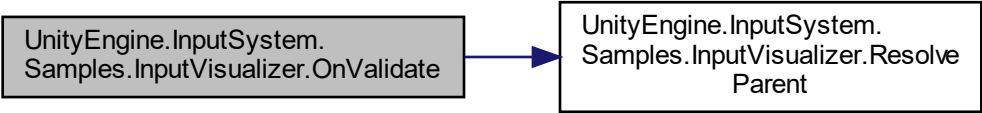


UnityEngine.InputSystem.  
Samples.InputVisualizer.OnValidate



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

A diagram showing a call from the `OnValidate` method to the `ResolveParent` method. The `OnValidate` 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 `OnValidate` box to the `ResolveParent` box.

UnityEngine.InputSystem.  
Samples.InputVisualizer.Resolve  
Parent