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* Trying to manage tools.
  + The current tool function has a problem: all the code is in task script.
  + I need to extract the tool function in a way of more independently...
  + Most important two functions for tools are : pickup and use.
* Creat a script --- *InteractiveTool* and attached to the tools.
* Use this script to control the tools.

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Now there is a problem:

The task manager (HTN) cannot recognize the object.

* Assign all the used game object with *InteractiveTool*