

ClickableOnTimeline.OnPointerUp

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graph LR; A[ClickableOnTimeline.OnPointerUp] --> B[Timeline.HoverHandoverWithChildren]; A --> C[Timeline.SetBlockEdgeSnapping];
```

The diagram illustrates a branching logic flow. A single source node on the left, 'ClickableOnTimeline.OnPointerUp', is connected by two blue arrows to two separate destination nodes on the right. The top destination node is 'Timeline.HoverHandoverWithChildren' and the bottom one is 'Timeline.SetBlockEdgeSnapping'.

Timeline.HoverHandoverWith
Children

Timeline.SetBlockEdgeSnapping