WeaponManager

+ CURRENT_WEAPON2
- uncatchedweapons
- catchedweapons

+ find()
+ render()
+ update()
+ kill_weapon()
+ reinitialize()
+ reinitializeLevelSwap()
+ set_Weapon()
+ show()
+ swap_weapon()
+ show_currentWeapon()
+ get_WeaponManager()
- WeaponManager()
- ~WeaponManager()