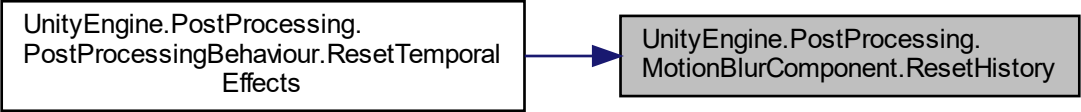


UnityEngine.PostProcessing.
PostProcessingBehaviour.ResetTemporal
Effects



```
graph LR; A["UnityEngine.PostProcessing.  
PostProcessingBehaviour.ResetTemporal  
Effects"] --> B["UnityEngine.PostProcessing.  
MotionBlurComponent.ResetHistory"]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is white with a black border and contains the text 'UnityEngine.PostProcessing.', 'PostProcessingBehaviour.ResetTemporal', and 'Effects' on three lines. The right box is light gray with a black border and contains the text 'UnityEngine.PostProcessing.' and 'MotionBlurComponent.ResetHistory' on two lines.

UnityEngine.PostProcessing.
MotionBlurComponent.ResetHistory