idArchvileTemplate

> An entity to control what ai types an Archvile can summon.

Usage

```
entity {
	entityDef example_archvile_template {
		class = "idArchvileTemplate";
		expandInheritance = false;
		poolCount = 0;
		poolGranularity = 2;
		networkReplicated = false;
		disableAIPooling = false;
		edit = {
			summonList = { // List of ai types to spawn
				aiSpawnTypeList = {
					num = 10;
					item[0] = "ENCOUNTER_SPAWN_PROWLER";
					item[1] = "ENCOUNTER_SPAWN_HELL_KNIGHT";
					item[2] = "ENCOUNTER_SPAWN_MANCUBUS";
					item[3] = "ENCOUNTER_SPAWN_REVENANT";
					item[4] = "ENCOUNTER_SPAWN_CARCASS";
					item[5] = "ENCOUNTER_SPAWN_DREAD_KNIGHT";
					item[6] = "ENCOUNTER_SPAWN_CACODEMON";
					item[7] = "ENCOUNTER_SPAWN_PAIN_ELEMENTAL";
					item[8] = "ENCOUNTER_SPAWN_CYBER_MANCUBUS";
					item[9] = "ENCOUNTER_SPAWN_ARACHNOTRON";
				}
			}
			spawnPosition = {
				x = 0;
				y = 0;
				z = 0;
			}
```

```
}
}
}
```

See Also

- **spawnArchvile**

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