Weapons_Actor

+ FIRE_SPEED
+ RECOIL_RANGE_MAX
+ in_bullet
+ MAX_BULLET
+ DEMAGE
+ 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_fire
+ MAX_HP
+ hp_bar
+ show_hp_bar
+ Anim_Death
+ Anim_Fire
+ Anim_Reload
+ screen_point
- sprint_pressed
- crouch_pressed
- prone_pressed
- jump_pressed
- toggle_ironsights
- toggle_crouch
- toggleProne
- disable_Movement
- Ironsights_pressed
- is_play_reload

+ Script()
+ AnyDamage()
+ Tick()
+ BeginPlay()
+ reloadDispatcher_Event()
+ isTeamKill()
+ applyDemage()
+ canFire()
+ actionJump()
+ actionCrouch()
and 9 more...

AI_Person

+ Tick()
+ actionAI_OnFile()
+ actionAI_Reload()

Shotgun_AI_Person

+ Shotgun_AI_Person()
+ ~Shotgun_AI_Person()