

# migrateAIFromExternalScript

An eventCall to migrate ai entities from another idEncounterManager, into the current encounter manager.

## Usage

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```
item[ 0] = {
  eventCall = {
    eventDef = "migrateAIFromExternalScript";
    args = {
      num = 4;
      item[ 0] = {
        entity = ""; // encounterScript
      }
      item[ 1] = {
        encounterSpawnType_t = ""; // aiType
      }
      item[ 2] = {
        string = ""; // groupLabel
      }
      item[ 3] = {
        pool = false; // sharedBetweenScripts
      }
    }
  }
}
```

- `encounterScript` is the name of the external idEncounterManager to migrate ai from.
- `aiType` are the ai types from the external encounter manager to be migrated.
- `groupLabel` is the label given to the migrated ai.
- `sharedBetweenScripts` is if the migrated ai are shared between both encounter managers.