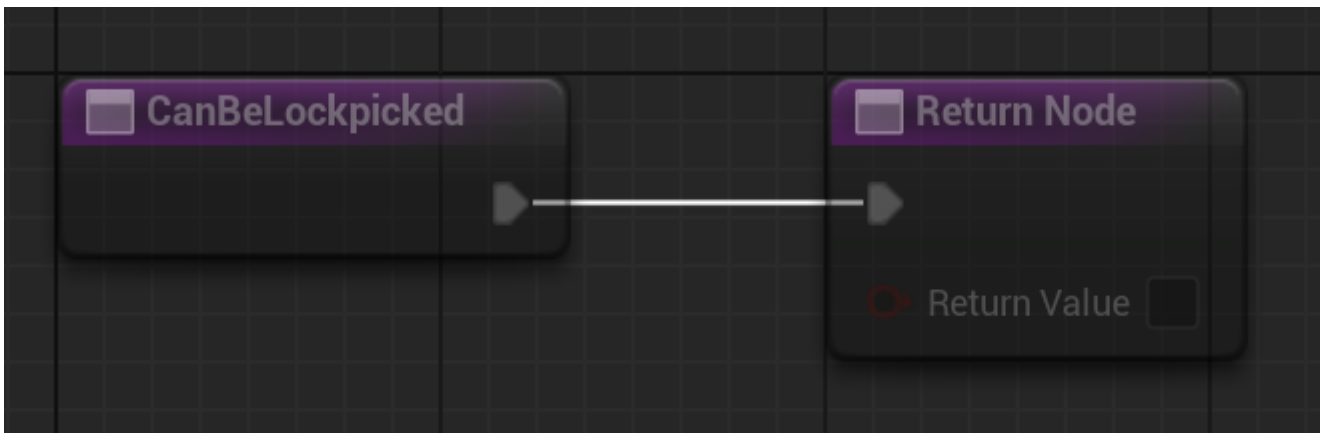


# Interfaces

/All/Game/LockpickMinigame/Interfaces

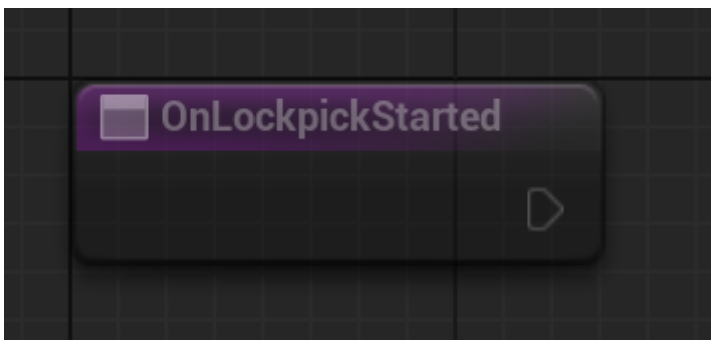
## BPI\_Lockpickable

### CanBeLockpicked



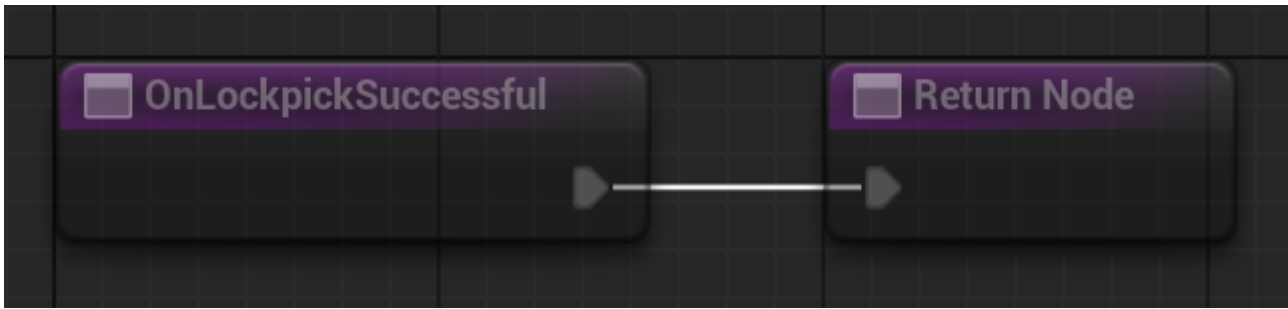
- Function which handles the condition about the object being lockpick able. For e.g. if the object is already lockpicked, this condition should return false.
- It can be used with other logic such as the lock being stuck, so lockpicking can't be started.

### OnLockpickStarted



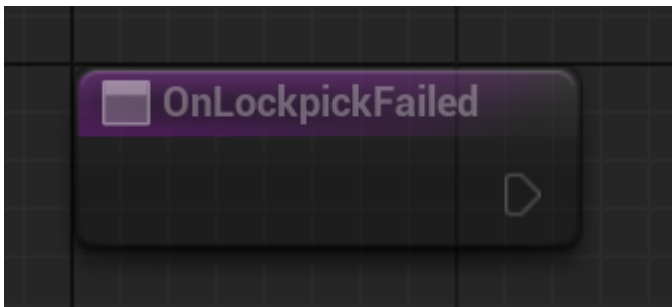
- Event to be called when the lockpicking starts.
- E.g. can be called when the BP\_Lockpick\_Minigame & W\_Lockpick\_Minigame are spawned and can be used to hide the "Interact" prompt from behind the lockpick widget

### OnLockpickSuccessful



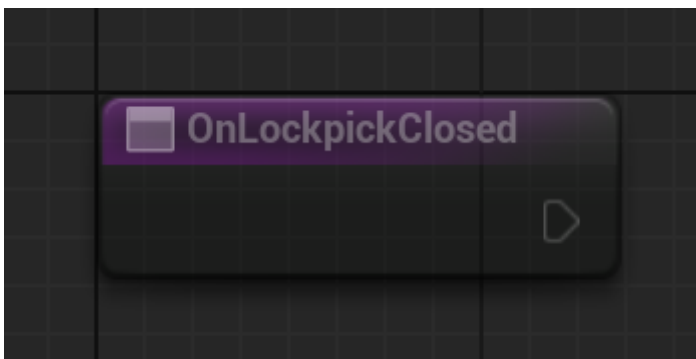
- Event to be called when the lockpick is successful
- Called by the BP\_Lockpick\_Minigame

## OnLockpickFailed



- Event to be called when the lockpick fails for given reason
- Called by the BP\_Lockpick\_Minigame when there are no more lockpicks available

## OnLockpickClosed



- Event to be called when the lockpick minigame is closed by player - without it being successful or failed
- Called by the BP\_Lockpick\_Minigame on "CloseMinigame" event

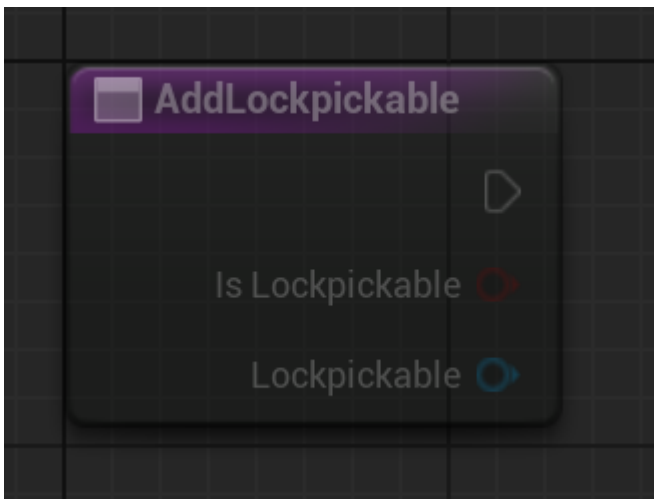
## GetLockConfig



- Event that can be used to retrieve the current object lock configuration

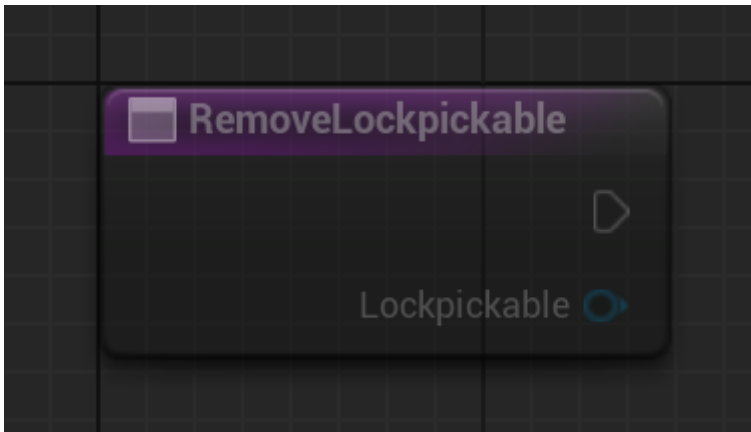
## BPI\_Lockpicker

### AddLockpickable



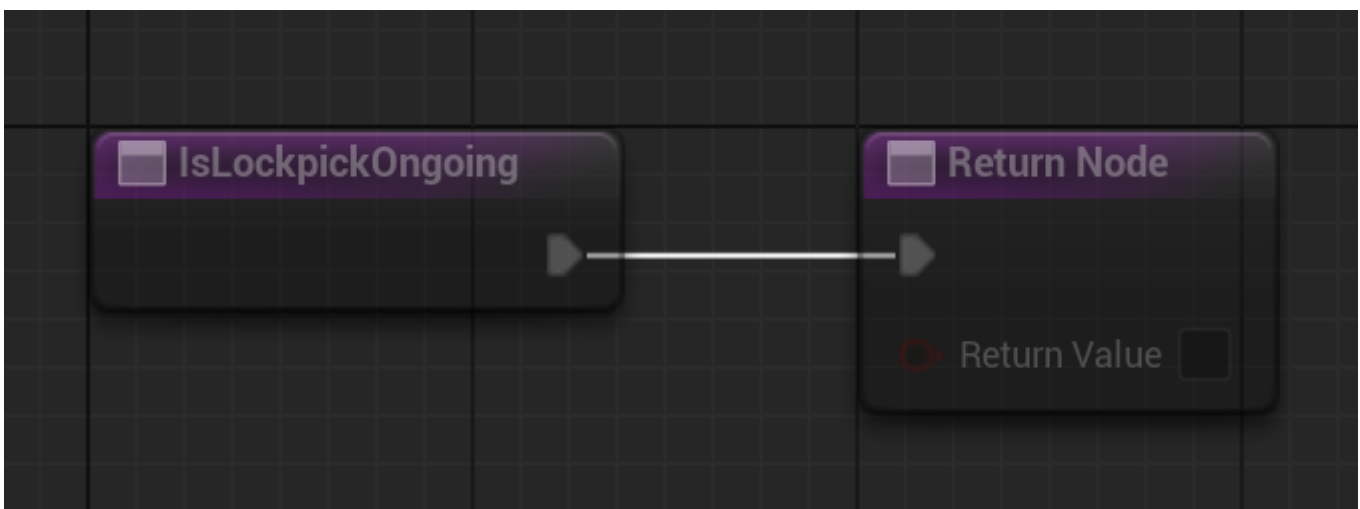
- Event that can be used to provide information to the lockpicker that there's a lockpickable object nearby
- Can be used for interaction

### RemoveLockpickable



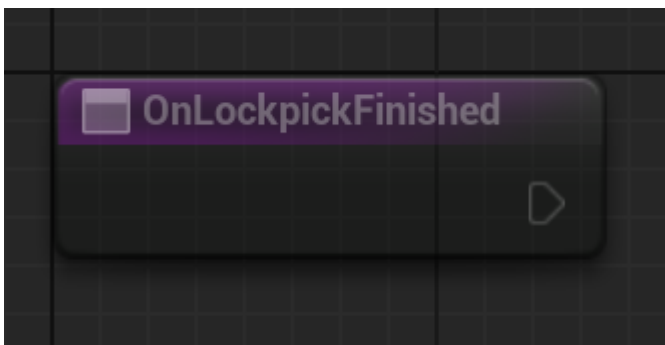
- Counterpart event for the "AddLockpickable" event

## IsLockpickOngoing



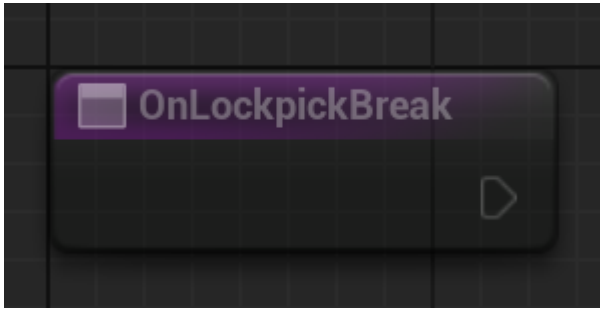
- Function with condition for ongoing lockpicking

## OnLockpickFinished



- Event that can be called when lockpicking ends (successful or failed)
- Used by the BP\_Lockpick\_Minigame on "CloseMinigame" event and when lockpick is successful or failed

## OnLockpickBreak



- Event that can be called when the pick breaks
- Used by the BP\_Lockpick\_Minigame

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Revision #5

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