

```
void Jump()
{
    if(!myCapsuleCollider.IsTouchingLayers(LayerMask.GetMask("Ground"))) // IsTouchingLayers work with Layer fields
    {
        return;
    }

    bool jumpInput = Input.GetKey(KeyCode.Space);
    if(jumpInput)
    {
        rb.AddRelativeForce(Vector2.up * jumpMag);
    }
}
```



Tilemap



Static ▼

Tag Untagged ▼

Layer Ground ▼



Transform



Position	X	0	Y	0	Z	0
Rotation	X	0	Y	0	Z	0
Scale	X	1	Y	1	Z	1