

ClickableOnTimeline.OnPointerDown

ClickableOnTimeline.OnPointerUp

Timeline.SetBlockEdgeSnapping

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

The diagram illustrates a mapping from two event handlers to a single timeline method. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'ClickableOnTimeline.OnPointerDown' and the bottom box contains 'ClickableOnTimeline.OnPointerUp'. Two blue arrows originate from the right side of these boxes and point towards a single gray rectangular box on the right. This gray box contains the text 'Timeline.SetBlockEdgeSnapping'.