

IHoverableControl

```
/// <summary>
/// This marks a tile as accepting BoolPackets for
/// New Input System hover events.
/// When used for zones, the packet value is true when a
/// zone is entered or false when the zone is exited.
/// </summary>
public interface IHoverableControl: ITpMessaging<BoolPacket>
{
    /// <inheritdoc />
    void ITpMessaging<BoolPacket>.MessageTarget(BoolPacket sentPacket)
    {
        throw new System.NotImplementedException();
    }
}
```

Revision #3

Created 2025-09-01 15:39:43 UTC by Vonchor

Updated 2025-09-02 13:05:04 UTC by Vonchor