

playerWindow::connectSignal
Clicked



```
graph LR; A[playerWindow::playerWindow] --> B[playerWindow::connectSignal Clicked];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'playerWindow::connectSignal Clicked'. The box on the right is white and contains the text 'playerWindow::playerWindow'. A dark blue arrow points from the right box to the left box, indicating a signal connection.

playerWindow::playerWindow