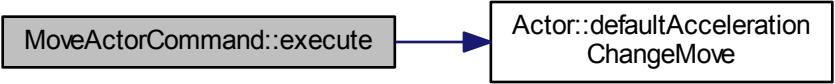


MoveActorCommand::execute



```
graph LR; A[MoveActorCommand::execute] --> B[Actor::defaultAccelerationChangeMove]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'MoveActorCommand::execute'. The right box is white and contains the text 'Actor::defaultAcceleration' on the top line and 'ChangeMove' on the bottom line. A blue arrow points from the right side of the left box to the left side of the right box.

Actor::defaultAcceleration
ChangeMove