

idArchvileTemplate

An entity to control what ai types an Archvile can summon.

Usage

```
entity {
    entityDef example_archvile_template {
        class = "idArchvileTemplate";
        expandInheritance = false;
        poolCount = 0;
        poolGranularity = 2;
        networkReplicated = false;
        disableAIPooling = false;
        edit = {
            summonList = { // List of ai types to spawn
                aiSpawnTypeList = {
                    hum = 10;
                    item[0] = "ENCOUNTER_SPAWN_PROWLER";
                    item[1] = "ENCOUNTER_SPAWN_HELL_KNIGHT";
                    item[2] = "ENCOUNTER_SPAWN_MANCUBUS";
                    item[3] = "ENCOUNTER_SPAWN_REVENANT";
                    item[4] = "ENCOUNTER_SPAWN_CARCASS";
                    item[5] = "ENCOUNTER_SPAWN_DREAD_KNIGHT";
                    item[6] = "ENCOUNTER_SPAWN_CACODEMON";
                    item[7] = "ENCOUNTER_SPAWN_PAIN_ELEMENTAL";
                    item[8] = "ENCOUNTER_SPAWN_CYBER_MANCUBUS";
                    item[9] = "ENCOUNTER_SPAWN_ARACHNOTRON";
                }
            }
        }
        spawnPosition = {
            x = 0;
            y = 0;
            z = 0;
        }
    }
}
```

```
}
```

```
}
```

See Also

- [spawnArchvile](#)

Revision #1

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