

scenes::levelCreatorScene
 ::LevelCreatorScene::drawEdgeRow

A diagram illustrating a function call. A grey rectangular box on the left contains the text "scenes::levelCreatorScene ::LevelCreatorScene::drawEdgeRow". A blue arrow points from this box to a second grey rectangular box on the right, which contains the text "ui::widgets::makeColor". Above the second box, a blue curved arrow loops back to the right side of the first box, indicating a return value.

ui::widgets::makeColor