

```
scenes::levelCreatorScene  
::LevelCreatorScene::updatePaletteHover
```

```
graph LR; A[scenes::levelCreatorScene  
::LevelCreatorScene::updatePaletteHover] --> B[ui::widgets::contains]; B --> B;
```

The diagram consists of two rectangular boxes. The left box is gray and contains the text 'scenes::levelCreatorScene' followed by '::LevelCreatorScene::updatePaletteHover' on the next line. A blue arrow points from the right side of this box to the left side of the right box. The right box is white with a black border and contains the text 'ui::widgets::contains'. A blue curved arrow starts from the top of the right box and points back to the top of the same box, indicating a self-call or a loop.

```
ui::widgets::contains
```