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

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