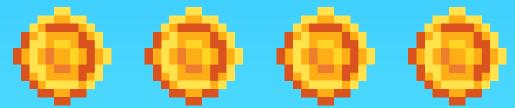


CONSEGNA 01 EMBNUELE PARDINI







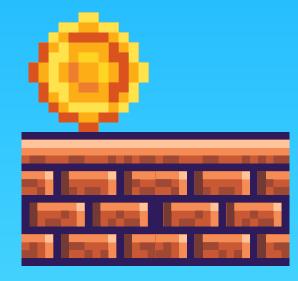


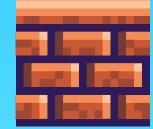




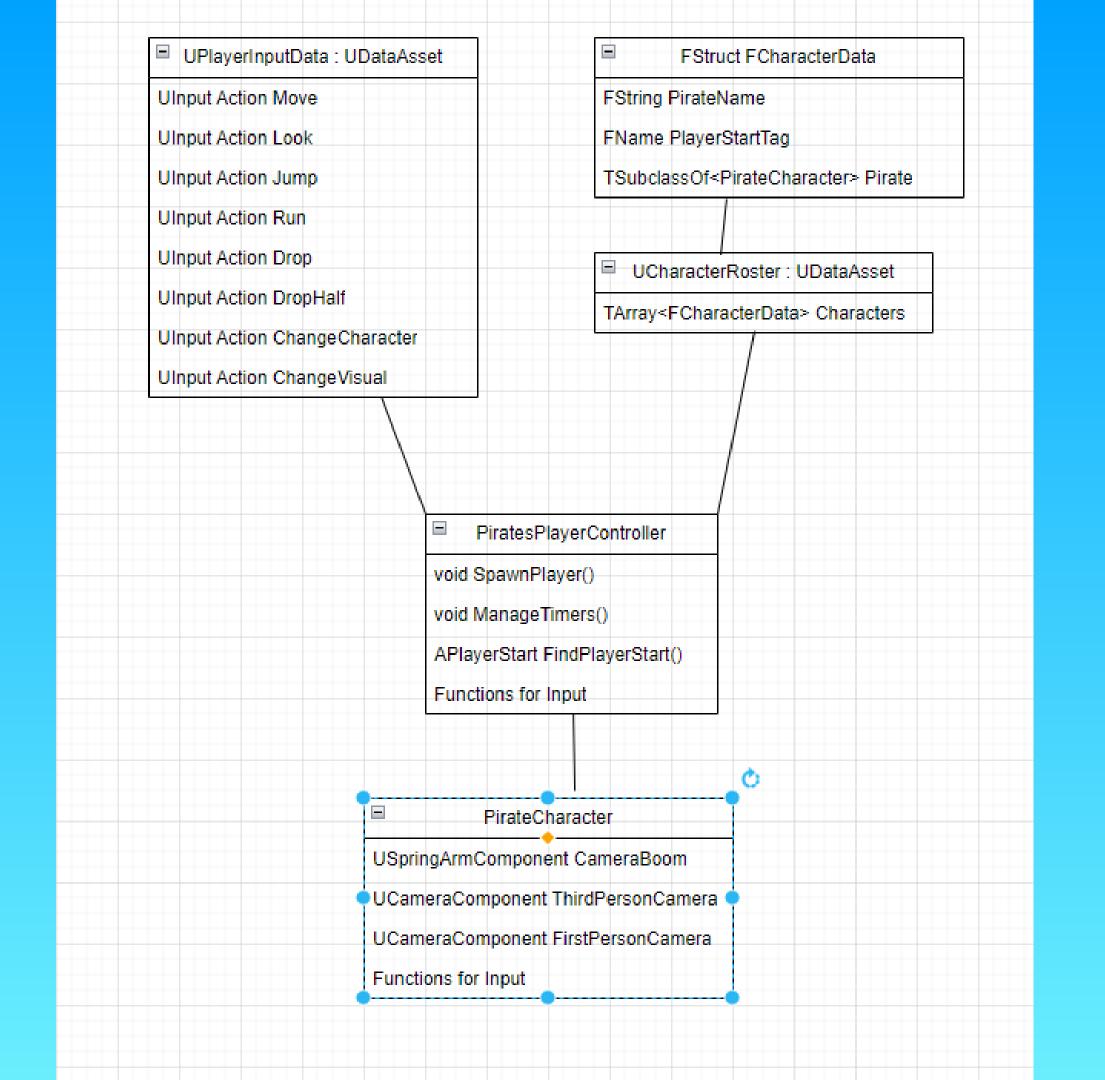












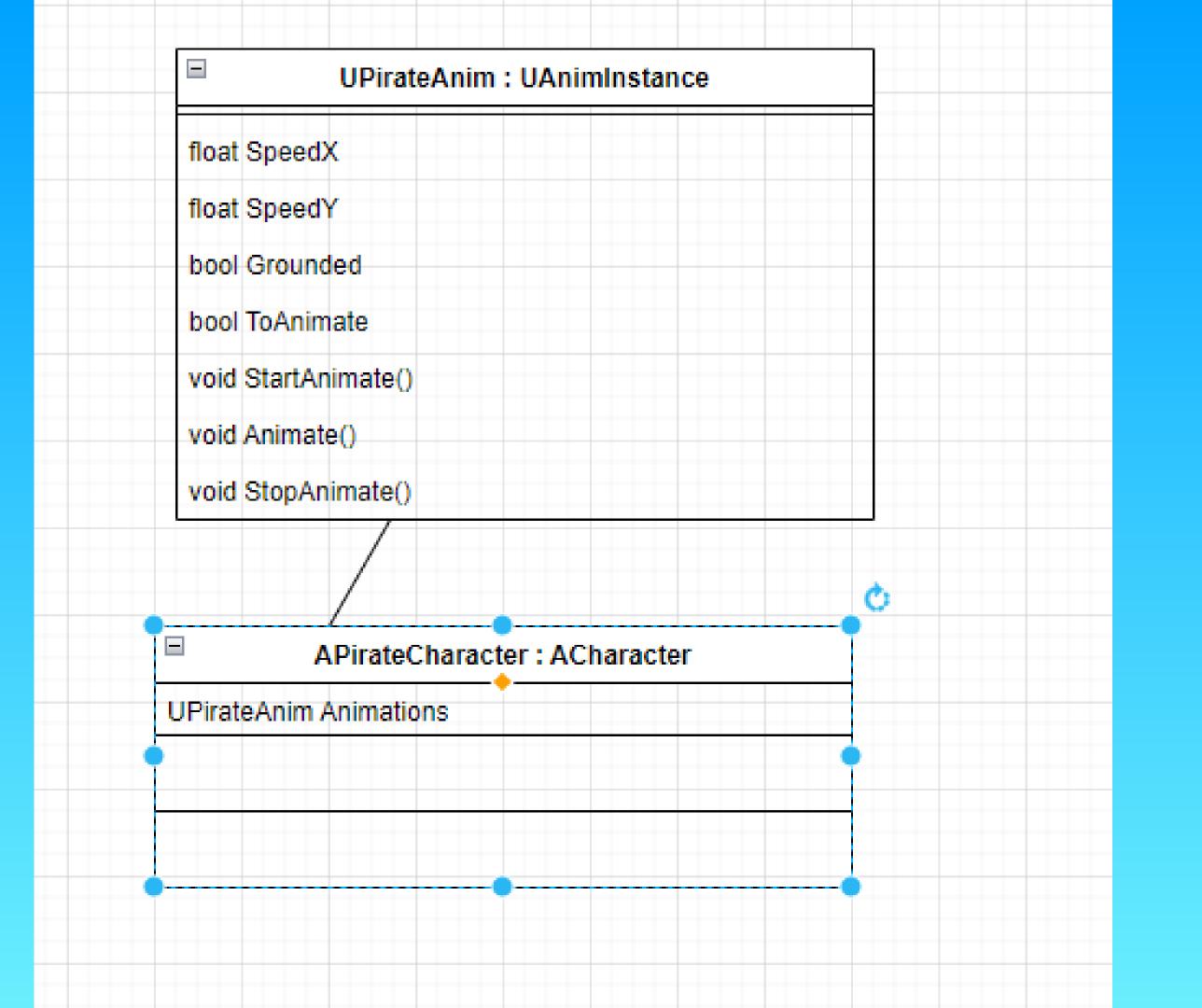






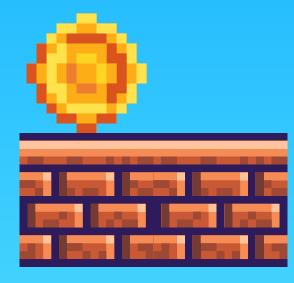


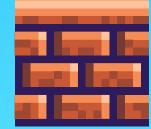














float InteractionDistance		bool NeedInput	
FName InteractionMask		virtual void Activate(Character = nullptr)	
float Radius		virtual void Deactivate()	
void Interact()			
Pirate	Character		
Pirate	Character		
- I nate			
Pirate UInteractorComponent			
UInteractorComponent	InteractorComponent		
- I nate	InteractorComponent		
UInteractorComponent	InteractorComponent		





