

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

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

`ui::widgets::makeColor`

A blue arrow points from the `drawHeader` method to the `makeColor` method, indicating a call. A second blue arrow loops back from the `makeColor` method back to the `drawHeader` method, indicating a return value.