

damageAI

An eventCall to apply a damage type to the specified ai in an idEncounterManager.

Usage

```
item[0] = {
  eventCall = {
    eventDef = "damageAI";
    args = {
      num = 3;
      item[0] = {
        decl = {
          damage = ""; // damageType
        }
      }
      item[1] = {
        eEncounterSpawnType_t = ""; // aiType
      }
      item[2] = {
        string = ""; // groupLabel
      }
    }
  }
}
```

- `damageType` is the path to the decl for the damage type to be used.
- `aiType` are the `eEncounterSpawnType_t` that you want the damage to be applied to.
- `group_label` is the label assigned to the ai that will be damaged by this eventCall. This parameter is optional, and can be left blank.

Example Usage

```

item[0] = {
  eventCall = {
    eventDef = "damageAI";
    args = {
      num = 3;
      item[0] = {
        decl = {
          damage = "damage/triggerhurt/triggerhurt1000_instagib"; // damageType
        }
      }
    }
    item[1] = {
      eEncounterSpawnType_t = "ENCOUNTER_SPAWN_ANY"; // aiType
    }
    item[2] = {
      string = "fodder"; // groupLabel
    }
  }
}

```

In this example, `triggerhurt1000_instagib` is applied to any ai type with the `fodder` label, killing them instantly.

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