BaseAction - action actionID - discription - interaction name - statMap target + BaseAction() + BaseAction() + BaseAction() + OnDestrov() + ReturnActionID() + ReturnActionType() + ReturnDiscription() + ReturnInteractionType() + ReturnName() + ReturnStatMap() and 8 more... command CommandAction - currentweapon isActionCommand + CommandAction() + CommandAction()

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