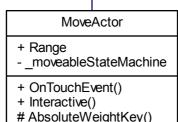
```
MCN.Actor

+ ActTarget
- _weight

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



# Initialize()StorageStates()GetCurrentState()GetCurrentStateType()

ChangeState()