

UnityEngine.InputSystem.
Samples.InputVisualizer.OnEnable



```
graph LR; A[UnityEngine.InputSystem.Samples.InputVisualizer.OnEnable] --> B[UnityEngine.InputSystem.Samples.InputVisualizer.ResolveParent];
```

A diagram showing a call from the `OnEnable` method to the `ResolveParent` method. The `OnEnable` method is in a gray box on the left, and the `ResolveParent` method is in a white box on the right. A blue arrow points from the `OnEnable` box to the `ResolveParent` box.

UnityEngine.InputSystem.
Samples.InputVisualizer.Resolve
Parent