

Timeline.SetTargetFrame



```
graph LR; A[Timeline.SetTargetFrame] --> B[Playhead.SetAnchoredX]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is dark gray with a thin black border and contains the text 'Timeline.SetTargetFrame'. The right box is white with a thin black border and contains the text 'Playhead.SetAnchoredX'. A solid blue arrow points from the right side of the first box to the left side of the second box.

Playhead.SetAnchoredX