

# UBookMenuComponent

## Properties

Property Name	Type	Access	Description
BookMenuActor	ABookMenuActor	VisibleAnywhere, BlueprintReadOnly	The spawned Book Menu Actor
BookMenuData	UBookMenuData	VisibleAnywhere, BlueprintReadOnly	The Book Menu Data to initialize the spawned Book Menu Actor
BookMenuActorClass	TSubclassOf<ABookMenuActor>	VisibleAnywhere, BlueprintReadOnly	The Class of the Book Menu Actor to be spawned at Begin Play

## Functions

### Register Interaction Component

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<https://blueprintue.com/render/3y6m764w/>

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

Pin	Direction	Type	Description
In Interaction Component	Input		

# Register Interaction Actor

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<https://blueprintue.com/render/fckhp-mx/>

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

Pin	Direction	Type	Description
In Interaction Actor	Input		

# Interact

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[https://blueprintue.com/render/ez-y\\_g48/](https://blueprintue.com/render/ez-y_g48/)

Performs a Line Trace based on the Start and End Parameters and moves the Widget Interaction pointer of the Book Menu Interaction Actor if it is set. Also tells the Animation Blueprint which page was traced to.

Pin	Direction	Type	Description
Start	Input	FVector	Start of the Line Trace
End	Input	FVector	End of the Line Trace
Debug Trace	Input	bool	Shows a debug trace if true.
Trace Channel	Input	ECollisionChannel	The Collision Channel to be used for the line trace.
Success	Output	EXEC	Indicates if the Interaction was executed successfully
Failed	Output	EXEC	Indicates if the Interaction was not executed successfully

Return Value	Output	bool	returns true if the operation was successful. Otherwise false
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# Interact Ext

<https://blueprintue.com/render/t57psm83/>

Performs a Line Trace based on the Start and End Parameters and moves the Widget Interaction pointer of the Book Menu Interaction Actor if it is set. Also tells the Animation Blueprint which page was traced to.

Pin	Direction	Type	Description
Start	Input	FVector	Start of the Line Trace
End	Input	FVector	End of the Line Trace
Out UV Coordinates	Output	FVector2d	The UV Coordinate of the trace page
Debug Trace	Input	bool	Shows a debug trace if true.
Trace Channel	Input	ECollisionChannel	The Collision Channel to be used for the line trace.
Success	Output	EXEC	Indicates if the Interaction was executed successfully
Failed	Output	EXEC	Indicates if the Interaction was not executed successfully
Return Value	Output	bool	returns true if the operation was successful. Otherwise false