

scenes::levelCreatorScene
::LevelCreatorScene::updateButtonHover

```
graph LR; A[scenes::levelCreatorScene  
::LevelCreatorScene::updateButtonHover] --> 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::updateButtonHover' on the next line. A straight 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 curved blue arrow starts from the top right of the right box and points back to the top left of the same box, indicating a self-call or a loop.

ui::widgets::contains