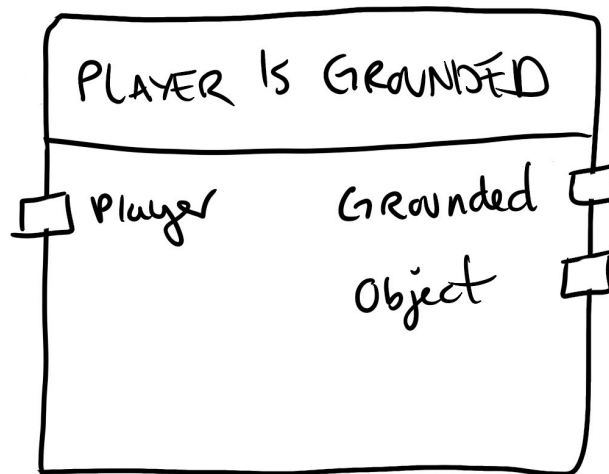


This is a chip that was requested by our creative team!



- “Player Is Grounded” takes a player input.
- The “grounded” output is a bool that returns True if the player is standing on a surface and False if they are not.
- The “Object” output returns a reference to the object on which they are standing.
 - (If not valid, such as when the player is not grounded or is standing on terrain that cannot be referenced, polling this output logs the error, “Player is either not grounded or not standing on a makerpen object.”)