BaseAction action actionID - discription interaction name target + BaseAction() + BaseAction() + BaseAction() + OnDestroy() + ReturnActionID() + ReturnActionType() + ReturnDiscription() + ReturnInteractionType() + ReturnName() + ReturnTargetType() and 7 more... -command

CommandAction

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