IInputProvider + LookVector + MoveVector + AttackType + DoDush + OnPressedDush + OnReleasedDush + DoRolling + Selectl effItem + SelectRightItem + Useltem 3 0 3 0 10 4 E ... PlayerInputProvider + LookVector + MoveVector + AttackType + DoDush + OnPressedDush OnReleasedDush + DoRolling + SelectLeftItem + SelectRightItem + Useltem 3 0 3 0 10 4 E ... m camera