Gun

Gun_DynamicCrosshair

CapturePlayerSpeed

Gun_StandardInput

AttemptAttack CheckForReloadRequest

Gun_Shoot

SetStartOfShootingPosition OpenFire

Gun_MuzzleFlash

PlayMuzzleFlash

Gun_Master

EventPlayerInput

EventGunNotUsable

EventRequestReload

EventRequestGunReset

EventShotEnemy

EventAmmoChanged

EventSpeedCaptured

Gun_ApplyForce

ToggleIndicator

Gun_HitEffects

SpawnDefaultHitEffect

Gun_ApplyDamage

ApplyDamage

Gun_Ammo

DeductAmmo
CheckAmmoStatus
TryToReload
ResetGunLoading
UIAmmoUpdate
OnReloadComplete
ResetGun

Gun_Animator

PlayShootAnimation