

```
scenes::levelCreatorScene  
::LevelCreatorScene::selectPaletteColor
```

A diagram showing a call from a scene to a widget. A grey box on the left contains the text 'scenes::levelCreatorScene' and '::LevelCreatorScene::selectPaletteColor'. A blue arrow points from the right side of this box to a white box on the right. The white box contains the text 'ui::widgets::contains'. A curved blue arrow loops back from the top right of the white box to its top left.

```
ui::widgets::contains
```