

scenes::levelCreatorScene
::LevelCreatorScene::drawPalette

```
graph LR; A[scenes::levelCreatorScene  
::LevelCreatorScene::drawPalette] --> 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::drawPalette' on the next line. A blue arrow points from the right side of this box to a white rectangular box on the right. This 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 same box, representing a self-call or loop.

ui::widgets::makeColor