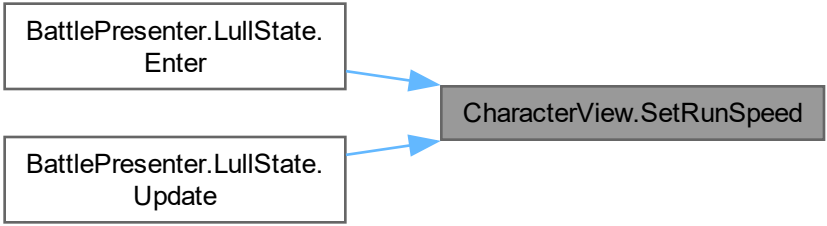


BattlePresenter.LullState.
Enter

BattlePresenter.LullState.
Update

CharacterView.SetRunSpeed



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