```
MCN··Actor
+ ActTarget
  weight
+ Actor()
+ CheckAbsoluteWeightKev()
+ Initialize()
+ Initialize()
+ GetWeight()
+ SetWeight()
+ SetWeight()
+ Interactive()
+ OnTouchEvent()
# AbsoluteWeightKey()
# Initialize()
# FinishActor()
         AttackActor
   + Range
   + Damage

    stateMachine

   + OnTouchEvent()
   + Interactive()
   # AbsoluteWeightKey()
   # Initialize()
   - StorageStates()
   - GetCurrentState()
```

GetCurrentStateType()

ChangeState()