



# Procedural **Book**

version 1.9.0

Manual

## Introduction

This package lets you create procedural books with realistic page turning animations.

This document provides information about components, settings, and editors. Once you have finished, you can move on to the **Scripting API** document.

# Topics

## [Getting Started](#)

[Demo](#)

[How to Create a Book?](#)

## [Book](#)

[Description](#) | [Add Component Menu](#) | [Properties](#)

## [Wiro Book Binding](#)

[Description](#) | [Add Component Menu](#) | [Properties](#)

## [Staple Book Binding](#)

[Description](#) | [Add Component Menu](#) | [Properties](#)

## [Book Content](#)

[Description](#) | [Add Component Menu](#) | [Properties](#)

## [Sprite Page Content](#)

[Description](#) | [Add Component Menu](#) | [Properties](#)

## [Live Page Content](#)

[Description](#) | [Add Component Menu](#) | [Properties](#)

## [Render Texture Factory](#)

[Description](#) | [Add Component Menu](#) | [Properties](#)

## [Links & Contact Info](#)

# Getting Started

## Demo

Check out the demo scenes in the "[Assets\ScriptBoy\Procedural Book\Demo\Scenes](#)" folder.

## How to Create a Book?

To create a book, follow these steps:

1. Create and select a new GameObject.
2. In the Inspector window, click on "[Add Component](#)".
3. Navigate to "[Script Boy > Procedural Book > Book](#)".  
(Refer to the [Book](#) section for more details.)
4. In the Book component, click the "[Create](#)" button next to the "[Content](#)" property.  
(Refer to the [Book Content](#) section for more details.)
5. In the Book component, click the "[Create](#)" button next to the "[Binding](#)" property.  
Then choose "[Wiro Binding](#)" or "[Staple Binding](#)" from the menu.  
(Refer to the [Wiro Book Binding](#) and [Staple Book Binding](#) sections for more details.)

## Book

### Description

The **Book** component creates a book.

### Add Component Menu

Component > Script Boy > Procedural Book > Book

### Properties

Content	The content of the book.
Binding	The binding of the book.
Start State	The start open state of the book (0 = closed on the front cover, 1 = closed on the back cover, values between 0 & 1 open from the beginning to the end of the book).
Build On Awake	Build the book when the scene loads?
Cast Shadows	Should the book cast shadows?
Align To Ground	Align the book to the local XZ plane, which is considered the ground.
Hide Binder	Toggle the visibility of the binder (e.g., staples or wire).
Reduce Shadows	Enabling this option disables the shadows of the stacked papers.
Reduce SubMeshes	Enabling this option makes each stacked paper have only one submesh. Each paper has 3 submeshes (Front, Back, Edges), allowing different materials per side. However stacked papers have only one visible side, so we don't need to render the other side with a different material.
Reduce Overdraw	Enabling this option makes holes on the front and back sides of the middle stacked papers to reduce overdraw.
If (Reduce SubMeshes && Wiro Book Binding)	
Use Paper GPU Instancing	Enabling this option renders the stacked papers using the GPU Instancing feature.
Paper Instancing Material	The material used to render stacked papers using the GPU Instancing feature. (You don't need to assign it.)

Cover/Page Paper Setup	
Material	The material of the papers.
Color	The color of the papers.
Width	The width of the papers.
Height	The height of the papers.
Thickness	The thickness of the papers.
Hardness	The hardness of the papers.
Quality	The quality level of the paper mesh.
UV Margin	The blank space around the content on the paper.

# Wiro Book Binding

## Description

The **Wiro Book Binding** component binds the papers of a book using wire.

## Add Component Menu

Component > Script Boy > Procedural Book > Wiro Book Binding

## Properties

Wire Setup	
Material	The material of the wire.
Color	The color of the wire.
Thickness	The thickness of the wire.
Margin	The blank space between the wire and the horizontal edges of the book.
Twin Loop Space	The space between two connected wire loops that form a single continuous loop.
Twin Loop Count	The number of twin loops.
Quality	The quality level of the wire mesh.

# Staple Book Binding

## Description

The **Staple Book Binding** component binds the papers of a book using staples.

## Add Component Menu

Component > Script Boy > Procedural Book > Staple Book Binding

## Properties

Quality	The quality level of the paper mesh on the binding side.
---------	--

Staple Setup	
Material	The material of the staples.
Color	The color of the staples.
Thickness	The thickness of the staples.
Crown	The size of the top portion of the staple.
Margin	The blank space between the staples and the horizontal edges of the book.
Count	The number of staples.
Quality	The quality level of the staple mesh.



# Book Content

## Description

The **Book Content** component holds covers and pages data.

## Add Component Menu

Component > Script Boy > Procedural Book > Book Content

## Properties

Direction	<p>The reading direction.</p> <p>Horizontal Options: Left to Right, Right to Left (e.g., set to Right to Left for a Chinese book).</p> <p>Vertical Options: Up to Down, Down to Up.</p>
-----------	---

Covers	A list for setting covers.
Pages	A list for setting pages.
<p>A list element can be either a Sprite or a Page Content.</p> <p>The number of elements must be a multiple of 4.</p>	

## Sprite Page Content

### Description

The **Sprite Page Content** component lets you assign a sprite as the page image.

Currently, you can directly set a sprite in the **Book Content** component, which makes this component somewhat redundant. It exists just for potential future updates.

### Add Component Menu

Component > Script Boy > Procedural Book > Sprite Page Content

### Properties

Sprite	Set a sprite as the page image.
--------	---------------------------------

# Live Page Content

## Description

The **Live Page Content** component lets you assign a render texture as the page image.

## Add Component Menu

Component > Script Boy > Procedural Book > Live Page Content

## Properties

Page RT	Set a Render Texture as the page image.
Page RT Factory	Set a Render Texture Factory instead of setting the Page RT.
Camera	Set the Camera that renders to the Page RT.
Canvas	Set the Canvas that is rendered to the Page RT.
Video Player	Set the Video Player that renders to the Video RT.
Video RT	Set a Render Texture for the Video Player.
Video RT Factory	Set a Render Texture Factory instead of setting the Video RT.
Video RT Target UI	Set a Raw Image to display the Video RT on it.

## Notes:

The Canvas needs to be set up to receive mouse events correctly.

The Camera is automatically disabled when the page is not visible.

The Video Player is automatically paused when the page is not visible.

The Video Player renders directly to the Page RT if the Camera is not set up.

# Render Texture Factory

## Description

The **Render Texture Factory** component can be assigned to **Live Page Content** components. It automatically creates a temporary render texture for each one, so you don't need to create a render texture asset manually for each page.

## Add Component Menu

Component > Script Boy > Procedural Book > Render Texture Factory

Render Texture Factory

## Properties

Sample	The sample render texture.
--------	----------------------------

## Links & Contact Info

<https://www.youtube.com/playlist?list=ProceduralBook>

[ScriptBoyTools@outlook.com](mailto:ScriptBoyTools@outlook.com)

Have Fun!  
Script Boy  
:)