setNextScriptIndex

> An eventCall to set the index of the next script in an idEncounterManager.

Usage

```
item[0] = {
	eventCall = {
		eventDef = "setNextScriptIndex";
		args = {
			num = 1;
			item[0] = { // nextScriptIndex
				int = 1;
			}
		}
	}
}
```

- `nextScriptIndex` is the index of next script

Example Usage

```
entity { // Custom Encounter #1
	entityDef mod_encounter_manager_custom_1 {
	inherit = "encounter/manager";
	class = "idEncounterManager";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	networkReplicated = true;
	disableAIPooling = false;
	edit = {
		enableAIHighlightOnFinish = true;
		disabledAITypeForHighlight = "AI_MONSTER_SPECTRE AI_MONSTER_BUFF_POD AI_MONSTER_TENTACLE";
		playerMetricDef = "encounter/player_metrics";
```

```
□□chargeCombatGrouping = "encounter/combat_role/charge_command";
□□aiTypeDefAssignments = "actorpopulation/default/default_no_bosses";
□□spawnPosition = {
□□□x = 0;
□□□y = 0;
□□□z = 0;
□□}
□□soundOcclusionBypass = true;
□□combatRatingScale = "COMBAT_RATING_SCALE_IGNORE";
□□encounterComponent = {
□□□entityEvents = {
□□□□num = 2;
□□□□item[0] = { // Part 0
□□□□□entity = "mod_encounter_manager_custom_1";
□□□□□events = {
□□□□□□num = 5;
□□□□□□item[0] = {
□□□□□□□eventCall = {
□□□□□□□□eventDef = "setMusicState";
□□□□□□□□args = {
□□□□□□□□□num = 3;
□□□□□□□□□item[0] = {
□□□□□□□□□□entity = "sound_sound_musicentity_1";
□□□□□□□□□}
□□□□□□□□□item[1] = {
□□□□□□□□□□decl = {
□□□□□□□□□□soundstate = "music_ghost_states/main_heavy";
□□□□□□□□□□}
□□□□□□□□□}
□□□□□□□□□item[2] = {
□□□□□□□□□□string = "";
□□□□□□□□□}
□□□□□□□□}
□□□□□□□}
□□□□□□item[1] = {
□□□□□□□eventCall = {
□□□□□□□□eventDef = "spawnSingleAI";
□□□□□□□□args = {
□□□□□□□□□num = 3;
```

```
□□□□□□□□□□item[0] = {
□□□□□□□□□□□eEncounterSpawnType_t = "ENCOUNTER_SPAWN_BARON";
□□□□□□□□□□}
□□□□□□□□□□item[1] = {
□□□□□□□□□□□entity = "ai_target_spawn_87";
□□□□□□□□□□}
□□□□□□□□□□item[2] = {
□□□□□□□□□□□string = "";
□□□□□□□□□□}
□□□□□□□□□}
□□□□□□□□}
□□□□□□□}
□□□□□□□item[2] = {
□□□□□□□□eventCall = {
□□□□□□□□□eventDef = "waitAIRemaining";
□□□□□□□□□args = {
□□□□□□□□□□num = 3;
□□□□□□□□□□item[0] = {
□□□□□□□□□□□eEncounterSpawnType_t = "ENCOUNTER_SPAWN_ANY";
□□□□□□□□□□}
□□□□□□□□□□item[1] = {
□□□□□□□□□□□int = 0; // desired_remaing_ai_count
□□□□□□□□□□}
□□□□□□□□□□item[2] = {
□□□□□□□□□□□string = ""; // group_label
□□□□□□□□□□}
□□□□□□□□□}
□□□□□□□□}
□□□□□□□}
□□□□□□□item[3] = {
□□□□□□□□eventCall = {
□□□□□□□□□eventDef = "setNextScriptIndex";
□□□□□□□□□args = {
□□□□□□□□□□num = 1;
□□□□□□□□□□item[0] = { // index of next script
□□□□□□□□□□□int = 1;
□□□□□□□□□□}
□□□□□□□□□}
□□□□□□□□}
□□□□□□□}
```

```
□□□□□□□item[4] = {
□□□□□□□□eventCall = {
□□□□□□□□□eventDef = "proceedToNextScript";
□□□□□□□□□args = {
□□□□□□□□□□num = 2;
□□□□□□□□□□item[0] = {
□□□□□□□□□□□bool = true; // bypassNextWaitForCommit
□□□□□□□□□□}
□□□□□□□□□□item[1] = {
□□□□□□□□□□□bool = true; // carryOverExistingUserFlags
□□□□□□□□□□}
□□□□□□□□□}
□□□□□□□□}
□□□□□□□}
□□□□□□}
□□□□□item[1] = { // Part 1
□□□□□□entity = "mod_encounter_manager_custom_1";
□□□□□□events = {
□□□□□□□num = 2;
□□□□□□□item[0] = {
□□□□□□□□eventCall = {
□□□□□□□□□eventDef = "setMusicState";
□□□□□□□□□args = {
□□□□□□□□□□num = 3;
□□□□□□□□□□item[0] = {
□□□□□□□□□□□entity = "sound_sound_musicentity_1";
□□□□□□□□□□}
□□□□□□□□□□item[1] = {
□□□□□□□□□□□decl = {
□□□□□□□□□□□□soundstate = "music_ghost_states/main_ambient";
□□□□□□□□□□□}
□□□□□□□□□□}
□□□□□□□□□□item[2] = {
□□□□□□□□□□□string = "";
□□□□□□□□□□}
□□□□□□□□□}
□□□□□□□□}
□□□□□□□}
□□□□□□item[1] = {
```

```
□□□□□□□□eventCall = {
□□□□□□□□□eventDef = "activateTarget";
□□□□□□□□□args = {
□□□□□□□□□□num = 2;
□□□□□□□□□□item[0] = {
□□□□□□□□□□□entity = "game_target_count_cp11"; // target
□□□□□□□□□□}
□□□□□□□□□□item[1] = {
□□□□□□□□□□□string = ""; // designComment
□□□□□□□□□□}
□□□□□□□□□}
□□□□□□□□}
□□□□□□□}
□□□□□□}
□□□□□}
□□□}
□□}
□}
}
}
```

In this example we use `setNextScriptIndex` after all there are no ai remaning, followed by **`proceedToNextScript`** to advance to the next script. Note that the encounter manager has to be split into multiple scripts (line 26 and 110) in order for `setNextScriptIndex` to work properly. The next script index does not have to be in sequential order either, as in an encounter manager with 4 scripts, it is possible to advance from script 0 to script 3, skipping over scripts 1 and 2.

See Also

- **proceedToNextScript**

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