activateTarget

> An eventCall to activate another entity from an idEncounterManager.

Usage

```
item[0] = {
	eventCall = {
		eventDef = "activateTarget";
		args = {
			num = 2;
			item[0] = {
				entity = ""; // target
			}
			item[1] = {
				string = ""; // designComment
			}
		}
	}
}
```

- `target` is the entity that is being activated.
- `designComment` is an optional parameter for the user, and does not show up in game.

Example Usage

```
entity { // You Can't Just Shoot a Hole into the Surface of Mars
	entityDef mod_soundentity_samuel_vo_shoot_mars {
	inherit = "sound/soundentity";
	class = "idSoundEntity";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	networkReplicated = false;
	disableAIPooling = false;
```

```
□edit = {
□□temporarySoundEvent = true;
□□spawnPosition = {
□□□x = 4.20000553;
□□□y = 0.449982464;
□□□z = 12.1500015;
□□}
□□soundOcclusionBypass = true;
□□startEvents = {
□□□num = 1;
□□□item[0] = "play_vo_samuel_hubsamuel_hookup_you_cant_just_shoot__ghost52033";
□□}
□}
}
}
```

```
item[0] = {
□eventCall = {
□□eventDef = "waitAIRemaining";
□□args = {
□□□num = 3;
□□□item[0] = {
□□□□eEncounterSpawnType_t = "ENCOUNTER_SPAWN_ANY";
□□□}
□□□item[1] = {
□□□□int = 0; // desired_remaing_ai_count
□□□}
□□□item[2] = {
□□□□string = ""; // group_label
□□□}
□□}
□}
}
item[1] = {
□eventCall = {
□□eventDef = "activateTarget";
□□args = {
□□□num = 2;
□□□item[0] = {
```

```
□□□□entity = "mod_soundentity_samuel_vo_shoot_mars"; // target
□□□}
□□□item[1] = {
□□□□string = "Play Hayden's audio for the Mars Hole line"; // designComment
□□□}
□□}
□}
}
```

First we place an `idSoundEntity` with the name `mod_soundentity_samuel_vo_shoot_mars` in the .entities, and then within the encounter manager, we can use `activateTarget` on `mod_soundentity_samuel_vo_shoot_mars` after our **`waitAIRemaining`**, so that the "You can't just shoot a hole in the surface of Mars" line is triggered once no ai remain.

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