

setFactionRelation

An eventCall to force an emotion between an instigating and target faction in an idEncounterManager.

Usage

```
item[ 0] = {
  eventCall = {
    eventDef = "setFactionRelation";
    args = {
      num = 4;
      item[ 0] = {
        eEncounterSpawnType_t = ""; // instigatorSpawnType
      }
      item[ 1] = {
        string = ""; // groupLabel
      }
      item[ 2] = {
        eEncounterSpawnType_t = ""; // targetSpawnType
      }
      item[ 3] = {
        socialEmotion_t = ""; // relation
      }
    }
  }
}
```

- **instigatorSpawnType** is the ai type for the instigator.
- **targetSpawnType** is the ai type for the target.
- **relation** is the **socialEmotion_t** (emotion) that the instigator feels towards the target.

The set emotion is only for the instigator towards the target. The target does not automatically reciprocate the same set emotion.

Example Usage

```
item[0] = {
  eventCall = {
    eventDef = "setFactionRelation";
    args = {
      num = 4;
      item[0] = {
        eEncounterSpawnType_t = "ENCOUNTER_SPAWN_BARON"; // instigatorSpawnType
      }
      item[1] = {
        string = ""; // groupLabel
      }
      item[2] = {
        eEncounterSpawnType_t = "ENCOUNTER_SPAWN_IMP ENCOUNTER_SPAWN_HELL_SOLDIER"; //
        targetSpawnType
      }
      item[3] = {
        socialEmotion_t = "EMOTION_DESTROY_AT_ALL_COSTS"; // relation
      }
    }
  }
}

item[1] = {
  eventCall = {
    eventDef = "setFactionRelation";
    args = {
      num = 4;
      item[0] = {
        eEncounterSpawnType_t = "ENCOUNTER_SPAWN_IMP ENCOUNTER_SPAWN_HELL_SOLDIER"; //
        instigatorSpawnType
      }
      item[1] = {
        string = ""; // groupLabel
      }
      item[2] = {
        eEncounterSpawnType_t = "ENCOUNTER_SPAWN_BARON"; // targetSpawnType
      }
      item[3] = {
```

```
[[[[socialEmotion_t = "EMOTION_DESTROY_AT_ALL_COSTS"; // relation
[[[
[[[
[[[
[[[
]]]]
```

In this example, Barons are set to **EMOTION_DESTROY_AT_ALL_COSTS** against Imps/Soldiers, and vice versa. This results in forced infighting between Barons and Imps/Soldiers.

See Also

- **[clearFactionOverrides](#)**

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