

Event Calls (2016)

A description of various eventCalls that can be used when building a custom encounter.

- [spawnSummoner](#)

spawnSummoner

An eventCall to spawn a Summoner with an idSummoningTemplate

Usage

```
item[ 0] = {
  eventCall = {
    eventDef = "spawnSummoner";
    args = {
      num = 4;
      item[ 0] = {
        entity = ""; // spawnTarget
      }
      item[ 1] = {
        entity = ""; // summonerTemplate
      }
      item[ 2] = {
        string = ""; // summoner_label
      }
      item[ 3] = {
        string = ""; // group_label
      }
    }
  }
}
```

- `spawnTarget` is the the idTarget_Spawn to use for the Summoner. Note that the spawn target used must link to a idActorAmbientFilter for idResurrectionProxy(s), if the idAI2 does not.
- `summonerTemplate` is the **idSummoningTemplate** to use
- `summoner_label` is the label given to the Summoner
- `group_label` is the label given to its summoned demons