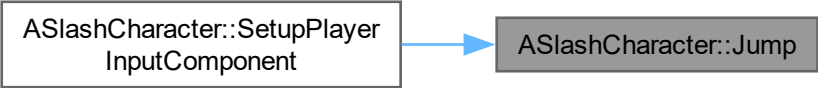


ASlashCharacter::SetupPlayer
InputComponent



```
graph LR; A[ASlashCharacter::SetupPlayer InputComponent] --> B[ASlashCharacter::Jump];
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is white with a black border and contains the text 'ASlashCharacter::SetupPlayer' on the top line and 'InputComponent' on the bottom line. The right box is gray with a black border and contains the text 'ASlashCharacter::Jump'. A blue arrow points from the right side of the left box to the left side of the right box.

ASlashCharacter::Jump