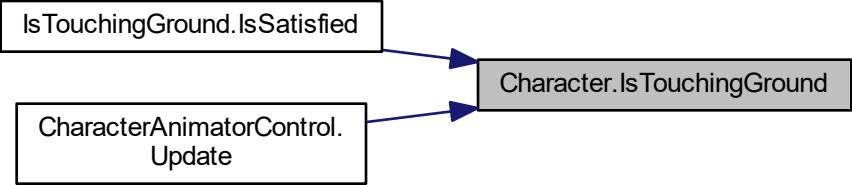


IsTouchingGround.IsSatisfied

CharacterAnimatorControl.
Update

Character.IsTouchingGround



```
graph LR; A[IsTouchingGround.IsSatisfied] --> C[Character.IsTouchingGround]; B[CharacterAnimatorControl.Update] --> C;
```

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.Update'. On the right, there is a single box containing the text 'Character.IsTouchingGround'. Two blue arrows point from the right side of the left boxes to the left side of the right box. The right box has a light gray fill and a black border, while the left boxes have a white fill and a black border.