

raiseEventFlagOnExternalScript

An eventcall to trigger a flag on an idEncounterManager outside of the one that this eventcall is used in.

Usage

```
item[ 0] = {
  eventCall = {
    eventDef = "raiseEventFlagOnExternalScript";
    args = {
      num = 3;
      item[ 0] = {
        entity = "game_ai_encounter_script_encounter_script_pre_combat_imp_room"; // encounterScript
      }
      item[ 1] = {
        eEncounterEventFlags_t = "ENCOUNTER_EVENT_FLAG_USER_EVENT"; // eventFlag
      }
      item[ 2] = {
        string = "blue_door_start"; // userFlag
      }
    }
  }
}
```

- `encounterScript` is the encounter manager that the user flag is for
- `eventFlag` is the `eEncounterEventFlags_t` (type) for the flag
- `userFlag` is the parameter of the name in the `idEncounterTrigger_RaiseUserFlag` being triggered

Note that using `activateTarget` directly on the `idEncounterTrigger_RaiseUserFlag` in question can also accomplish the same effect.

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