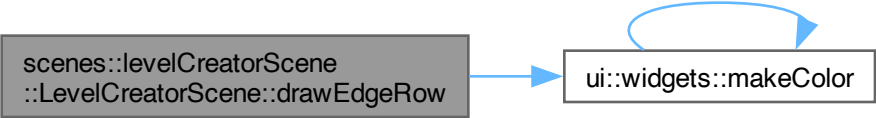


```
scenes::levelCreatorScene  
::LevelCreatorScene::drawEdgeRow
```



```
graph LR; A["scenes::levelCreatorScene  
::LevelCreatorScene::drawEdgeRow"] --> B["ui::widgets::makeColor"]; B --> B;
```

The diagram illustrates a function call. A grey rectangular box on the left contains the text 'scenes::levelCreatorScene' followed by '::LevelCreatorScene::drawEdgeRow' on a new line. A blue arrow points from the right side of this box to a white rectangular box on the right. The white box contains the text 'ui::widgets::makeColor'. A curved blue arrow starts from the top of the white box and points back to the top of the white box, representing a self-call or a loop.

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