

`scenes::winScene::WinScene  
::buttonIndexAt`

A diagram illustrating a callout or signal flow. A grey rectangular box on the left contains the text `scenes::winScene::WinScene ::buttonIndexAt`. A blue arrow points from this box to a second grey rectangular box on the right, which contains the text `ui::widgets::contains`. Above the second box, a blue curved arrow forms a loop, indicating a self-referencing or recursive relationship.

`ui::widgets::contains`