

clearFactionOverrides

An eventCall to clear any faction overrides set by a preceding **setFactionRelation** in an idEncounterManager.

Usage

```
item[0] = {
  eventCall = {
    eventDef = "clearFactionOverrides";
    args = {
      num = 0;
    }
  }
}
```

Example Usage

```
item[0] = {
  eventCall = {
    eventDef = "setFactionRelation";
    args = {
      num = 4;
      item[0] = {
        encounterSpawnType_t = "ENCOUNTER_SPAWN_BARON"; // instigatorSpawnType
      }
      item[1] = {
        string = ""; // groupLabel
      }
      item[2] = {
        encounterSpawnType_t = "ENCOUNTER_SPAWN_CYBER_MANCUBUS"; // targetSpawnType
      }
      item[3] = {
        socialEmotion_t = "EMOTION_DESTROY_AT_ALL_COSTS"; // relation
      }
    }
  }
}
```

```

    }
}

item[1] = {
    eventCall = {
        eventDef = "setFactionRelation";
        args = {
            num = 4;
            item[0] = {
                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_CYBER_MANCUBUS"; // instigatorSpawnType
            }
            item[1] = {
                string = ""; // groupLabel
            }
            item[2] = {
                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_BARON"; // targetSpawnType
            }
            item[3] = {
                socialEmotion_t = "EMOTION_DESTROY_AT_ALL_COSTS"; // relation
            }
        }
    }
}

item[2] = {
    eventCall = {
        eventDef = "waitKillCount";
        args = {
            num = 3;
            item[0] = {
                eEncounterEventFlags_t = "ENCOUNTER_SPAWN_ANY";
            }
            item[1] = {
                int = 1;
            }
            item[2] = {
                string = "";
            }
        }
    }
}

item[3] = {

```

```
eventCall = {  
  eventDef = "clearFactionOverrides";  
  args = {  
    num = 0;  
  }  
}
```

In this example **setFactionRelation** is used to create infighting between Barons and Cyber-Mancubi. Once the player has killed 1 of any ai type, **clearFactionOverrides** is used to restore normal behaviour, having them attack the player instead.

See Also

- **setFactionRelation**

Revision #3

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