

UnityEngine.InputSystem.  
InputRecorder.OnDisable

UnityEngine.InputSystem.  
InputRecorder.StartReplay

UnityEngine.InputSystem.  
InputRecorder.StopCapture

```
graph LR; A[UnityEngine.InputSystem.InputRecorder.OnDisable] --> C[UnityEngine.InputSystem.InputRecorder.StopCapture]; B[UnityEngine.InputSystem.InputRecorder.StartReplay] --> C;
```

The diagram illustrates a relationship between three methods in the UnityEngine.InputSystem namespace. On the left, two white rectangular boxes represent source methods: 'OnDisable' and 'StartReplay'. Blue arrows point from each of these boxes to a single gray rectangular box on the right, which represents the 'StopCapture' method. This suggests that both 'OnDisable' and 'StartReplay' trigger or are associated with the 'StopCapture' operation.