

staggeredAISpawn

An eventCall to spawn multiple idAI2 entities, with a delay between each spawn, in an idEncounterManager.

Usage

```
item[0] = {
  eventCall = {
    eventDef = "staggeredAISpawn";
    args = {
      num = 6;
      item[0] = {
        eEncounterSpawnType_t = ""; // spawnType
      }
      item[1] = {
        int = 5; // spawn_count
      }
      item[2] = {
        entity = ""; // spawnGroup
      }
      item[3] = {
        string = ""; // group_label
      }
      item[4] = {
        float = 1; // minSpawnStagger
      }
      item[5] = {
        float = 5; // maxSpawnStagger
      }
    }
  }
}
```

- **spawnType** is the ai type that you want to be spawned. Multiple types can be listed, and the spawned ai types will be randomly chosen from this list.

- `spawnCount` is the number of ai you want to be spawned. To avoid overlapping spawns, `spawnCount` should be $\leq$ the number of `idTarget_Spawns` listed under your `idTargetSpawnGroup`.
- `spawnGroup` is the `idTargetSpawnGroup` you want to use.
- `group_label` is what label you want to give to the ai spawned by this eventCall. This parameter is optional, and can be left blank.
- `minSpawnStagger` is the minimum delay between each spawn, in seconds. This value also affects how soon the first spawn in this eventCall occurs.
- `maxSpawnStagger` is the maximum delay between spawns, in seconds.

`minSpawnStagger` must be $\leq$ `maxSpawnStagger`

Example Usage

```
item[0] = {
    eventCall = {
        eventDef = "staggeredAISpawn";
        args = {
            num = 6;
            item[0] = {
                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_ZOMBIE_TIER_1"; // spawnType
            }
            item[1] = {
                int = 5; // spawn_count
            }
            item[2] = {
                entity = "game_target_spawn_group_13"; // spawnGroup
            }
            item[3] = {
                string = ""; // group_label
            }
            item[4] = {
                float = 7.5; // minSpawnStagger
            }
            item[5] = {
                float = 10; // maxSpawnStagger
            }
        }
    }
}
```

```
    }  
  }  
}  
}
```

In this example, 5 Zombies will be spawned, with a 7.5 - 10s delay between each one.

See Also

- [waitStaggeredSpawnComplete](#)

Revision #7

Created 6 September 2021 00:44:15 by SamPT

Updated 13 August 2024 10:17:23 by Velser