```
SPEED
   + FIRE
   + RECOIL_RANGE_MAX
   + in
        _bullet
   + MAX_BULLET
   + DEMĀGE
   + gun_type
   + player_controller
   can_fire
   - delta_time
- recoil_range
    recoil
   - RECOIL DEFAULT
   - RANGE
   + Script()
   + actionFire()
   + doFire()
   + getAim()
   + delayFire()
   + onFire()
   + createParticle()
   + playFireSound()
   + getDemageActor()
   + actionReload()
   and 7 more..
                  +Gun
       Person
                Character
+ MAX_STAND_SPEED
+ MAX_SPRINT_SPEED
+ MAX_CROUCH_SPEED
+ MAX_STAND_IRONSIGHTS
 SPEED
+ hp
+ bulletCount
+ runing_fir
+ MAX_HP
          fire
+ hp_bar
+ show_hp_bar
+ Anim_Death
+ Anim_Fire
+ Anim_Reload
+ screen point
 sprint_pressed

    crouch_pressed

prone_pressed
 jump_pressed
toggle_ironsightstoggle_crouch
 - toggleProne
- disable Movement
              _pressed

    Ironsights

is_play_reload
+ Script()
+ AnyDamage()
+ Tick()
+ BeginPlay()
+ reloadDispatcher_Event()
+ isTeamKill()
+ applyDemage()
+ canFire()
+ actionJump()
+ actionCrouch()
and 10 more...
         Player_Person
+ fire_input_tag
+ jumping
+ Script()
+ InputAction_MoveForward()
+ InputAction_MoveRight()
+ InputAction_Turn()
+ InputAction_LookUp()
+ Tick()
+ endReloadAnim()
+ InputAction_Crouch
```

Pressed()

and 11 more...

+ InputAction\_Jump\_Pressed()
+ InputAction\_Jump\_Releasd()

Weapons\_Actor