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MovingActor
- endRegion : Region
- transitionSteps : int = 0
- currentStep : int = 0
xSpeed : int = 0
- ySpeed : int = 0
is Active · hool = false
+ MovingActor(startRegion : Region, endRegion : Region, textureID : int = -1, layer : int = 1, transitionSteps : int = 0, moveOnSpawn : bool = false)
                                                                     ResponsiveVideoActor
              - hoverTextureID : int = -1
              - defaultTextureID : int = -1
              + ResponsiveVideoActor(region: Region, hoverTextureID: int = -1, clickTextureID: int = -1, defaultTextureID: int = -1, layer: int = 1)
             + setTexture(textureID : int = -1)
                                                                               VideoEventActor
                            - actorEvent : ActorEvent
                           + VideoMessageActor(region: Region, textureID: int = -1, eventType: ActorEventType, eventValue: int, layer: int = 1)
                                                                                DelayedVideoActor
                                 - textureID : int
                                 - delaySteps : int = 0
                                 - currentStep : int = 0
                                 - disappearStep : int = -1
                                + DelayedVideoActor(region : Region, textureID : int, delaySteps : int = 0, disappearStep : int = -1, layer : int = 1)
                                                                                                              VideoActor
                                                                                   + VideoActor(region : Region, textureID : int = -1, layer : int = 1)
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Diagram: Actors Page 1

video* : ActorVideo # audioID : AudioID = -1 + onClick(player : Player) : ActorEvent + onHover(player : Player) : ActorEvent + step(player&: Player): ActorEvent + isInBounds(point : Point) : bool ResponsiveAudioActor - hoverAudioID : int = -1 - clickAudioID : int = -1 - durationSteps : int = 120 - stepCount : int = 0 + ResponsiveAudioActor(region : Region, hoverAudioID : int = -1, durationSteps : int = 120, clickAudioID : int = -1) DelayedAudioActor - audioID : int - delaySteps : int = 0 - currentStep : int = 0 + DelayedAudioActor(audioID : int, delaySteps : int = 0) AudioStreamActor - path : string - activated : bool = false + AudioStreamActor(path : string) + getPath() : string TextboxSpawnActor - text : string + TextboxSpawnActor(region : Region, text : string) + getText() : string SceneLink - sceneID : int requiredItemID : int = -1 itemRequiredText : string + SceneLink(sceneID: int, region: Region, itemRequiredText: string, itemID: int = -1) + getText() : string LevelLink - levelID : int - requiredItemID : int = -1 - sceneID : int - itemRequiredText : string + LevelLink(levelID: int, region: Region, sceneID: int, itemRequiredText: string, itemID: int = -1) + getSceneID() : int + getText() : string InventoryItemActor - itemID : int - pickedUp : bool = false + InventoryItemActor(region : Region, itemID : int = -1, textureID : int = -1, layer : int = 1)

BaseActor

region : Region