

scenes::levelScene
 ::LevelScene::drawPanel

```
graph LR; A[scenes::levelScene<br>::LevelScene::drawPanel] --> B["ui::widgets::makeColor"]; B --> B
```

ui::widgets::makeColor

A blue arrow points from the text "scenes::levelScene ::LevelScene::drawPanel" to the text "ui::widgets::makeColor". A second blue arrow originates from the "makeColor" text and loops back to it.