

DOUBLE (or Triple) Jump

```
6  
7   #use this for DOUBLE JUMP  
8   var jump_count = 0  
9   var max_jumps = 3  
10
```

the max jumps is how many double jumps

```
▼ func _physics_process(delta: float) -> void:
    >| # Add the gravity.
    ▼ >| if not is_on_floor():
        >| >| velocity += get_gravity() * delta

    >| #for DOUBLE JUMP add the code below
    ▼ >| if is_on_floor():
        >| >| jump_count = 0
```

this code makes sure the jump count will work

```
# Handle jump.  
#if Input.is_action_just_pressed("jump") and is_on_floor():  
>|    #velocity.y = JUMP_VELOCITY  
  
#to make DOUBLE JUMP replace the code above with the code below  
if Input.is_action_just_pressed("jump") and jump_count < max_jumps:  
>|    velocity.y = JUMP_VELOCITY  
>|    jump_count += 1
```

Change the jump mechanics, we now use the jump count variable and add a jump counter