

scenes::levelCreatorScene  
::LevelCreatorScene::levelIndexAt



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

The diagram illustrates a function call. A grey box on the left contains the text 'scenes::levelCreatorScene' and '::LevelCreatorScene::levelIndexAt'. A blue arrow points from this box to a white box on the right containing 'ui::widgets::contains'. A curved blue arrow loops back from the right side of the white box to its left side, indicating a self-call or a return path.

ui::widgets::contains