
Subject: Re: EncyclopediaMgrClass

Posted by [jonwil](#) on Fri, 03 Nov 2017 09:41:37 GMT

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Any reason you cant just use EncyclopediaMgrClass::Is_Object_Revealed instead of doing all that stuff with direct access to KnownObjectVector etc?

As for the inlined copies of Reveal_Object(TYPE,int), there is only one and its inlined into EncyclopediaMgrClass::Reveal_Object(DamageableGameObj *) so you could hook that alongside Reveal_Object(TYPE,int) if you wanted to.

Either option would be much easier than messing with the entire EncyclopediaMgrClass source (and BooleanVectorClass and etc)
