When the button is clicked it checks if it is pushed, if it is false it ticks IsPushed to true then adds the button to button sequence then checks if the button sequence is same length as the lever sequence then checks if the button sequence is same as the lever sequence if true the generator is activated if false the generator stays deactivated then the player must press the right sequence to activate.

If player interacts with a lever it checks if it is a lever then sets ID and object then it checks it is powered on if false it checks it is pulled if false plays montage then Ispulled is ticked on then IsAiming is ticked on then toggle aiming function is called then added add to lever sequence function is called then checks the length of lever sequence with correct sequence then checks if correct sequence and lever sequence is the same if true generator power on if false generator power off. If player interacts with the generator it checks if it is the generator lever then sets ID then checks if it is powered on if true it checks if it is activated if false it ticks SwapToGen on then goes to UI mode

ID is added to lever sequence array and lever is added to lever sequence array.

ID is added to button sequence array and lever is added to button sequence array.

In CreateWidget SwapToGen is ticked on. In RemoveWidget CreateWidget SwapToGen is ticked off.

In Interact function I turned off IsAiming and called the toggle aiming function.