

stopMaintainingAICount

An eventCall to end a **maintainAICount** in an idEncounterManager.

Usage

This eventCall should only be used after a **maintainAICount**.

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

- **spawnType** is the **eEncounterSpawnType_t** used in the preceding **maintainAICount**. **ENCOUNTER_SPAWN_ANY** may also be used instead.
- **group_label** is the label used in the preceding **maintainAICount**. This parameter is optional, and may be left blank.

Example Usage

```
item[0] = {
  eventCall = {
    eventDef = "maintainAICount";
    args = {
      num = 8;
```

```

        item[0] = {
            eEncounterSpawnType_t = "ENCOUNTER_SPAWN_IMP"; // spawnType
        }
        item[1] = {
            int = 5; // desired_count
        }
        item[2] = {
            int = -1; // max_spawn_count
        }
        item[3] = {
            float = 1; // min_spawn_delay
        }
        item[4] = {
            int = 3; // min_ai_for_respawn
        }
        item[5] = {
            entity = "mod_spawnGroup_1"; // spawnGroup
        }
        item[6] = {
            string = "fodder"; // group_label
        }
        item[7] = {
            float = 2; // max_spawn_delay
        }
    }
}

item[1] = {
    eventCall = {
        eventDef = "waitKillCount";
        args = {
            num = 3;
            item[0] = {
                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_ANY";
            }
            item[1] = {
                int = 10;
            }
            item[2] = {
                string = "fodder";
            }
        }
    }
}

```

```

    }
  }
}
item[2] = {
  eventCall = {
    eventDef = "stopMaintainingAICount";
    args = {
      num = 2;
      item[0] = {
        eEncounterSpawnType_t = "ENCOUNTER_SPAWN_ANY";
      }
      item[1] = {
        string = "fodder";
      }
    }
  }
}
}

```

In this example, the **maintainAICount** will spawn 5 infinitely respawning Imps. However, once the player has killed 10 Imps, the **maintainAICount** will be stopped. Any Imps that are present when **stopMaintainingAICount** was called, will remain.

See Also

- **maintainAICount**
- **waitMaintainComplete**