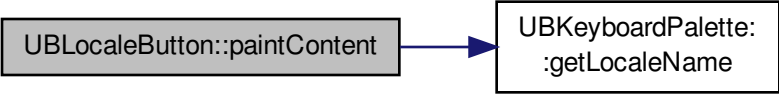


UBLocaleButton::paintContent



```
graph LR; A[UBLocaleButton::paintContent] --> B[UBKeyboardPalette::getLocaleName]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'UBLocaleButton::paintContent'. The right box is white with a black border and contains the text 'UBKeyboardPalette::getLocaleName'. A blue arrow points from the right side of the left box to the left side of the right box.

UBKeyboardPalette:
:getLocaleName