```
Weapons_Actor
  + FIRE
          SPEED
  + RECOIL_RANGE_MAX
  + in_bullet
  + MAX_BULLET
  + DEMĀGE
  + gun_type
  + player_controller
  can_fire
  delta_timerecoil_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
             _pressed

    Ironsights

    is_play_reload

+ Script()
+ AnyDamage()
  Tick()
+ BeginPlay()
+ reloadDispatcher_Event()
+ isTeamKill()
+ applyDemage()
+ canFire()
+ actionJump()
+ actionCrouch()
and 9 more...
          Al Person
     + Tick()
     + actionAl_OnFile()
     + actionAl_Reload()
               Δ
       M4A1_AI_Person
    + M4A1_AI_Person()
+ ~M4A1_AI_Person()
```