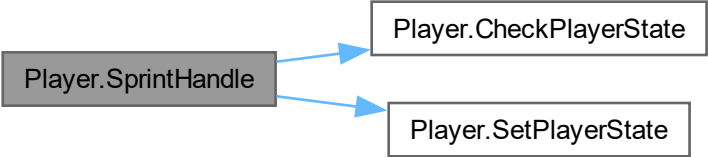


Player.SprintHandle



```
graph LR; A[Player.SprintHandle] --> B[Player.CheckPlayerState]; A --> C[Player.SetPlayerState];
```

The diagram illustrates a branching logic flow. A single gray box on the left, labeled 'Player.SprintHandle', has two blue arrows pointing to two separate white boxes on the right. The top white box is labeled 'Player.CheckPlayerState' and the bottom white box is labeled 'Player.SetPlayerState'.

Player.CheckPlayerState

Player.SetPlayerState