

IsTouchingGround.IsSatisfied

CharacterAnimatorControl.  
Start

Character.GetMovementBehavior

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graph LR; A[IsTouchingGround.IsSatisfied] --> C[Character.GetMovementBehavior]; B[CharacterAnimatorControl.Start] --> C;
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The diagram consists of three rectangular boxes. On the left, there are two boxes stacked vertically. The top box contains the text 'IsTouchingGround.IsSatisfied'. The bottom box contains the text 'CharacterAnimatorControl.' on the first line and 'Start' on the second line. On the right, there is a single box containing the text 'Character.GetMovementBehavior'. Two blue arrows point from the right side of the two boxes on the left to the left side of the box on the right. The box on the right has a light gray fill, while the boxes on the left are white.