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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