proceedToNextScript

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

Usage

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

This eventCall should always be paired with **setNextScriptIndex**.

See Also

- **setNextScriptIndex**

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