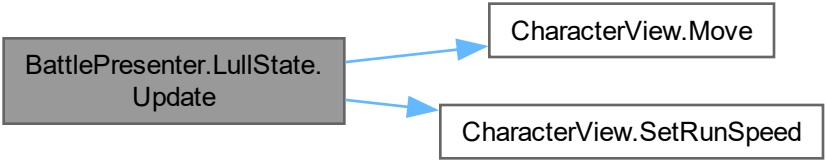


BattlePresenter.LullState.
Update



```
graph LR; A[BattlePresenter.LullState.Update] --> B[CharacterView.Move]; A --> C[CharacterView.SetRunSpeed];
```

CharacterView.Move

CharacterView.SetRunSpeed