

# UBookMenuStatics

## Properties

The static Blueprint Function Library does not define any properties.

## Functions

### Create Mouse Trace Parameters

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<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

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[https://blueprintue.com/render/o62dhd\\_u/](https://blueprintue.com/render/o62dhd_u/)

### **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

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<https://blueprintue.com/render/25kz9nzn/>

### **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 are 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

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

### **Description:**

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

## Create Texture Render Target 2D

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<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

<https://blueprintue.com/render/wl5-w2pu/>

### 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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