

Timeline.FixPlayheadOvershoot

```
graph LR; A[Timeline.FixPlayheadOvershoot] --> B[Timeline.SetEndFrame]; A --> C[Timeline.SetStartFrame];
```

A diagram illustrating a function call. On the left, a gray rectangular box contains the text "Timeline.FixPlayheadOvershoot". Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box on the right containing the text "Timeline.SetEndFrame". The bottom arrow points to another white rectangular box on the right, positioned below the first one, containing the text "Timeline.SetStartFrame".

Timeline.SetEndFrame

Timeline.SetStartFrame