```
Weapons Actor
  + FIRE
           SPEED
  + RECŌIL
              RANGE MAX
  + in_
       bullet
  + MAX BULLET
  + DEMAGE
  + 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
- toggle

    toggleProne

- disable Movement
Ironsights_pressed
- is_play_reload
+ Script()
+ AnyDamage()
+ Tick()
+ BeginPlay()
+ reloadDispatcher_Event()
+ isTeamKill()
+ applyDemage()
+ canFire()
+ actionJump()
+ actionCrouch()
and 9 more...
               Δ
          Al_Person
       Tick()
      - actionAl_OnFile()
```

+ actionAl\_Reload()