IInputProvider + LookVector + MoveVector + AttackType + DoDush + OnPressedDush + OnReleasedDush + DoRolling + Selectl effItem + SelectRightItem + Useltem 3 0 3 0 10 4 E ... **NullCharacterIP** + NullInstance + LookVector + MoveVector + AttackType + DoDush OnPressedDush + OnReleasedDush + DoRolling + UseStorySkill 1 + SelectLeftItem + SelectRightItem 3 0 3 0 10 4 E ...