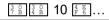
IInputProvider

- + LookVector
- + MoveVector
- + AttackType
- + DoDush
- + OnPressedDush
- + OnReleasedDush
- + DoRolling
- + SelectLeftItem
- + SelectRightItem
- + Useltem



NullCharacterIP

- + LookVector
- + MoveVector
- + AttackType
- + DoDush
- + OnPressedDush
- + OnReleasedDush
- + DoRolling
- + UseStorySkill_1
- + SelectLeftItem
- + SelectRightItem

3 0 3 0 10 4 E 6 ...

+NullInstance