

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 give 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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