```
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...
    M4A1 Weapons
 + M4A1_Weapons()
 + ~M4A1 Weapons()
```