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...

ShotGunWeapons

+ ShotGunWeapons()
+ ~ShotGunWeapons()