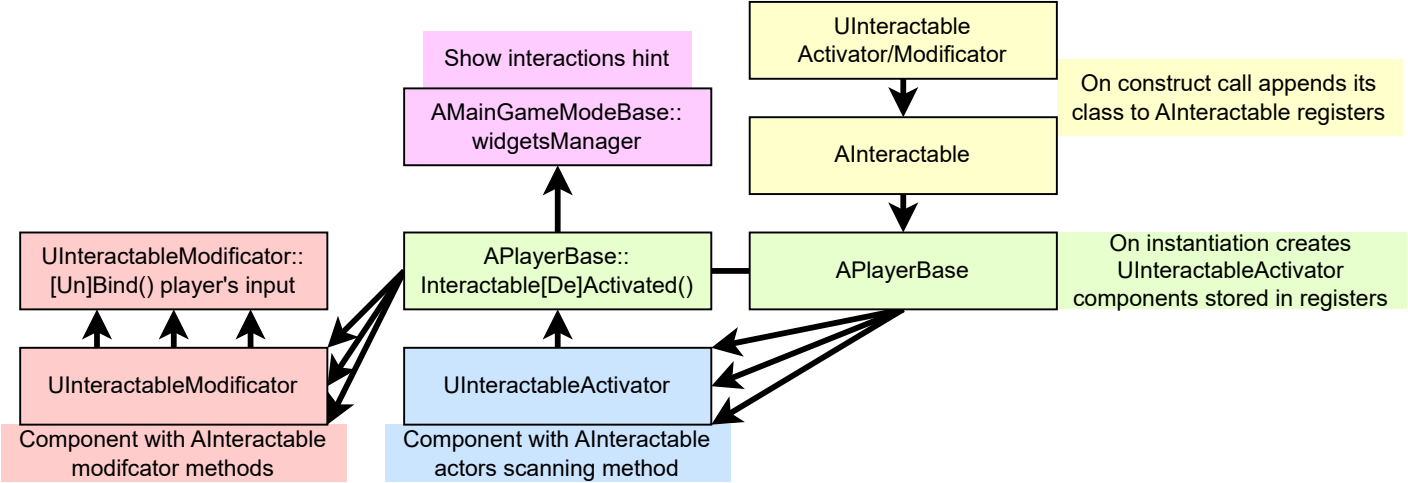
Show interactions hint
AMainGameModeBase::
widgetsManager
UInteractable
Activator/Modificator
On construct call appends its
class to AInteractable registers
AInteractable
UInteractableModificator::
[Un]Bind() player's input
APlayerBase::
Interactable[De]Activated()
APlayerBase
On instantiation creates
UInteractableActivator
components stored in registers
UInteractableModificator
UInteractableActivator
Component with AInteractable
modifcator methods
Component with AInteractable
actors scanning method