

ABookMenuInteractionActor

Properties

Property Name	Type	Access	Description
WidgetInteractionComponent	UWidgetInteractionComponent	VisibleAnywhere, BlueprintReadOnly	The widget interaction component used to redirect the book interaction onto a Widget Component
PageWidgetComponentA	UWidgetComponent	VisibleAnywhere, BlueprintReadOnly	The widget component used to display the first page
PageWidgetComponentB	UWidgetComponent	VisibleAnywhere, BlueprintReadOnly	The widget component used to display the second page
PageWidgetComponentC	UWidgetComponent	VisibleAnywhere, BlueprintReadOnly	The widget component used to display the third page
PageWidgetComponentD	UWidgetComponent	VisibleAnywhere, BlueprintReadOnly	The widget component used to display the fourth page
ActiveWidgetComponent	UWidgetComponent	VisibleAnywhere, BlueprintReadOnly	The widget component which is currently under interaction
DrawSize	UStaticMeshComponent	VisibleAnywhere, BlueprintReadOnly	The Draw Size of the Widget. User Widgets and Render Targets must have the same resolution. Will be set via the Book Menu Data of the Book Menu Actor

Functions

Move Pointer

<https://blueprintue.com/render/2x-tanww/>

Calculates the world location on the Page Widget based on the UV Coordinates of the Book Actors Book Mesh

Pin	Direction	Type	Description
UV Coordinates	Input	FVector2D	UV Coordinates of the Book Page
Debug Trace	Input	bool	Shows a debug trace if true
Return Value	Output	bool	returns true if the operation was successful. Otherwise false.

Reset Pointer

Sets the Interaction Pointer to a safe spot which triggers no interaction

Pin	Direction	Type	Description
Debug Trace	Input	bool	Shows a debug trace if true
Return Value	Output	bool	returns true if the operation was successful. Otherwise false.

Get Interaction Component

https://blueprintue.com/render/26k3_z9d/

returns the Widget Interaction Component. Can be used to do further interaction with the widget such as send keys etc.

Pin	Direction	Type	Description
Return Value	Output	UWidgetInteractionComponent	

