

scenes::menuScene::
MenuScene::updateHover

```
graph LR; A["scenes::menuScene::  
MenuScene::updateHover"] --> B["ui::widgets::contains"]; B --> B;
```

The diagram illustrates a function call. A grey rectangular box on the left contains the text 'scenes::menuScene::' followed by 'MenuScene::updateHover' on a new 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. The white box contains the text 'ui::widgets::contains'. A curved blue arrow starts from the top right of the white box and loops back to the top left of the same box, indicating a self-call or recursive behavior.

ui::widgets::contains