

scenes::levelCreatorScene  
  ::LevelCreatorScene::drawBackdrop

A diagram illustrating a function call. A grey rectangular box on the left contains the text "scenes::levelCreatorScene" on top and "::LevelCreatorScene::drawBackdrop" below it. A blue arrow points from this box to a second grey rectangular box on the right. This second box contains the text "ui::widgets::makeColor". Above the second box, a blue curved arrow starts from the right side of the first box and loops back towards the second box, indicating a return value or a cycle.

ui::widgets::makeColor