

```
scenes::gameplayScene  
::GameplayScene::drawWindLabel
```

```
ui::widgets::makeColor
```

A diagram illustrating a function call. A grey rectangular box on the left contains the text "scenes::gameplayScene ::GameplayScene::drawWindLabel". A blue arrow points from this box to a white rectangular box on the right, which contains the text "ui::widgets::makeColor". A blue curved arrow with a triangle at the end is positioned above the "makeColor" box, indicating a self-loop or a return path.