

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] = {
                encounterSpawnType_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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