UBookMenuStatics

Properties

The static Blueprint Function Library does not define any properties.

Functions

Create Mouse Trace Parameters

https://blueprintue.com/render/e6nrzt8g/

Description

Method to translate the mouse position into trace parameters such as start and end

Pin	Direction	Type	Description
Player Controller	Input	APlayerController	The Player controller
Trace Distance	Input	float	The distance (length) used to perform the trace
Success	Output	EXEC	Indicates if the operation was successful
Failed	Output	EXEC	Indicates if the operation was failed
Out Start	Output	FVector	The resulting Start Coordinate of the Trace Parameters
Out End	Output	FVector	he resulting End Coordinate of the Trace Parameters

Move Widget Interaction Pointer

Description

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

Pin	Direction	Type	Description
In Widget Interaction Component	Input	UWidgetInteractionComponent	The Widget Interaction Component that shall be influenced
In Widget Component	Input	UWidgetComponent	The Widget Component the Pointer shall be moved on
In Reference Rotation	Input	FRotator	A reference rotation in order to do some relative calculations. e.g. the World Rotation of the Book Interaction Actor.
UV Coordinates	Input	FVector2D	UV Coordinates to be translated onto the Widget
Debug Trace	Input	bool	shows a debug trace if true.
Return Value	Output	bool	returns true if the operation was successful. Otherwise false.

Book Uv Trace

Description

Creates a trace based on the given collision channel. If a Book Men uActor was hit the Method determines if the book was hit from the front and tries to determine the current page and the UV Coordinates. This requires the Project Settings to be set to use the generation of UV coordinates from hit results.

Pin	Direction	Type	Description

Book Menu Actor	Input	ABookMenuActor	The Book Menu Actor we ar looking for
Start	Input	FVector	Start of the Trace
End	Input	FVector	End of the Trace
Debug Trace	Input	bool	shows a debug trace if true
Trace Channel	Input	ECollisionChannel	The Collision Channel to be used for the Trace
Out UV Coordinates	Output	FVector2D	The found UV Coordinates
Out Page Index	Output	int32	The found page index 0 = Left ; 1 = Right
Return Value	Output	bool	returns true if the operation was successful. Otherwise false.

Get Local Player Controller

https://blueprintue.com/render/qx76o0ry/

Description:

Method to get the First local Player Controller based on the World Context

Create Texture Render Target 2D

https://blueprintue.com/render/cn3tbhet/

Description

Creates a new Render Target with the specified parameters

Parameter	Direction	Type	Description
Draw Size	Input	FVector2D	The DrawSize of the Render Target

Filter	Input	TextureFilter	The Texture Filter to be applied
Use Gamma Correction	Input	bool	Uses Gamma Correction if true
Return Value	Output	UTextureRenderTarget2D	returns the created Render Target

Draw UserWidget to Render Target 2D

Description

Method to render a UserWidget onto a TextureRenderTarget2D

Parameter	Direction	Type	Description
User Widget	Input	UUserWidget	The UserWidget to be rendered
Render Target	Input	UTextureRenderTarget2D	The Target to be rendered on
Draw Size	Input	FVector2D	The DrawSize of the Render Target
Delta Time	Input	float	Delta time
Use Gamma Correction	Input	bool	Uses Gamma Correction if true

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