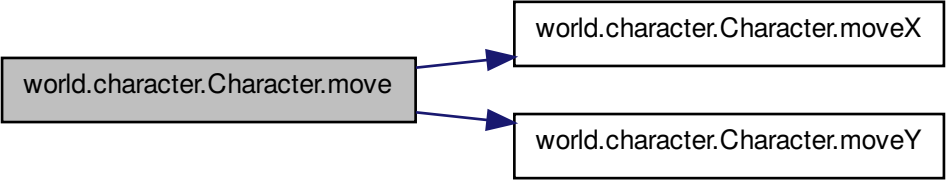


world.character.Character.move



```
graph LR; A[world.character.Character.move] --> B[world.character.Character.moveX]; A --> C[world.character.Character.moveY];
```

world.character.Character.moveX

world.character.Character.moveY