

proceedToNextScript

An eventCall to proceed to the next script in an idEncounterManager.

Usage

```
item[0] = {
  eventCall = {
    eventDef = "proceedToNextScript";
    args = {
      num = 2;
      item[0] = {
        pool = true; // bypassNextWaitForCommit
      }
      item[1] = {
        pool = true; // carryOverExistingUserFlags
      }
    }
  }
}
```

This eventCall should always be paired with [setNextScriptIndex](#).

See Also

- [setNextScriptIndex](#)

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