

# ABookMenuActor

## Properties

Property Name	Type	Access	Description
BookMenuData	UBookMenuData	EditAnywhere	Default Configuration Data for the Book, containing information such as the the widgets to be displayed as book pages
SkeletalMeshComponent	USkeletalMeshComponent	VisibleAnywhere, BlueprintReadOnly	The animated book mesh
StaticMeshComponent	UStaticMeshComponent	VisibleAnywhere, BlueprintReadOnly	A dummy static mesh component for doing traces. Needed to determine the UV coordinates based on trace hit results. The static mesh will be hidden in game. Must represent the book in a open state.
LeftPageCollision	UBoxComponent	VisibleAnywhere, BlueprintReadOnly	Collision box used to determine which page of the book was traced
RightPageCollision	UBoxComponent	VisibleAnywhere, BlueprintReadOnly	Collision box used to determine which page of the book was traced
InteractionActor	ABookMenuInteractionActor	EditAnywhere, BlueprintReadOnly	Reference to the actor that redirects the interaction to a widget interaction component

## Functions

### Set Book Menu Data

---

[https://blueprintue.com/render/q\\_eobj65/](https://blueprintue.com/render/q_eobj65/)

Can be used to set the book menu data after begin play, during the game

Pin	Direction	Type	Description
In Book Menu Data	Input	UBookMenuData	The new Book Menu Data. Will be cloned internally.

## Get Book Menu Data

---

<https://blueprintue.com/render/kc-eqoww/>

Can be used to set the book menu data after begin play, during the game

Pin	Direction	Type	Description
Return Value	Output	UBookMenuData	A clone of the current Book Menu Data

## Get Current Page Section Index

---

<https://blueprintue.com/render/88c5u9by/>

Can be used to get the current page section index. The page section index indicates the currently shown pair of pages. (Index of the PageSection Array inside the BookMenuData)

Pin	Direction	Type	Description
Return Value	Output	Integer	the current page section index; -1 in case Anim Instance is not defined

## Get Pending Page Section Index

---

[https://blueprintue.com/render/vbr9u9x\\_/](https://blueprintue.com/render/vbr9u9x_/)

Can be used to get the pending page section index. The pending page section index indicates the currently pending pair of pages while switching pages is in progress.

Pin	Direction	Type	Description
Return Value	Output	Integer	the pending page section index; -1 in case Anim Instance is not defined

## Get Current Page Index

---

<https://blueprintue.com/render/mrdwrfyw/>

Can be used to get the index of the current page, where the interaction pointer points on.

Pin	Direction	Type	Description
Return Value	Output	Integer	the current page index 0 = Left ; 1 = Right returns -1 in case Anim Instance is not defined

## Get Book Is Open

---

<https://blueprintue.com/render/wf9zi83p/>

Can be used to check if the book is in an opened state

Pin	Direction	Type	Description
-----	-----------	------	-------------

Return Value	Output	Boolean	true if the book is in open state; false if the book is in closed state
--------------	--------	---------	-------------------------------------------------------------------------

## Get Book Should Open

---

<https://blueprintue.com/render/e9vaxouo/>

Can be used to check if the book should be in an opened state but opening is still in progress.

Pin	Direction	Type	Description
Return Value	Output	Boolean	true if the book should be in open state

## Get Book Should Close

---

<https://blueprintue.com/render/ho7vx26t/>

Can be used to check if the book should be in a closed state but closing is still in progress.

Pin	Direction	Type	Description
Return Value	Output	Boolean	true if the book should be in closed state

## Get Page Sections

---

[https://blueprintue.com/render/r\\_hcbm7k/](https://blueprintue.com/render/r_hcbm7k/)

Can be used to get the Page Sections.

Pin	Direction	Type	Description
Return Value	Output	TMap<int32,FPageSectionDataStruct>	an Map of the page sections of the book

## Get Interaction Actor

---

[https://blueprintue.com/render/j\\_bb60lt/](https://blueprintue.com/render/j_bb60lt/)

Returns the reference to the Book Menu Interaction Actor

Pin	Direction	Type	Description
Return Value	Output	ABookMenuInteractionActor	Returns the reference to the Book Menu Interaction Actor

## Set Interaction Actor

---

[https://blueprintue.com/render/2\\_zevcpm/](https://blueprintue.com/render/2_zevcpm/)

Registers the Book Menu Interaction Actor to be used for Interaction with the Book

Pin	Direction	Type	Description
In Interaction Actor	Input	ABookMenuInteractionActor	The Book Menu Interaction Actor to be set

## Register Interaction Component

---

[https://blueprintue.com/render/-vk\\_0z48/](https://blueprintue.com/render/-vk_0z48/)

Method to register a Book Menu Interaction Component

Pin	Direction	Type	Description
In Interaction Component	Input	UBookMenuInteractionComponent	The Book Menu Interaction Component to be registered.

## Register Interaction Actor

---

<https://blueprintue.com/render/cm05ro-o/>

Method to register a Book Menu Interaction Component

Pin	Direction	Type	Description
In Interaction Actor	Input	UBookMenuInteractionActor	The Book Menu Interaction Actor to be registered.

## Jump to Page Section

---

<https://blueprintue.com/render/q0k1uw9u/>

Determines if a forward or backward page turn need to be performed based on the current page section index.

Pin	Direction	Type	Description
Section Index	Input	int32	The index of the Page Section to be displayed

## Open Book At

---

<https://blueprintue.com/render/qwkfuf2-/>

If the book is closed, this triggers the open book animation and upfront sets the correct section to display.

Pin	Direction	Type	Description
Section Index	Input	int32	The Page Section Index to be displayed while opening the book

## Close Book

---

<https://blueprintue.com/render/sz8-0co0/>

Triggers the Close Book animation

## Pause Book Update

---

<https://blueprintue.com/render/cud5z237/>

Pauses the animation update of the anim instance without closing the book first.

## Resume Book Update

---

<https://blueprintue.com/render/umzavnsI/>

Resume the animation update of the anim instance. Will only resume if the book is already open. Closed books don't need to consume render time

## Interact

---

<https://blueprintue.com/render/h-uwy8ko/>

Performs a Line Trace based on the Start and End Parameters and moves the Widget Interaction pointer of the Book Menu Interaction Actor if it is set. Also tells the Animation Blueprint which page was traced to.

Pin	Direction	Type	Description
Start	Input	FVector	Start of the Line Trace
End	Input	FVector	End of the Line Trace
Debug Trace	Input	bool	Shows a debug trace if true.
Trace Channel	Input	ECollisionChannel	The Collision Channel to be used for the line trace.
Success	Output	EXEC	Indicates if the Interaction was executed successfully
Failed	Output	EXEC	Indicates if the Interaction was not executed successfully
Return Value	Output	bool	returns tru if the operation was successful. Otherwise false

## InteractExt (Release 1.4+)

---

[https://blueprintue.com/render/j\\_frwjql/](https://blueprintue.com/render/j_frwjql/)

Performs a Line Trace based on the Start and End Parameters and moves the Widget Interaction pointer of the Book Menu Interaction Actor if it is set. Also tells the Animation Blueprint which page was traced to.

Pin	Direction	Type	Description
Start	Input	FVector	Start of the Line Trace



End	Input	FVector	End of the Line Trace
OutUVCoordinates	Output	FVectro2d	The UV coordinates of the traced page
Debug Trace	Input	bool	Shows a debug trace if true.
Trace Channel	Input	ECollisionChannel	The Collision Channel to be used for the line trace.
Success	Output	EXEC	Indicates if the Interaction was executed successfully
Failed	Output	EXEC	Indicates if the Interaction was not executed successfully
Return Value	Output	bool	returns tru if the operation was successful. Otherwise false

# Set Keyboard Focus

[https://blueprintue.com/render/eq18x\\_-s/](https://blueprintue.com/render/eq18x_-s/)

Pin	Direction	Type	Description
In Page Index	Input	Integer	The page index to set the focus to
Debug Trace	Input	bool	Shows a debug trace if true.
Success	Output	EXEC	Indicates if the Interaction was executed successfully
Failed	Output	EXEC	Indicates if the Interaction was not executed successfully
Return Value	Output	bool	returns tru if the operation was successful. Otherwise false

## Get Anim Instance

---

<https://blueprintue.com/render/3kvjld3d/>

Returns the Animation Instance of the Animation Blueprint

Pin	Direction	Type	Description
Return Value	Output	UBookMenuAnimInstance	

## Get Left Page Collision Box

---

[https://blueprintue.com/render/70\\_exsbc/](https://blueprintue.com/render/70_exsbc/)

Returns the Collision Box of the left page

Pin	Direction	Type	Description
Return Value	Output	UBoxComponent	

## Get Right Page Collision Box

---

[https://blueprintue.com/render/axla\\_z2t/](https://blueprintue.com/render/axla_z2t/)

Returns the Collision Box of the right page

Pin	Direction	Type	Description
Return Value	Output	UBoxComponent	

## Get Static Mesh Component

---

<https://blueprintue.com/render/1ly9qsio/>

Returns the Static Mesh Component

Pin	Direction	Type	Description
Return Value	Output	UStaticMeshComponent	

---

Revision #18  
Created 29 January 2024 20:37:38 by Suricoon  
Updated 2 September 2024 18:57:41 by Suricoon