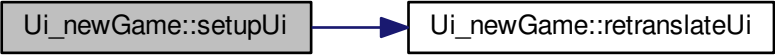


Ui_newGame::setupUi



```
graph LR; A[Ui_newGame::setupUi] --> B[Ui_newGame::retranslateUi]
```

A diagram showing a call from the `Ui_newGame::setupUi` function to the `Ui_newGame::retranslateUi` function. The first function is in a gray box, and the second is in a white box. A blue arrow points from the first box to the second.

Ui_newGame::retranslateUi