
Subject: Re: EncyclopediaMgrClass
Posted by [Neijwiert](#) on Fri, 03 Nov 2017 09:48:54 GMT
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jonwil wrote on Fri, 03 November 2017 02:45And in case it helps, here is a clone of
Reveal_Object(DamageableGameObj *)

```
bool EncyclopediaMgrClass::Reveal_Object(DamageableGameObj *object)
{
    bool b = false;
    if (object)
    {
        if (cGameType::GameType == 1)
        {
            int type = object->Get_Definition().Get_Encyclopedia_Type();
            int id = object->Get_Definition().Get_Encyclopedia_ID();
            if (type != -1)
            {
                if (!Is_Object_Revealed((TYPE)type,id))
                {
                    Display_Event_UI();
                }
                b = Reveal_Object((TYPE)type,id);
            }
        }
    }
    return b;
}
```

Thats pretty much copy paste of what I have posted in my first post
