

---

Subject: Re: EncyclopediaMgrClass

Posted by [Neijwiert](#) on Fri, 03 Nov 2017 09:47:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

jonwil wrote on Fri, 03 November 2017 02:41 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)

Well I need to know if any object is revealed. And yes I could hook both and I am going to. But i realized that after I did all this.

---