

forceChargeOnAllAI

An eventCall to make all spawned ai in an idEncounterManager charge the player.

Usage

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

Example Usage

```
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 = "priority"; // group_label  
      }  
    }  
  }  
}  
  
item[1] = {  
  eventCall = {
```

```

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

item[2] = {
    eventCall = {
        eventDef = "forceChargeOnAllAI";
        args = {
            num = 0;
        }
    }
}

```

Here, we wait until all ai with the **priority** label are killed, then we wait until only 3 fodder remain, and we use **forceChargeOnAllAI** , so that the player does not have to go around hunting stray fodder to finish the encounter.

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