

PlayerLogger.OnDisable

PlayerLogger.OnEnable

PlayerLogger.OnJump



```
graph LR; A[PlayerLogger.OnDisable] --> C[PlayerLogger.OnJump]; B[PlayerLogger.OnEnable] --> C;
```

The diagram illustrates a flow where two events, PlayerLogger.OnDisable and PlayerLogger.OnEnable, both trigger the PlayerLogger.OnJump event. The source events are in white boxes, and the target event is in a gray box. Blue arrows indicate the direction of the flow from left to right.