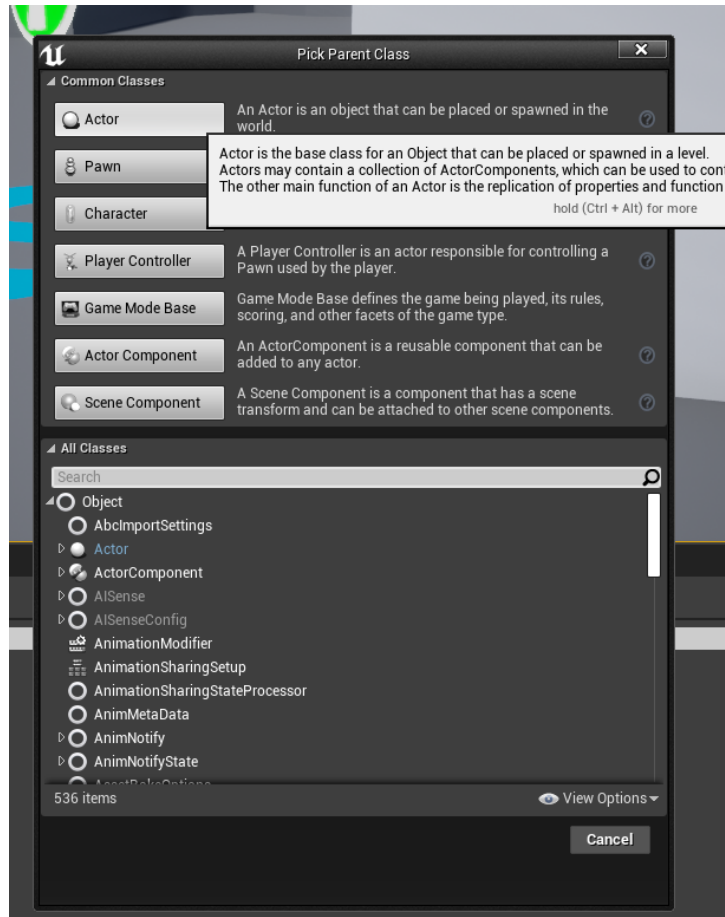


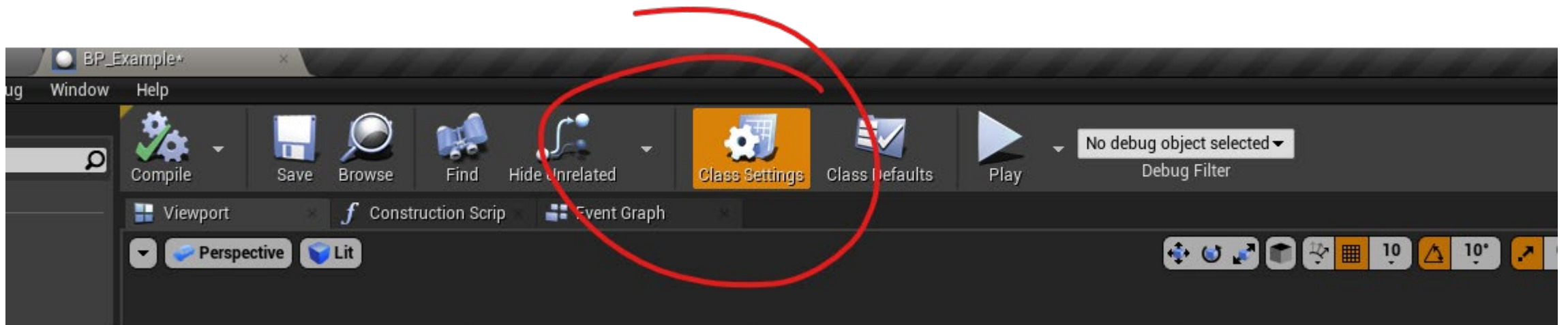
How to create an interactable ?

Like buttons or whatever

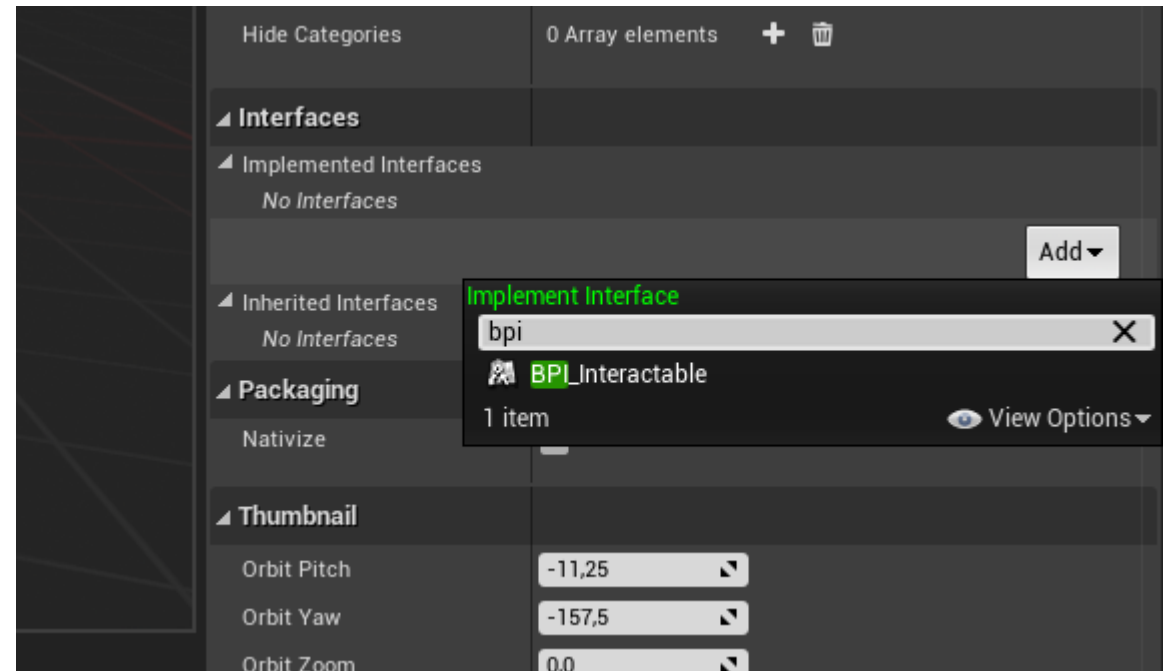
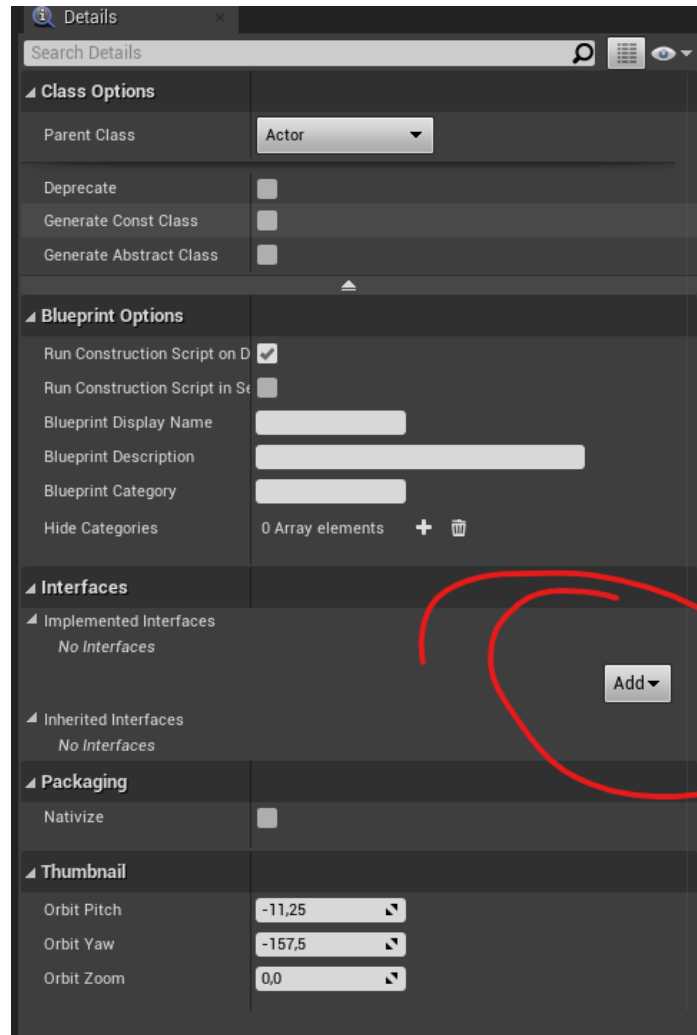
1. Create your blueprint from Actor



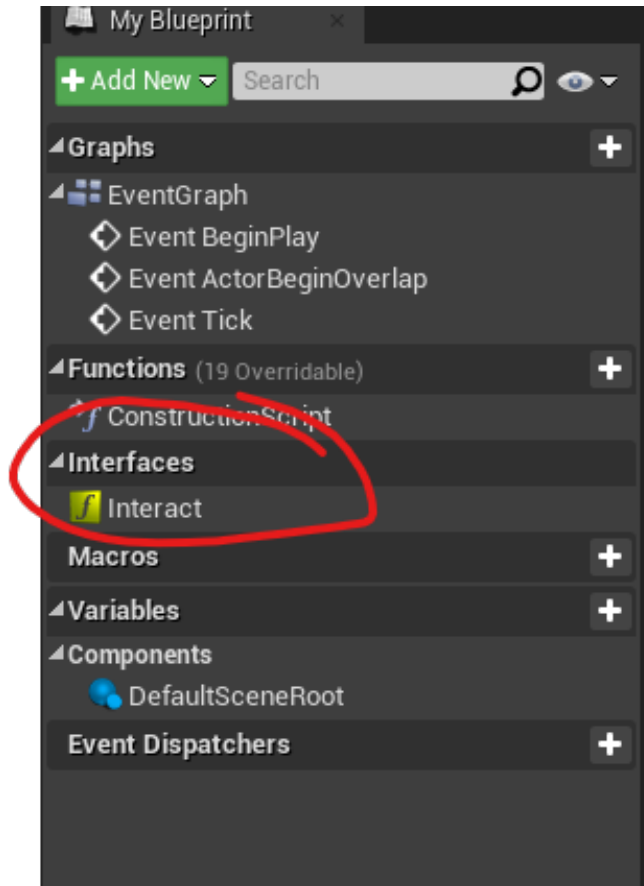
2. Edit Class Settings by pressing this button



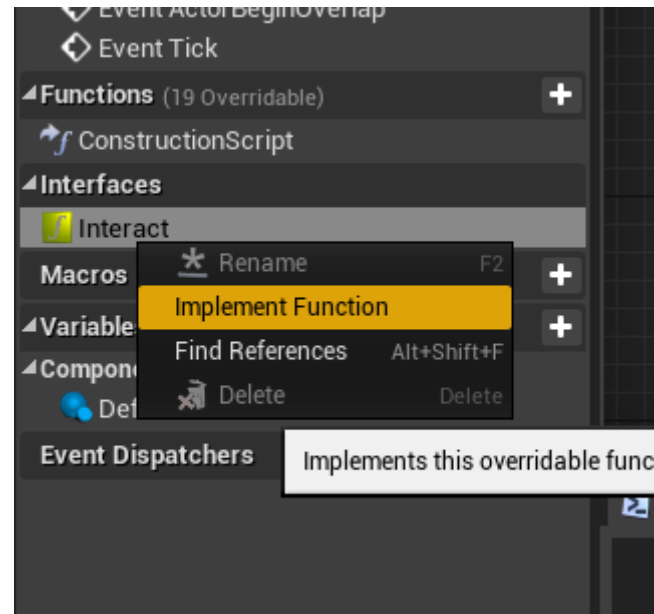
3. Add an new interface



« My Blueprint » tab will look like that now



4. Implement the function Interact



And we're done =)

- This node will be called when the player interact with your BP.
- Add what you want there.

