This Unreal Engine Blueprint is triggered when the button is clicked. It first checks if the button is already pushed. If it's not, it sets IsPushed to true and adds the button to the button sequence. It then compares the length of the button sequence to the lever sequence. If the lengths match, it checks whether the sequences themselves are identical. If they are, the generator is activated. If not, the generator remains deactivated, and the player must input the correct sequence to activate it.

This Unreal Engine Blueprint is triggered when the player interacts with a lever. It checks if the object is a lever, then sets the ID and object variables. It verifies whether the lever is powered on; if not, it checks if it has been pulled. If it hasn't, it plays a montage, sets IsPulled and IsAiming to true, calls the ToggleAiming function, and then calls AddToLeverSequence. The Blueprint then compares the lever sequence length with the correct sequence and checks if they are identical. If they match, the generator is powered on; if not, the generator stays off. If the player interacts with the generator, the Blueprint checks if it's the generator lever, sets the ID, and verifies if the generator is powered on. If powered on but not activated, it sets SwapToGen to true and switches to UI mode.

This Unreal Engine Blueprint adds the ID to the lever ID sequence array and includes the lever in the lever sequence array.

This Unreal Engine Blueprint adds the ID to the button ID sequence array and includes the button in the button sequence array.

This Unreal Engine Blueprint sets SwapToGen to true when CreateWidget is called, and sets SwapToGen to false when RemoveWidget is called after CreateWidget.

This Unreal Engine Blueprint checks SwapToGen on each tick. If SwapToGen is true, it blends the camera to a level camera, enables the post-process volume, activates click and mouse-over events, adjusts the intensity of a spotlight in the environment, and disables input. If SwapToGen is false, it blends the camera back to the player’s camera, disables the post-process volume, deactivates click and mouse-over events, resets the spotlight intensity, and re-enables input.

This Unreal Engine Blueprint, in the Interact function, disables IsAiming and calls the ToggleAiming function.