BaseAction - action actionID - discription interaction name statAction target + BaseAction() + BaseAction() + BaseAction() + GenerateID() + OnDestroy() + ReturnActionID() + ReturnActionType() + ReturnDiscription() + ReturnInteractionType() + ReturnName() and 10 more... command CommandAction - currentweapon isActionCommand + CommandAction() + CommandAction() + CommandAction() + OnDestroy() + ReturnAction() + ReturnWeaponType() + SetCommand() + SetWeaponType() + ~CommandAction()