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MovingActor
- endRegion : Region
- transitionSteps : int = 0
- currentStep : int = 0
 - xSpeed : int = 0
 - moveOnSpawn : bool = false
+ MovingActor(texturelD : int = -1, startRegion : Region, endRegion : Region, transitionSteps : int = 0, layer : int = 1, moveOnSpawn : bool = false)
                                                                            ResponsiveVideoActor
                 - hoverTextureID : int = -1
                - clickTextureID : int = -1
- defaultTextureID : int = -1
                 + ResponsiveVideoActor(hoverTextureID: int = -1, clickTextureID: int = -1, defaultTextureID: int = -1, region: Region, 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(textureID: int, region: Region, delaySteps: int = 0, disappearStep: int = -1, layer: int = 1)
                                                                                           + VideoActor(textureID : int = -1, region : Region, layer : int = 1)
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# audioID : AudioID = -1 + onClick(player : Player) : ActorEvent + onHover(player: Player) : ActorEvent + step(player&: Player) : ActorEvent + step(player&: Player) : bool - hoverAudioID : int = -1 - clickAudioID : int = -1 - durationSteps : int = 120 - stepCount : int = 0 + ResponsiveAudioActor(hoverAudioID: int = -1, clickAudioID: int = -1, region: Region, durationSteps: int = 120) - 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 + SceneLink(sceneID : int, itemID : int = -1, region : Region) - levelID : int - requiredItemID : int = -1 - sceneID : int + LevelLink(leveIID : int, itemID : int = -1, region : Region, sceneID : int) + getSceneID() : int InventoryItemActor - itemID : int - pickedUp : bool = false + InventoryItemActor(itemID : int = -1, textureID : int = -1, region : Region, layer : int = 1)

ResponsiveAudioActor

# region : Region # video\* : ActorVideo

Diagram: Actors Page 1