

UnityEngine.InputSystem.
InputRecorder.OnDisable

UnityEngine.InputSystem.
InputRecorder.StartReplay

UnityEngine.InputSystem.
InputRecorder.StopReplay

```
graph LR; A[UnityEngine.InputSystem.InputRecorder.OnDisable] --> C[UnityEngine.InputSystem.InputRecorder.StopReplay]; B[UnityEngine.InputSystem.InputRecorder.StartReplay] --> C;
```

The diagram illustrates a relationship between three methods in the UnityEngine.InputSystem namespace. On the left, two white rectangular boxes represent source methods: 'OnDisable' and 'StartReplay'. On the right, a gray rectangular box represents the target method 'StopReplay'. Two blue arrows point from the source methods to the target method, indicating that both 'OnDisable' and 'StartReplay' call or invoke 'StopReplay'.