setCombatRoles

> An eventCall to assign roles to idAI2 in an idEncounterManager.

Usage

```
item[0] = {
	eventCall = {
		eventDef = "setCombatRoles";
		args = {
			num = 3;
			item[0] = {
				eEncounterSpawnType_t = ""; // spawnType
			}
			item[1] = {
				string = ""; // group_label
			}
			item[2] = {
				encounterGroupRole_t = ""; // group_role
			}
		}
	}
}
```

- `spawnType` are the **`eEncounterSpawnType_t`** that you want to given a role.
- `group_label` is the label for the ai be given a role by this eventCall. This parameter is optional, and can be left blank.
- `group_role` is the **`encounterGroupRole_t`** (combat role) that you wish to give to the specified ai.

Example Usage

```
item[0] = {
	eventCall = {
```

```
□□eventDef = "spawnSingleAI";
□□args = {
□□□num = 3;
□□□item[0] = {
□□□□eEncounterSpawnType_t = "ENCOUNTER_SPAWN_MANCUBUS";
□□□}
□□□item[1] = {
□□□□entity = "ai_target_spawn_454";
□□□}
□□□item[2] = {
□□□□string = "defender";
□□□}
□□}
□}
}
item[1] = {
□eventCall = {
□□eventDef = "setCombatRoles";
□□args = {
□□□num = 3;
□□□item[0] = {
□□□□eEncounterSpawnType_t = "ENCOUNTER_SPAWN_ANY"; // spawnType
□□□}
□□□item[1] = {
□□□□string = "defender"; // group_label
□□□}
□□□item[2] = {
□□□□encounterGroupRole_t = "ROLE_DEFEND"; // group_role
□□□}
□□}
□}
}
```

In this example, a Mancubus is spawned with the label `defender`, and then `setCombatRoles` is used to set any ai type with the `defender` label to `ROLE_DEFEND`.

See Also

- **clearCombatRoles**

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