

# UBookMenuData

## Properties

Property Name	Type	Access	Description
SkeletalMesh	USkeletalMesh	EditAnywhere	The Skeletal Mesh to be set after Begin Play
AnimInstanceClass	TSubclassOf<UBookMenuAnimInstance>	EditAnywhere	The Animation Blueprint class to be set after Begin Play
PageMaterialIndexMapping	FPageMaterialIndexMapping	EditAnywhere	Mapping that tells us which Material Index of the Skeletal Mesh shall be used for which Page
DefaultPageSection	FPageSectionDataStruct	EditAnywhere, BlueprintReadWrite	The Default Page Section to be used if no concrete Page Section is defined
PageSections	TArray<FPageSectionDataStruct>	EditAnywhere, BlueprintReadWrite	List of Page Sections to be used inside the Book Menu Actor
CoverMaterial	UMaterialInterface	EditAnywhere, BlueprintReadWrite	Material for the Cover
bBookBeginsPlayOpen	bool	EditAnywhere, BlueprintReadWrite	If the book shall begin play in an open state or closed state
StartPageSection	int32	EditAnywhere, BlueprintReadWrite	If the book shall begin play in an open state, this is the page section to open the book at. Can also be accessed by the Book Menu Actor to handle respective behavior.
DrawSize	FVector2D	EditDefaultsOnly	Draw Size of the Render Targets and the Widgets. Used to set the Draw Size on all involved Actors and components

RedrawTime (Release 1.4+)	float	EditDefaultsOnly	Time between redraws. if 0 we would redraw every frame
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# Functions

No functions

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