

idTargetSpawnGroup

An entity used to group multiple idTarget_Spawn entities.

Target Spawn Groups are used for define what specific spawn positions can be used for eventCalls that spawn multiple AI at a time, such as: **spawnAI**, **maintainAICount**, **staggeredAISpawn**, etc.

Usage

```
entity {
  entityDef example_target_spawn_group {
    inherit = "encounter/spawn_group/zone";
    class = "idTargetSpawnGroup";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = false;
    disableAIPooling = false;
    edit = {
      spawnPosition = { // Spawn position does not matter
        x = 1;
        y = 1;
        z = 1;
      }
      renderModelInfo = {
        model = NULL;
      }
      clipModelInfo = {
        clipModelName = NULL;
      }
      spawners = { // List of idTarget_Spawns that the spawn group uses
        num = 3;
        item[ 0] = "example_target_spawn_1";
        item[ 1] = "example_target_spawn_2";
        item[ 2] = "example_target_spawn_3";
      }
    }
  }
}
```

```
targetSpawnParent = "example_target_spawn_group_parent"; // Defines what AI can spawn in the
group
}
}
```

targetSpawnParent is optional but it is an entity used to define what AI the spawners can use. However, if the **idTarget_Spawn** contains their own entityDefs, then those will override the spawn parent.

See Also

- [idTarget_Spawn](#)
- [idTarget_Spawn_Parent](#)

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