## **BaseAction** + BaseAction() + BaseAction() + BaseAction() + SetName() + SetDiscription() + SetActionType() + SetTargetType() + SetInteractionType() + SetActionID() + OnDestroy() and 8 more... CommandAction + CommandAction() + CommandAction() + CommandAction() + SetWeaponType() + SetCommand() + ReturnWeaponType() + ReturnAction()

+ OnDestroy()

+ ~CommandAction()