

UnityEngine.InputSystem.
Samples.InputVisualizer.OnEnable

UnityEngine.InputSystem.
Samples.InputVisualizer.OnValidate

UnityEngine.InputSystem.
Samples.InputVisualizer.Resolve
Parent

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

The diagram illustrates a relationship between three methods in the UnityEngine.InputSystem.Samples.InputVisualizer class. Two source methods, OnEnable and OnValidate, are shown on the left in white boxes. Arrows from both point to a target method, ResolveParent, shown on the right in a grey box. This suggests that both OnEnable and OnValidate call or depend on the ResolveParent method.