

Player::stop_jumping



```
graph LR; A[Player::stop_jumping] --> B[Audio_Manager::end_of_jump]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Player::stop_jumping'. The right box is white and contains the text 'Audio_Manager::end_of_jump'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

Audio_Manager::end
_of_jump