

StaminaPresenter.BarUpdate

```
graph LR; A[StaminaPresenter.BarUpdate] --> B[StaminaController.SetValue]; B --> B;
```

The diagram illustrates a sequence of operations. It begins with a gray rectangular box labeled 'StaminaPresenter.BarUpdate'. A straight blue arrow points from this box to a white rectangular box labeled 'StaminaController.SetValue'. Above the 'StaminaController.SetValue' box, a curved blue arrow loops back to its starting point, indicating a self-call or a recursive operation within the controller's 'SetValue' method.

StaminaController.SetValue