

removeAI

An eventCall to remove spawned ai entities from an idEncounterManager.

Usage

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

- `spawnType` are the `eEncounterSpawnType_t` that you want to be removed.
- `group_label` is what label for the ai to be removed by this eventCall. This parameter is optional, and can be left blank.

AI entities removed with this command will be instantly removed, without any death or despawn animation. It is best used for ai types that are not affected by [damageAI](#) or [forceAIToFlee](#).

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