

Timeline.OnPointerExit

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

The diagram illustrates a sequence of operations. It begins with a gray rectangular box labeled 'Timeline.OnPointerExit'. A straight blue arrow points from this box to a white rectangular box labeled 'Timeline.SetTargetFrame'. Above the 'Timeline.SetTargetFrame' box, a curved blue arrow loops back to its own left side, indicating a self-call or a recursive action.

Timeline.SetTargetFrame