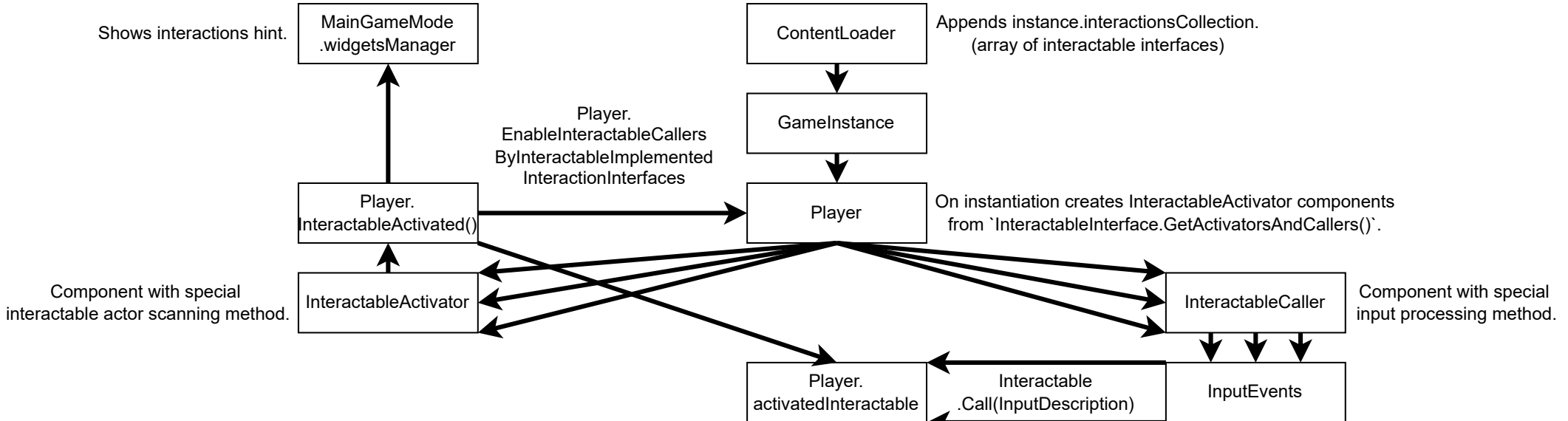
Shows interactions hint.
MainGameMode .widgetsManager
ContentLoader
Appends instance.interactionsCollection. (array of interactable interfaces)
GameInstance
Player. EnableInteractableCallers ByInteractableImplemented InteractionInterfaces
Player. InteractableActivated()
Player
On instantiation creates InteractableActivator components from `InteractableInterface.GetActivatorsAndCallers()`.
Component with special interactable actor scanning method.
InteractableActivator
InteractableCaller
Component with special input processing method.
Player. activatedInteractable
Interactable .Call(InputDescription)
InputEvents