```
Actor
+ ActTarget
  weiaht
+ Actor()
+ CheckAbsoluteWeightKey()
+ Initialize()
+ Initialize()
+ GetWeight()
+ SetWeight()
+ SetWeight()
+ Interactive()
+ OnTouchEvent()
# AbsoluteWeightKey()
# Initialize()
# FinishActor()
       FZ.UnitObjActor
       + ActTarget
```