

UBookMenuAnimInstance

Properties

| Property Name | Type | Access | Description |
|---------------|------------------------------------|--------------------|--|
| BookMenuActor | ABookMenuActor | BlueprintReadOnly | The Owning Book Menu Actor |
| PageSections | TMap<int32,FPageSectionDataStruct> | BlueprintReadOnly | List of all available Page Sections of the current book |
| PageTextureA | UTextureRenderTarget2D | BlueprintReadWrite | Texture Render Target of the page one. Left side. |
| PageTextureB | UTextureRenderTarget2D | BlueprintReadWrite | Texture Render Target of the page two. Right side. |
| PageTextureC | UTextureRenderTarget2D | BlueprintReadWrite | Texture Render Target of the page three. Backside of page two. |
| PageTextureD | UTextureRenderTarget2D | BlueprintReadWrite | Texture Render Target of the page four. Backside of page one. |
| MaterialPageA | UMaterialInstanceDynamic | BlueprintReadWrite | Dynamic Material Instance of page one. Must have a Texture Parameter called BC |
| MaterialPageB | UMaterialInstanceDynamic | BlueprintReadWrite | Dynamic Material Instance of page two. Must have a Texture Parameter called BC |
| MaterialPageC | UMaterialInstanceDynamic | BlueprintReadWrite | Dynamic Material Instance of page three. Must have a Texture Parameter called BC |
| MaterialPageD | UMaterialInstanceDynamic | BlueprintReadWrite | Dynamic Material Instance of page four. Must have a Texture Parameter called BC |

| | | | |
|-----------------------------|--------------------------|---------------------------------|---|
| MaterialCover | UMaterialInstanceDynamic | BlueprintReadWrite | Dynamic Material Instance of The Cover. |
| PageSectionAIndex | int32 | BlueprintReadOnly | Page Section Index for Pages one and two |
| PageSectionBIndex | int32 | BlueprintReadOnly | Page Section Index for Pages three and four |
| DefaultPageSection | FPageSectionDataStruct | BlueprintReadOnly | The Default Page Section in case there is no defined page section. |
| CurrentPageSectionIndex | int32 | BlueprintReadOnly | The Current Page Section Index to be displayed on page one and two |
| CurrentPageIndex | int32 | BlueprintReadOnly | The current Page the Interaction point on. Can be either the Left or the Right Page. |
| PendingPageSectionIndex | int32 | BlueprintReadOnly | The Page Section Index that is pending while switching pages. |
| DrawSize | FVector2D | BlueprintReadOnly | The Draw Size of the render targets. Must match the Widget Component Draw Size of the Book Interaction Actor. |
| bBookIsOpen | bool | EditAnywhere, BlueprintReadOnly | Indicates if the book is or shall be in an opened state |
| bBookShouldOpen | bool | BlueprintReadWrite | Indicates if the book should open |
| bBookShouldClose | bool | BlueprintReadWrite | Indicates if the book should close |
| bBookShouldSetKeyboardFocus | bool | BlueprintReadOnly | Indicates if KeyboardFocus is pending |

Functions

Set Page Sections

Sets or replaces the current list of Page sections

| Pin | Direction | Type | Description |
|----------------|-----------|--------------------------------|----------------------------------|
| InPageSections | Input | TArray<FPageSectionDataStruct> | List of Page Sections to be set. |

Init

<https://blueprintue.com/render/iebqavm6/>

Method to Initialize the Animation Instance and set configurations such as Book Data.

| Pin | Direction | Type | Description |
|-----------------|-----------|----------------|---------------------|
| InData | Input | UBookMenuData | The Book Menu Data |
| InBookMenuActor | Inout | ABookMenuActor | The Book Menu Actor |

Jump to Page Section

https://blueprintue.com/render/_r2dvnr/

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

| Pin | Direction | Type | Description |
|--------------|-----------|-------|---|
| SectionIndex | Input | int32 | the index of the Page Section to be displayed |

Open Book At

<https://blueprintue.com/render/iv1dq40g/>

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

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

Close Book

<https://blueprintue.com/render/tjkd9bil/>

Triggers the Close Book animation

Play Page Turn Forward Anim

<https://blueprintue.com/render/34yv0-ma/>

34yv0-ma Method to be overwritten in the Anim Blueprint. Shall start the Page Turn forward animation.

Play Page Turn Reverse Anim

<https://blueprintue.com/render/ps402hh7/>

Method to be overwritten in the Anim Blueprint. Shall start the Page Turn backward animation.

Play Open Book Anim

<https://blueprintue.com/render/5kdaq6c5/>

5kdaq6c5 Method to be overwritten in the Anim Blueprint. Shall start the Open Book animation.

Play Close Book Anim

<https://blueprintue.com/render/ri698gd6/>

Method to be overwritten in the Anim Blueprint. Shall start the Close Book animation.

Play Idle Book Anim

<https://blueprintue.com/render/ijmqh64o/>

Method to be overwritten in the Anim Blueprint. Shall start the Idle animation.

On Page Turn Anim End

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

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

| Pin | Direction | Type | Description |
|---------------|-----------|------|---|
| IsTurnForward | Input | bool | Indicates if a page forward (true) or a page backward (false) animation was executed. |

On Book Open Anim End

<https://blueprintue.com/render/d2bmd8sz/>

Method to be called at the end of the Open Book Animation. You want to use Anim Notifies to find out when to call this Method.

On Book Close Anim End

<https://blueprintue.com/render/4v3mln33/>

Method to be called at the end of the Close Book Animation. You want to use Anim Notifies to find out when to call this Method.

On Book Idle Anim End

<https://blueprintue.com/render/cenj8e/>

Method to be called at the end of the Idle Book Animation. e.g. to restart the Idle animation. You want to use Anim Notifies to find out when to call this Method.

On Paused

<https://blueprintue.com/render/mpcc8ir7/>

Called when the Anim Blueprint gets Paused to do some "pausing" stuff in the Blueprint

On Resumed

<https://blueprintue.com/render/a8dfk999/>

Called when the Anim Blueprint gets Resumed to do some "resuming" stuff in the Blueprint

Revision #6

Created 29 January 2024 21:59:28 by Suricoon

Updated 20 August 2024 17:52:54 by Suricoon