

# 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

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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

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<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

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[https://blueprintue.com/render/\\_r2dvnr/](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

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<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

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

Triggers the Close Book animation

## Play Page Turn Forward Anim

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<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

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

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

## Play Open Book Anim

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

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

## Play Close Book Anim

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

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

## Play Idle Book Anim

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

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

## On Page Turn Anim End

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<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

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<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

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<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

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<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

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

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

## On Resumed

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

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

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