

`scenes::levelCreatorScene  
::LevelCreatorScene::drawListHeader`

```
graph LR; A[scenes::levelCreatorScene<br>::LevelCreatorScene::drawListHeader] --> B[ui::widgets::makeColor]; B --> B
```

`ui::widgets::makeColor`

A blue arrow points from the text "scenes::levelCreatorScene ::LevelCreatorScene::drawListHeader" to the text "ui::widgets::makeColor". A blue curved arrow also points from the "makeColor" text back to itself, indicating a self-loop or recursive call.