

Controlling the pages of the book

Overview

Controlling the behavior of the book is straight forward and easy. You can use the exposed blueprint functions to perform the different actions on the `BookMenuActor` class:

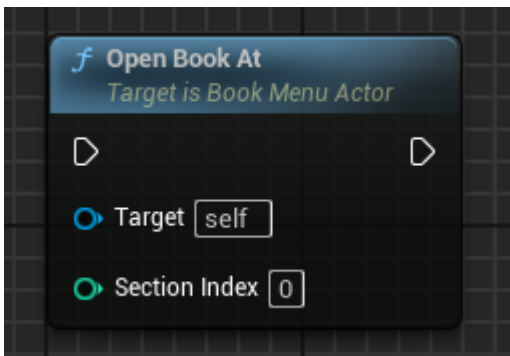
- `Open Book At` - Opens the book on a given index
- `Close Book` - Closes the book
- `Jump to Page Section` - Performs a Page Turn Animation to move forward or backward in the book pages

How to call the functions?

The above mentioned functions are implemented in the `BookMenuActor` class. To call those functions, you can either invoke them on the `BookMenuActor` directly or calling them from anywhere by using a reference of the respective `BookMenuActor`

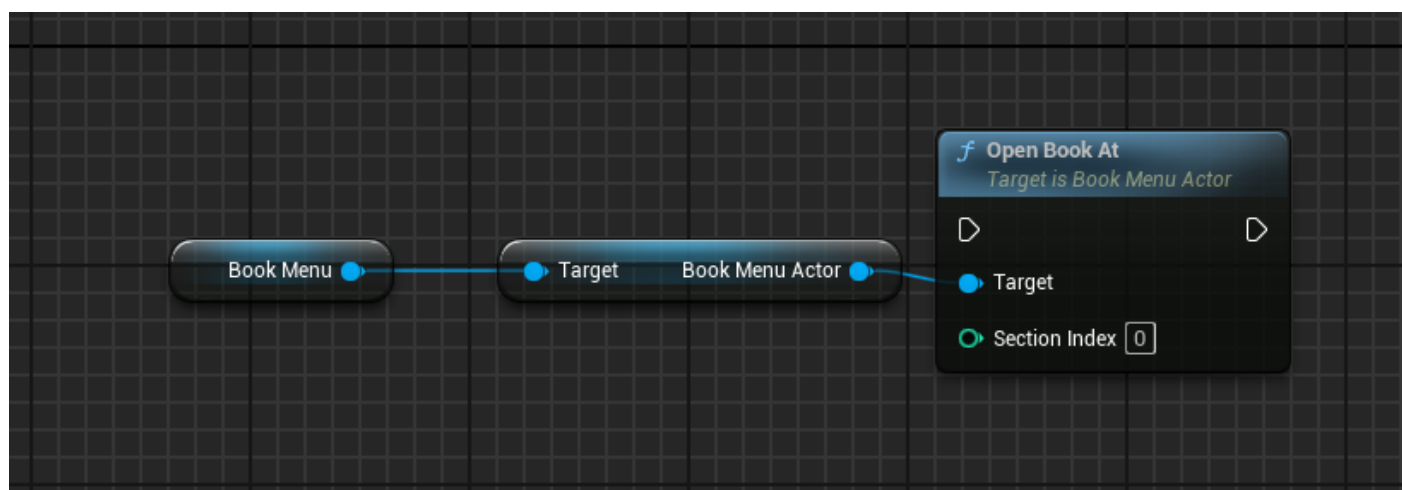
On the `BookMenuActor` directly

Inside a Blueprint which is derived from `BookMenuActor`, you can directly call the book control functions:



On the `BookMenuComponent`

If you have a reference to the `BookMenuComponent` you can call the book menu control functions via a reference on the `BookMenuActor`:



Book Control Functions

Open Book At

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

Parameter	Description
Section Index	The Page Section Index to be displayed while opening the book

Use this function to open the book on a specific `page section index`. By default this is 0 which means that the book will open on the first pair of pages.\

Hint - If the book is already in an opned state, call ing this function will implicitly call the `Jump to Page Section` function instead

To find out if the book is opened or closed you can us the following function:

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

The function will return `true` if the book is already fully open.

The function will return `false` if the book is closed or the open animation is still in progress.

To find out if the book should be opening at the moment, you can call the following function:

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

The function will return `true` if the book should be in an open state but is not yet fully open.
The function will return `false` if the book is fully open.

Close Book

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

This function will close the book.

To find out if the book should be in a closed state, you can call this function:

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

The function will return `true` if the book should be in an closed state but is not yet fully closed.
The function will return `false` if the book is fully closed.

Jump to Page Section

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

Parameter	Description
Section Index	The Page Section Index to be navigated to

Using this function you can navigate through the `page sections` of the book. Depending on the `Current Page Section Index` the function will either perform a page turn animation forward or backwards.

Examples: - If the `Section Index` parameter is greater than the `Current Page Section Index` a page turn forward will be performed
if the `Section Index` parameter is smaller than the `Current Page Section Index` a page turn backward will be performed

To get the current active page section index you can call the following function:

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

This will return the index of current active `page section index`

Note: - Do not confuse the `page scetion index` with the `page index`. The `page index` indicates the left `0` or right `1` page of a page section

Revision #4

Created 29 June 2024 19:05:19 by Suricoon

Updated 2 September 2024 18:37:20 by Suricoon