

FirstPersonController.On  
Disable

FirstPersonController.On  
Enable

FirstPersonController.OnJump

```
graph LR; A[FirstPersonController.On Disable] --> C[FirstPersonController.OnJump]; B[FirstPersonController.On Enable] --> C;
```

The diagram consists of three rectangular boxes. On the left, there are two white boxes with black borders, one above the other. The top box contains the text 'FirstPersonController.On Disable' and the bottom box contains 'FirstPersonController.On Enable'. To the right of these is a single, wider gray box with a black border containing the text 'FirstPersonController.OnJump'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box, indicating a flow or relationship from the left boxes to the right box.