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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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Diagram: Actors Page 1

