```
Weapons Actor
  + FIRE SPEED
  + 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
toggle_
- toggleProne
- disable_Movement
Ironsights_pressed

    is_play_reload

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