

MyCharacterController.Jump



```
graph LR; A[MyCharacterController.Jump] --> B[MyCharacterController.Add Velocity]
```

A diagram showing a call from `MyCharacterController.Jump` to `MyCharacterController.Add Velocity`. The first box is white with a black border, and the second box is gray with a black border. A blue arrow points from the first box to the second box.

MyCharacterController.Add  
Velocity