

UnityEngine.InputSystem.
Samples.VisualizationHelpers.
TimelineVisualizer

+ showLegend + showLimits + timeUnit

+ valueUnit + timelineCount

+ historyDepth + limitsY

+ TimelineVisualizer() + OnDraw()

+ AddSample() + AddTimeline()

+ Add (imeline() + GetTimeline()

+ AddSample()

+ GetOrCreateSample()