

# UBookPageWidget

## Properties

| Property Name    | Type           | Access                             | Description   |
|------------------|----------------|------------------------------------|---|
| BookMenuActor    | ABookMenuActor | EditAnywhere                       | The Owing Book Menu Actor of the widget. Can be used to control the Book Menu actor from the widget |
| PageSectionIndex | int32          | VisibleAnywhere, BlueprintReadOnly | The page section index of this widget. Can be used for navigation.                                  |
| PageIndex        | int32          | VisibleAnywhere, BlueprintReadOnly | The page index. 0 = Left page, 1 = Right page   |

## Functions

### Init

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Method to initialize the most important data in the Widget

| Pin                | Direction | Type           | Description   |
|--------------------|-----------|----------------|---|
| InBookMenuActor    | Input     | ABookMenuActor | The Owing Book Menu Actor of the widget. Can be used to control the Book Menu actor from the widget |
| InPageSectionIndex | Input     | int32          | The page section index of this widget. Can be used for navigation.                                  |
| InPageIndex        | Input     | int32          | The page index. 0 = Left page, 1 = Right page   |

# OnSetKeyboardFocus

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Use this event to handle custom code after the widget received keyboard focus. This function is the counter part the SetKeyBoardFocus Function of the BookMenuActor.

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