We are going to Interact with Volumes. We are going to use Tags for the Volumes.

Create an Interface

Texto

Descripción generada automáticamente

We bind to BeginOverlap & EndOverlap

Texto

Descripción generada automáticamente

Implementation:

Texto

Descripción generada automáticamente

When we overlap, we try to interact:

Texto

Descripción generada automáticamente

We make a Cast to see if the Actor can Interact. If the cast success, we call Interact Function.

**Homework**: we must check if the new Interactuable was the same that before (to not check the change). And we sort the array.

In the BeginOverlap

Texto

Descripción generada automáticamente

Destroy() 🡪 se destruye