

Playhead.OnPositionChange

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

The diagram illustrates a sequence of operations. It begins with a gray rectangular box containing the text 'Playhead.OnPositionChange'. A straight blue arrow points from the right side of this box to a white rectangular box with a black border containing the text 'Timeline.SetTargetFrame'. Above the 'Timeline.SetTargetFrame' box, a curved blue arrow starts and ends at the same box, indicating a self-loop or a recursive call.

Timeline.SetTargetFrame