```
Weapons_Actor
            SPEED
     FIRE
   + RECOIL
                RANGE_MAX
   + in_bullet
   + MĀX BULLET
   + DEMĀGE
   + gun_type
   + player
             controller
   - can_fire
  delta_timerecoil_range

    recoil

               _DEFAULT
  - RECOIL
  - 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
+ MAX_S
_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_ironsightstoggle_crouch
- toggleProne
- disable_Movement
              pressed

    Ironsights

- is_play_reload
+ Script()
+ AnyDamage()
+ Tick()
+ BeginPlay()
+ reloadDispatcher_Event()
+ isTeamKill()
+ applyDemage()
+ canFire()
+ actionJump()
+ actionCrouch()
and 9 more...
                 Λ
         Player Person
      + fire_input_tag
      + jumping
       Player_Person()
~Player_Person()
      + setViewTarget()
+ getAimInfo()
      + getBulletInfo()
```