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Subject: Re: EncyclopediaMgrClass

Posted by [Neijwiert](#) on Fri, 03 Nov 2017 09:24:34 GMT

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jonwil wrote on Fri, 03 November 2017 01:27: What exactly are you doing with EncyclopediaMgrClass and what bits of it do you need? Do you just need to be able to call into it or do you need to actually make changes to how it works?

Neither, I need to know when `Reveal_Object(TYPE type, int classId)` is called. And apparently the compiler optimized it sometimes to not actually call it. So I needed direct access to `KnownObjectVector` and the layout of that array is basically the entire workings of `EncyclopediaMgrClass`. So I was like: Might as well reverse engineer the entire thing while I'm at it.

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