MCN::Actor + ActTarget weight + Actor() + CheckAbsoluteWeightKey() + Initialize() + Initialize() + GetWeight() + SetWeight() + SetWeight() + Interactive() + OnTouchEvent() # AbsoluteWeightKey() # Initialize() # FinishActor() MoveActor + Range stateMachine + OnTouchEvent() + Interactive() # AbsoluteWeightKey() # Initialize() - StorageStates() - GetCurrentState()

GetCurrentStateType()

ChangeState()