

makeAIAwareOfPlayer

An eventCall to make any ai entities spawned in an idEncounterManager, aware of the player.

Usage

```
item[0] = {
  eventCall = {
    eventDef = "makeAIAwareOfPlayer";
    args = {
      num = 4;
      item[0] = {
        pool = true; // allActive
      }
      item[1] = {
        pool = false; // onSpawn
      }
      item[2] = {
        string = ""; // groupLabel
      }
      item[3] = {
        pool = false; // restorePerception
      }
    }
  }
}
```

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