

JumpingUI.OnEnable

```
graph LR; A[JumpingUI.OnEnable] --> B[JumpingUI.StartJumpAnimation]; B --> C[JumpingUI.StopAnimation];
```

The diagram illustrates a three-step sequence of UI events. It begins with a gray box labeled 'JumpingUI.OnEnable'. A blue arrow points from this box to a white box labeled 'JumpingUI.StartJumpAnimation'. Another blue arrow points from the second box to a final white box labeled 'JumpingUI.StopAnimation'.

JumpingUI.StartJumpAnimation

JumpingUI.StopAnimation