

designerComment

An eventCall for leaving a comment in an idEncounterManager.

Usage

```
item[0] = {
  eventCall = {
    eventDef = "designerComment";
    args = {
      num = 2;
      item[0] = {
        string = ""; // designerComment
      }
      item[1] = {
        pool = true; // printToConsole
      }
    }
  }
}
```

- `designerComment` is the comment you wish to add.
- `printToConsole` determines whether said comment is displayed in the console.

Example Usage

```
item[0] = {
  eventCall = {
    eventDef = "designerComment";
    args = {
      num = 2;
      item[0] = {
        string = "\nExample text between line breaks\n"; // designerComment
      }
      item[1] = {
        pool = true; // printToConsole
      }
    }
  }
}
```



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