UFoldingSkyStoryComponent

Friendly Name: FS Story Component
Story Components are the base class for story blueprints, and are a requirement of any blueprint using story nodes

Inherits from:	UActorComponent

Variables

	Name	Description
FText	OneWayOptionText	The default text that will display for one way story nodes belonging to this story component
FText	TwoWayStoryOptionOneText	The default affirmative text that will display for two way story nodes belonging to this story component
FText	TwoWayStoryOptionTwoText	The default negative text that will display for two way story nodes belonging to this story component

Events

	Name	Description
void()	OnStoryBeginGraph	Fired when BeginStoryGraph() is called to notify the blueprint it should start traversing it's story nodes, if any
void(const bool, const FFoldingSkyStoryNodeParams&)	OnStoryPosted	Called every time a story node is reached on the graph, even when resending a previously sent node

Functions

	Name	Description
public void BlueprintCallable	BeginStoryGraph()	When called this function fires the OnBeginStoryGraph event, call this to notify the blueprint it should begin traversing its story nodes
public void	SendStory(Const	Sends a set of story data through this component for posting

BlueprintCallable	FoldingSkyStoryNodeParams& Params)	
public void BlueprintCallable	AcceptChoiceValue(int32 Choice)	Accepts a numeric value representing the choice on the blueprint node that is desired ● -1 fires the cancellation event ● invalid choice indices will not be processed
protected void BlueprintImplementableEvent	OnStoryBeginGraph_BP()	A BlueprintImplementableEvent to be bound by the story blueprint graph, signaling the story graph should begin traversal of it's nodes
protected void BlueprintImplementableEvent	OnStoryPosted_BP(const bool bIsReplayed, const FFoldingSkyStoryNodeParams& Params)	A BlueprintImplementableEvent to be bound by the story blueprint graph, fired every time a story node is reached or story content has been supplied for posting, visualizing, or manipulation by other methods
protected void BlueprintImplementableEvent	OnStoryChoiceAccepted_BP(const int32& Choice, const FText& ChoiceText)	A BlueprintImplementableEvent to be bound by the story blueprint graph Called when AcceptChoiceValue is called and will provide the choice supplied by the story graph

Story Nodes

A type of UK2Node that acts similarly to the way UK2Node_BaseAsyncTask nodes act, by waiting for a function to be called on the story blueprint that is passed in blueprints as the first argument.
All story nodes can change type via their context menu

Type	Name	Description
Text Premade Choice Text	Story - One Way Text	A story node that takes in text data and only has one choice route. The text for this node's choice is defined on the story component
Text Premade Choice Text	Story - Two Way Text	A story node that takes in text data and only has two choice routes. The text for this node's choices is defined on the story component
Text Custom Choice Text	Story - With Choices Text	A story node that takes in text data and only has a variable number of custom choices. The text for this node's choices is defined on the node. Add or remove choices through the context menu.
Dialogue Premade Choice Text	Story - One Way Dialogue	A story node that takes in a Dialogue Wave asset as data and only has one choice route. The text for this node's choice is defined on the story component
Dialogue Premade Choice Text	Story - Two Way Dialogue	A story node that takes in a Dialogue Wave asset as data and only has two choice routes. The text for this

		node's choices is defined on the story component
Dialogue Custom Choice Text	Story - With Choices Dialogue	A story node that takes in a Dialogue Wave asset as data and only has a variable number of custom choices. The text for this node's choices is defined on the node. Add or remove choices through the context menu.