

setNextScriptIndex

An eventCall to set the index of the next script in an idEncounterManager.

Usage

```
item[0] = {  
  eventCall = {  
    eventDef = "setNextScriptIndex";  
    args = {  
      num = 1;  
      item[0] = { // nextScriptIndex  
        int = 1;  
      }  
    }  
  }  
}
```

- `nextScriptIndex` is the index of next script

Example Usage

```
entity { // Custom Encounter #1  
  entityDef mod_encounter_manager_custom_1 {  
    inherit = "encounter/manager";  
    class = "idEncounterManager";  
    expandInheritance = false;  
    poolCount = 0;  
    poolGranularity = 2;  
    networkReplicated = true;  
    disableAIPooling = false;  
    edit = {  
      enableAIHighlightOnFinish = true;  
      disabledAITypeForHighlight = "AI_MONSTER_SPECTRE AI_MONSTER_BUFF_POD AI_MONSTER_TENTACLE";  
      playerMetricDef = "encounter/player_metrics";  
      chargeCombatGrouping = "encounter/combat_role/charge_command";  
    }  
  }  
}
```

```

aiTypeDefAssignments = "actorpopulation/default/default_no_bosses";
spawnPosition = {
    x = 0;
    y = 0;
    z = 0;
}
soundOcclusionBypass = true;
combatRatingScale = "COMBAT_RATING_SCALE_IGNORE";
encounterComponent = {
    entityEvents = {
        hum = 2;
        item[0] = { // Part 0
            entity = "mod_encounter_manager_custom_1";
            events = {
                hum = 5;
                item[0] = {
                    eventCall = {
                        eventDef = "setMusicState";
                        args = {
                            hum = 3;
                            item[0] = {
                                entity = "sound_sound_musicity_1";
                            }
                        }
                    }
                    item[1] = {
                        decl = {
                            soundstate = "music_ghost_states/main_heavy";
                        }
                    }
                    item[2] = {
                        string = "";
                    }
                }
            }
        }
        item[1] = {
            eventCall = {
                eventDef = "spawnSingleAI";
                args = {
                    hum = 3;
                    item[0] = {

```

```

    eEncounterSpawnType_t = "ENCOUNTER_SPAWN_BARON";
}

item[1] = {
    entity = "ai_target_spawn_87";
}

item[2] = {
    string = "";
}

}

}

}

}

item[2] = {
    eventCall = {
        eventDef = "waitAIRemaining";
        args = {
            hum = 3;
            item[0] = {
                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_ANY";
            }

            item[1] = {
                int = 0; // desired_remaing_ai_count
            }

            item[2] = {
                string = ""; // group_label
            }

            }

            }

            item[3] = {
                eventCall = {
                    eventDef = "setNextScriptIndex";
                    args = {
                        hum = 1;
                        item[0] = { // index of next script
                            int = 1;
                        }

                        }

                        }

                        }

                        item[4] = {

```

```

eventCall = {
eventDef = "proceedToNextScript";
args = {
    hum = 2;
    item[ 0] = {
        pool = true; // bypassNextWaitForCommit
    }
    item[ 1] = {
        pool = true; // carryOverExistingUserFlags
    }
    }
    }
    }
    }
    }
    }
    }
    item[ 1] = { // Part 1
    entity = "mod_encounter_manager_custom_1";
    events = {
        hum = 2;
        item[ 0] = {
            eventCall = {
                eventDef = "setMusicState";
                args = {
                    hum = 3;
                    item[ 0] = {
                        entity = "sound_sound_musicentity_1";
                    }
                    item[ 1] = {
                        decl = {
                            soundstate = "music_ghost_states/main_ambient";
                        }
                    }
                    item[ 2] = {
                        string = "";
                    }
                }
            }
            item[ 1] = {
                eventCall = {

```

```

eventDef = "activateTarget";

args = {
    num = 2;
    item[0] = {
        entity = "game_target_count_cp11"; // target
    }
    item[1] = {
        string = ""; // designComment
    }
}

}

}

```

In this example we use `setNextScriptIndex` after all there are no ai remaining, followed by `proceedToNextScript` to advance to the next script. Note that the encounter manager has to be split into multiple scripts (line 26 and 110) in order for `setNextScriptIndex` to work properly. The next script index does not have to be in sequential order either, as in an encounter manager with 4 scripts, it is possible to advance from script 0 to script 3, skipping over scripts 1 and 2.

See Also

- **proceedToNextScript**