# waitForEventFlag

An eventCall that waits until a trigger is activated, or a "flag" is raised.

## Usage

```
item[0] = {
 eventCall = {
  eventDef = "waitForEventFlag";
  args = {
   num = 4;
   item[0] = {
    eEncounterEventFlags_t = "ENCOUNTER_EVENT_FLAG_USER_EVENT";
   }
   item[1] = {
    string = "User_Flag"; // Flag Name
   }
   item[2] = {
    bool = false; // set to true if looking for flag before the encounter has reached this point
   }
   item[3] = {
    bool = false;
   }
  }
 }
}
```

Flag Triggers can activate when entering a certain section of the map or when **activateTarget** for the entity is used.
This is useful if you want to activate Energy Barriers to lock you in an arena, or if you need to enter a section of the arena for the encounter to progress.

**idEncounterTrigger_RaiseUserFlag** is the entity that this eventCall looks for when it is activated.

The Encounter Manager must contain the **idEncounterTrigger_RaiseUserFlag** entity for it to recognize the flag name.