```
MCN::Actor
+ ActTarget

    weight

+ Actor()
+ CheckAbsoluteWeightKey()
+ Initialize()
+ GetWeight()
+ SetWeight()
+ SetWeight()
+ Interactive()
+ OnTouchEvent()
# AbsoluteWeightKey()
# Initialize()
# FinishActor()
         MoveActor
  + Range
    moveableStateMachine
  + OnTouchEvent()
  + Interactive()
  # AbsoluteWeightKey()
  # Initialize()
```

StorageStates()GetCurrentState()GetCurrentStateType()

- ChangeState()