

```
scenes::levelCreatorScene  
::LevelCreatorScene::drawHeader
```

```
graph LR; A[scenes::levelCreatorScene  
::LevelCreatorScene::drawHeader] --> 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 '::

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