

I	Action	
m	perform(GameInterface, Character, String[])	void
m	onSuccess(Runnable)	void
m	onException(Class<T>, Consumer<T>)	void
m	hasException(Class<?>)	boolean
m	hasException()	boolean
P	exception	Exception

C	AbstractAction	
m	onSuccess(Runnable)	void
m	onException(Class<T>, Consumer<T>)	void
m	hasException(Class<?>)	boolean
m	hasException()	boolean
P	exception	Exception

I	ActionRequestCallback	
m	respond(Action, String[])	void

I	ActionPerformCallback	
m	send(Character, T)	void