

# Others

These are mostly for internal use.

## IActionPlugin

Used with ZoneActions and EventActions to provide a way to have a second asset (typ, a Scriptable Obj but can be any UnityEngine.Object) be inspectable thru the IMGUI tile editor (selection inspector).

Note that the asset ought to be a PROJECT asset and NOT a SCENE object, although this is not enforced or checked.

## IHoverableControl

This is used to mark a control as accepting hover events. See [this](#).

## IScriptableService

This is used by TpLib's Update dispatcher and by the ServiceManager. See [Services](#).

## ITpSpawnUtilClient

This is used by TPT tiles that wish to use the spawner in a particular way. You'll never need it but you can see how it's used in TpAnimZoneSpawner and TpAnimatedSpawner.

## ItpUiControl

This provides a Type-independent way of communicating with the [TPT UI-variety tiles](#).

# IZoneActionTarget

This interface is applied to tiles that can be targets of Zone Actions. Zone Actions may re-transmit TpMessaging messages to other tiles, but always should test this interface to see if the tile wants to accept such messages. See the [Zone Actions](#) chapter.

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