

forceAIToFlee

An eventCall to that forces spawned ai in an idEncounterManager to flee.

Usage

```
item[0] = {
  eventCall = {
    eventDef = "forceAIToFlee";
    args = {
      num = 4;
      item[0] = {
        eEncounterSpawnType_t = ""; // spawnType
      }
      item[1] = {
        string = ""; // group_label
      }
      item[2] = {
        float = 0; // radius
      }
      item[3] = {
        bool = true; // immediateDespawn
      }
    }
  }
}
```

- `spawnType` are the `eEncounterSpawnType_t` that you want to flee.
- `group_label` is the label for the ai to flee
- `radius`
- `immediateDespawn` is if the ai will immediately despawn (with the despawn animation)

Example Usage

```
item[0] = {
  eventCall = {
    eventDef = "forceAIToFlee";
    args = {
      num = 4;
      item[0] = {
        encounterSpawnType_t = "ENCOUNTER_SPAWN_ANY"; // spawnType
      }
      item[1] = {
        string = ""; // group_label
      }
      item[2] = {
        float = 0; // radius
      }
      item[3] = {
        bool = true; // immediateDespawn
      }
    }
  }
}
```

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