

Transition	Condition	Interruption
Idle-to-Walk	Speed greater than 0.1	Current state
Walk-to-Idle	Speed less than 0.1	None
Walk-to-Run	Speed greater than 3	None
Idle-to-Run	Speed greater than 3	None
Run-to-Idle	Speed less than 0.1	None
Walk-to-Jump	Jumping is true	None
Idle-to-Jump	Jumping is true	None
Jump-to-Idle	Jumping is false	None
Run-to-Jump	Jumping is true	None