BaseAction

- action
- actionID
- discription
- interaction
- name
- statMap
- target

+ BaseAction()
+ BaseAction()
+ BaseAction()
+ OnDestroy()
+ ReturnActionID()
+ ReturnActionType()
+ ReturnDiscription()
+ ReturnInteractionType()
+ ReturnName()
+ ReturnStatMap()
and 8 more...

CommandAction

- command
- currentweapon
- isActionCommand

+ CommandAction()
+ CommandAction()
+ CommandAction()
+ OnDestroy()
+ ReturnAction()
+ ReturnWeaponType()
+ SetCommand()
+ SetWeaponType()
+ ~CommandAction()