

# clearCombatRoles

An eventCall to clear any combat roles set by a preceding **setCombatRoles** .

## Usage

```
item[ 0] = {
  eventCall = {
    eventDef = "clearCombatRoles";
    args = {
      num = 2;
      item[ 0] = {
        eEncounterSpawnType_t = ""; // spawnType
      }
      item[ 1] = {
        string = ""; // group_label
      }
    }
  }
}
```

- **spawnType** are the **eEncounterSpawnType\_t** whose role should be cleared.
- **group\_label** is the label for the ai whose role should be cleared. This parameter is optional, and can be left blank.

## Example Usage

```
item[ 0] = {
  eventCall = {
    eventDef = "spawnSingleAI";
    args = {
      num = 3;
      item[ 0] = {
        eEncounterSpawnType_t = "ENCOUNTER_SPAWN_MANCUBUS";
      }
      item[ 1] = {
```

```

    entity = "ai_target_spawn_454";
}

item[2] = {
    string = "defender";
}

}

item[1] = {
    eventCall = {
        eventDef = "setCombatRoles";
        args = {
            num = 3;
            item[0] = {
                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_ANY"; // spawnType
            }
            item[1] = {
                string = "defender"; // group_label
            }
            item[2] = {
                encounterGroupRole_t = "ROLE_DEFEND"; // group_role
            }
        }
    }
}

item[2] = {
    eventCall = {
        eventDef = "waitAIHealthLevel";
        args = {
            num = 3;
            item[0] = {
                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_MANCUBUS";
            }
            item[1] = {
                float = 0.5; // target_group_health
            }
            item[2] = {
                string = ""; // group_label
            }
        }
    }
}

```

```

    }
}

item[3] = {
    eventCall = {
        eventDef = "clearCombatRoles";
        args = {
            num = 2;
            item[0] = {
                encounterSpawnType_t = "ENCOUNTER_SPAWN_MANCUBUS"; // spawnType
            }
            item[1] = {
                string = "defender"; // group_label
            }
        }
    }
}

```

In this example, we spawn a Mancubus which is set to `ROLE_DEFEND`. Once it reaches 50% HP, we use `clearCombatRoles` to clear the defend role.

## See Also

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- [setCombatRoles](#)

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