

scenes::menuScene::
MenuScene::drawBackdrop

```
graph LR; A["scenes::menuScene::  
MenuScene::drawBackdrop"] --> B["ui::widgets::makeColor"]; B --> B;
```

The diagram illustrates a function call. A grey rectangular box on the left contains the text 'scenes::menuScene::' followed by 'MenuScene::drawBackdrop' on the next line. A straight 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 same box, indicating a self-call or a loop.

ui::widgets::makeColor