

waitKillCount

An eventCall that tells the idEncounterManager to wait until a certain quantity of the specified ai type are killed.

Usage

```
item[ 0] = {
    eventCall = {
        eventDef = "waitKillCount";
        args = {
            num = 3;
            item[ 0] = {
                eEncounterEventFlags_t = ""; // aiType
            }
            item[1] = {
                int = 1; // desired_kill_count
            }
            item[2] = {
                string = ""; // group_label
            }
        }
    }
}
```

- **aiType** is the ai type(s) that you want to wait on.
- **desired_kill_count** is how many of the specified ai type(s) you want to be killed before proceeding.
- **group_label** is the label for the specified ai type(s). This parameter is optional, can be left blank if inapplicable.

Example Usage

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

```

    args = {
        num = 8;
        item[0] = {
            eEncounterSpawnType_t = "ENCOUNTER_SPAWN_IMP ENCOUNTER_SPAWN_HELL_SOLDIER";
// 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] = {
                eEncounterEventFlags_t = "ENCOUNTER_SPAWN_ANY"; // aiType
            }
            item[1] = {
                int = 10; // desired_kill_count
            }
        }
    }
}

```

```

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

```

In this example, the **maintainAICount** will spawn 5 infinitely respawning Imps or Soldiers. However, once the player has killed 10 fodder, the **maintainAICount** will be stopped.

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