

Adding/Checking Awards

```
//Add an award to the completed awards array
void UVE_AwardSubsystem::AddAward(EAwardType AwardType, UInteractableDefinitionData* InteractableDefinitionData)
{
    FAwardData AwardData;
    AwardData.AwardType = AwardType;
    AwardData.InteractableDefinitionData = InteractableDefinitionData;
    CompletedAwards.Add(AwardData);
}

//Check if the award has been completed
bool UVE_AwardSubsystem::CheckAward(EAwardType AwardType, UInteractableDefinitionData* InteractableDefinitionData)
{
    for (int i = 0; i < CompletedAwards.Num(); i++)
    {
        if (CompletedAwards[i].AwardType == AwardType && CompletedAwards[i].InteractableDefinitionData == InteractableDefinitionData)
        {
            return true;
        }
    }
    return false;
}
```

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