

scenes::gameplayScene
::GameplayScene::drawWindLabel

```
graph LR; A["scenes::gameplayScene  
::GameplayScene::drawWindLabel"] --> B["ui::widgets::makeColor"]; B --> B;
```

The diagram illustrates a sequence of function calls. On the left, a grey rectangular box contains the text 'scenes::gameplayScene' followed by '::GameplayScene::drawWindLabel' on the next line. A straight blue arrow points from the right side of this box to the left side of a white rectangular box on the right. This white box contains the text 'ui::widgets::makeColor'. A curved blue arrow originates from the top of the white box and points back to its top, indicating a recursive or self-call within the 'makeColor' function.

ui::widgets::makeColor