waitStaggeredSpawnComplete

> An eventCall to wait until the preceding **`staggeredAISpawn`** finishes.

Usage

```
item[0] = {
	eventCall = {
		eventDef = "waitStaggeredSpawnComplete";
		args = {
			num = 3;
			item[0] = {
				eEncounterSpawnType_t = ""; // aiType
			}
			item[1] = {
				int = 0; // remaining_spawn_count
			}
			item[2] = {
				string = ""; // group_label
			}
		}
	}
}
```

- `aiType` are the **`eEncounterSpawnType_t`** from the preceding **`staggeredAISpawn`** that you want to wait on. `ENCOUNTER_SPAWN_ANY` can also be used.
- `remaining_spawn_count` is how many remaining spawns this eventCall should wait on.

Example Usage

```
item[0] = {
	eventCall = {
		eventDef = "staggeredAISpawn";
		args = {
			num = 6;
```

```
        item[0] = {
            eEncounterSpawnType_t = "ENCOUNTER_SPAWN_IMP"; // spawnType
        }
        item[1] = {
            int = 3; // spawn_count
        }
        item[2] = {
            entity = "mod_spawngroup_encounter2"; // spawnGroup
        }
        item[3] = {
            string = "fodder"; // group_label
        }
        item[4] = {
            float = 1; // minSpawnStagger
        }
        item[5] = {
            float = 2; // maxSpawnStagger
        }
    }
}
item[1] = {
    eventCall = {
        eventDef = "staggeredAISpawn";
        args = {
            num = 6;
            item[0] = {
                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_HELL_SOLDIER"; // spawnType
            }
            item[1] = {
                int = 3; // spawn_count
            }
            item[2] = {
                entity = "mod_spawngroup_encounter2B"; // spawnGroup
            }
            item[3] = {
                string = "fodder"; // group_label
            }
            item[4] = {
                float = 1; // minSpawnStagger
```

```
        }
        item[5] = {
            float = 2; // maxSpawnStagger
        }
    }
}
item[2] = {
    eventCall = {
        eventDef = "waitStaggeredSpawnComplete";
        args = {
            num = 3;
            item[0] = {
                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_ANY"; // aiType
            }
            item[1] = {
                int = 0; // remaining_spawn_count
            }
            item[2] = {
                string = ""; // group_label
            }
        }
    }
}
item[3] = {
    eventCall = {
        eventDef = "spawnSingleAI";
        args = {
            num = 3;
            item[0] = {
                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_HELL_KNIGHT";
            }
            item[1] = {
                entity = ai_target_spawn_23";
            }
            item[2] = {
                string = "priority";
            }
        }
    }
```

```
}
```

In this example, we have a **staggeredAISpawn** for 3 Imps, with a 1-2s delay between spawns, and ditto for Soldiers. We can then follow it up with `waitStaggeredSpawnComplete`, with `ENCOUNTER SPAWN ANY` and `remaining_spawn_count set` to `0`, so that all **staggeredAISpawn** eventcalls for any ai type will need to finish spawning (ie. 0 remaining spawns), before the encounter can proceed and spawn a Hell Knight.

See Also

- **staggeredAISpawn**

Revision #5
Created 6 September 2021 18:39:14 by elizabethany
Updated 2 April 2023 15:09:08 by SamPT