

# Release Notes

## Release 1.4.1 (New Version numbering)

### Supported Unreal Engine Versions

- UE 5.4
- UE 5.3

### Overview

- Change of version numbering
- InteractExt Function added to BookMenuActor
- Performance improvements on AnimInstance
- UE 5.4 compatibility adjustments
- Fix of GetBookMenuData function of BookMenuActor

### BookMenuActor

- InteractExt function added
  - The Interactxt function additionally offers another Output with th UV Coordinates of the UVBookTrace
- Compatibility adjustments
  - mainly added include files UE5.4 seems to require now
- GetBookMenuData fix
  - Fixed a bug that caused that the WidgetInstances on UBookMenuData were still null after GetBookMenuData() on BookMenuActor

### BookMenuComponent

- InteractExt function added

- just interfacing the InteractExt of the BookMenuActor

## BookMenuAnimInstance

- Timer Callback added for page rendering to provide an option to improve performance if needed
  - Developers can now configur the time between two rendercalls of the Widgets
  - The Option is available in the BookMenuData Asset, Property: RedrawTime
  - If 0 every frame will be rendered otherwise the given time in seconds will be used e.g. 0.1 for every 100ms
- Compatibility adjustments
  - mainly added include files UE5.4 seems to require now

## BookMenuData

- RedrawTime attribute added to control the time between two render calls of the widgets

## BookMenuStatics

- Compatibility adjustments
    - mainly added include files UE5.4 seems to require now
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# Release 5.3.2 for UE 5.3.2

## Book Menu Actor and Book Menu Component

- Removed LastPageSectionIndex and Last Page Index Properties due to confusion about their purpose
- Get and Set BookMenu Data care now about cloning the data first before using it to avoid wrong runtime manipulation of data
- Set Book Menu Data now initializes the Book Menu Actor and Anim INstance correctly

## Book Menu Interaction Actor

- Added additional Widget Components to fix stalling UI animations during page turn or if not focused
- Removed GetPageWidgetComponnt Function because it is obsolete now

## Book Menu Anim Instance

- refactoring of page rendering

## Page Section Data Struct

- Widget Instances made readonly because the properties are only used at runtime internally
- Added some helper functions for rendering
- Removed Last Page Section Index and Last Page Index due to confusion about their usage
- SetInteractionActor Function added

## Book Menu Statics

- MenuDataRuntimeInstance added to clone Book Menu Data before runtime manipulation
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# Release5.3.1 for UE 5.3.2

## Book Menu Actor

- Added Get Function for Property BookMenuData; GetBookMenuData
- Added functions RegisterInteractionComponent and RegisterInteractionActor
- Exposed the following Properties via respective Get Functions
  - GetCurrentPageSectionIndex
  - GetLastPageSectionIndex
  - GetPendingPageSectionIndex
  - GetCurrentPageIndex
  - GetLastPageIndex
  - GetBookIsOpen
  - GetBookShouldOpen
  - GetBookShouldClose
  - GetPageSections
- Added Keyboard Focus features and Gamepad Support

- SetKeyboardFocus

# Book Menu Component

- Exposed the following Properties via respective Get Functions
  - GetCurrentPageSectionIndex
  - GetLastPageSectionIndex
  - GetPendingPageSectionIndex
  - GetCurrentPageIndex
  - GetLastPageIndex
  - GetBooksOpen
  - GetBookShouldOpen
  - GetBookShouldClose
  - GetPageSections
- Added Keyboard Focus features and Gamepad Support
  - SetKeyboardFocus

# BookMenuInteractionActor

- ArrowComponent added (PointerZero)

# Book Menu Statics

- ResetWidgetInteractionPointer

# Assets

- Updated Master Materials
- Folder structure in textures reorganized
- AnimMontage moved to own Folder
- Updated UV Layouts

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Revision #2

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