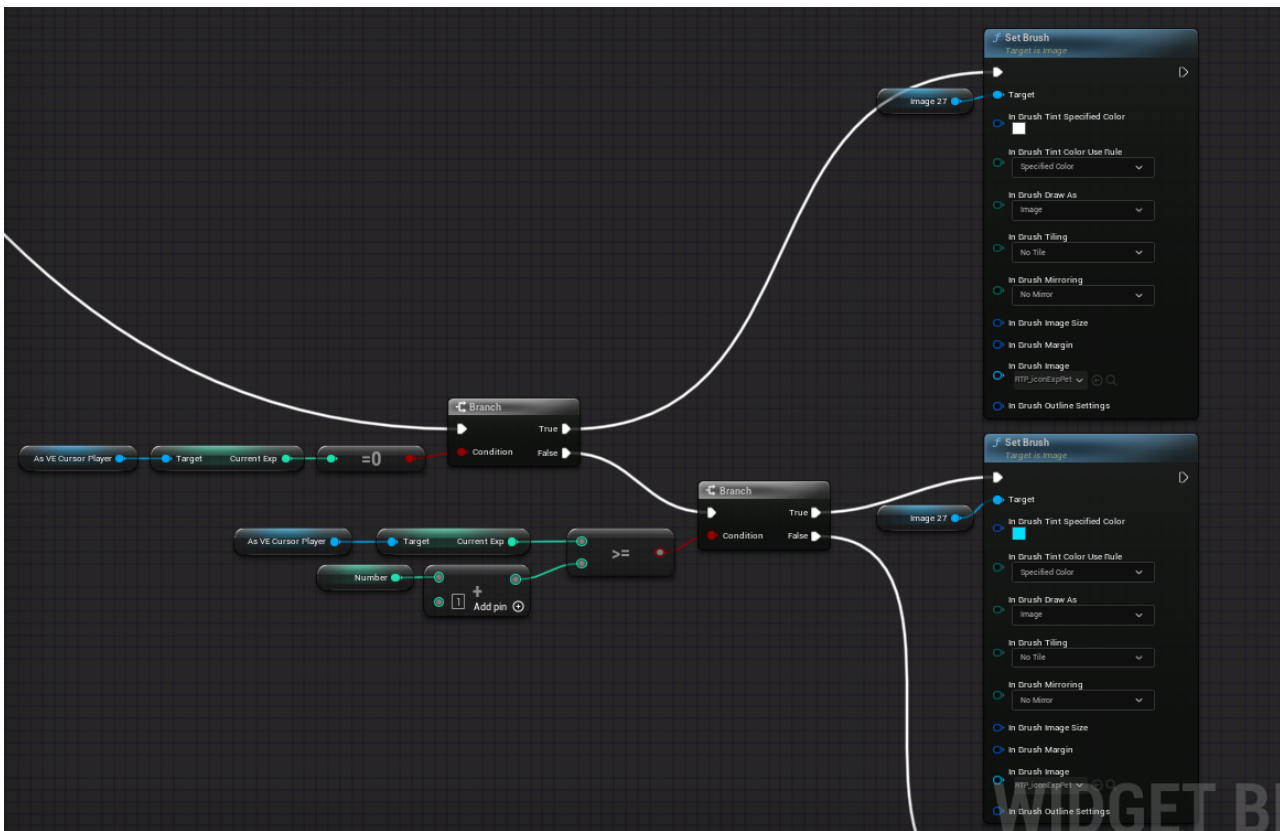


# UI

How the UI gets and displays Levels/Experience

- Clock Experience
- Level Display Widget

# Clock Experience



The clock experience display is fairly simple, it gets updated with a event dispatcher on the Award Subsystem. The function above can be found in RTP\_ClockPettel. (This has slightly changed, its the same but it plays animations)

# Level Display Widget

VE\_LevelDisplay

