

idTarget_Spawn_Parent

An entity that **idTargetSpawnGroup** entities use to define what AI can spawn in its spawn group.

Usage

```
entity {
    entityDef example_target_spawn_group_parent {
        inherit = "encounter/spawn_group/parent";
        class = "idTarget_Spawn_Parent";
        expandInheritance = false;
        poolCount = 0;
        poolGranularity = 2;
        networkReplicated = false;
        disableAIPooling = false;
        edit = {
            flags = {
                noFlood = true;
            }
            spawnConditions = {
                maxCount = 0;
                reuseDelaySec = 0;
                doBoundsTest = false;
                boundsTestType = "BOUNDSTEST_NONE";
                fovCheck = 0;
                minDistance = 0;
                maxDistance = 0;
                neighborSpawnerDistance = -1;
                LOS_Test = "LOS_NONE";
                playerToTest = "PLAYER_SP";
                conditionProxy = "";
            }
            spawnEditableShared = {
                groupName = "";
                deathTrigger = "";
                coverRadius = 0;
            }
        }
    }
}
```

```

    maxEnemyCoverDistance = 0;
}

entityDefs = { // List of demons that can be spawned
    num = 3;
    item[ 0] = {
        name = "game_ai_fodder_imp";
    }
    item[ 1] = {
        name = "game_ai_fodder_gargoyle";
    }
    item[ 2] = {
        name = "game_ai_fodder_soldier_blaster";
    }
}
conductorEntityAIType = "SPAWN_AI_TYPE_ANY";
initialEntityDefs = {
    num = 0;
}
spawnPosition = { // Spawn position does not matter
    x = 1;
    y = 1;
    z = 1;
}
targets = { // List of demons that can be spawned
    num = 3;
    item[ 0] = "game_ai_fodder_imp";
    item[ 1] = "game_ai_fodder_gargoyle";
    item[ 2] = "game_ai_fodder_soldier_blaster";
}
}
}

```

If the **idTarget_Spawn** entities in the **idTargetSpawnGroup** contains their own entityDefs, then those will override the spawn parent.

You would normally want all **idTarget_Spawn** entities in the **idTargetSpawnGroup** to have no idAI2 entities attached to them.

For the sake of organization, you might want to only use one **idTarget_Spawn_Parent** that contains every demon **idAI2** for the entire level.

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