setNextScriptIndexRandom

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

Usage

```
item[0] = {
 eventCall = {
  eventDef = "setNextScriptIndexRandom";
  args = {
   num = 2;
   item[0] = {
    int = 1; // from event 0
   }
   item[1] = {
    int = 5; // to event 5
   }
  }
 }
}
```

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