

spawnAI

An eventCall to spawn multiple idAI2 entities, simultaneously, in an idEncounterManager.

Usage

```
item[0] = {
    eventCall = {
        eventDef = "spawnAI";
        args = {
            num = 4;
            item[0] = {
                eEncounterSpawnType_t = ""; // spawnType
            }
            item[1] = {
                int = 6; // spawn_count
            }
            item[2] = {
                entity = ""; // spawnGroup
            }
            item[3] = {
                string = ""; // group_label
            }
        }
    }
}
```

- **spawnType** is the ai type that you want to be spawned. Multiple types can be listed, and the spawned ai types will be randomly chosen from this list.
- **spawnCount** is the number of ai you want to be spawned. To avoid overlapping spawns, **spawnCount** should be $\leq$ the number of **idTarget_Spawn** entities listed under your **idTargetSpawnGroup**.
- **group_label** is the label you want to give this spawned ai. This parameter is optional and can be left blank.

Example Usage

```
item[0] = {
    eventCall = {
        eventDef = "spawnAI";
        args = {
            num = 4;
            item[0] = {
                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_HELL_SOLDIER"; // spawnType
            }
            item[1] = {
                int = 6; // spawn_count
            }
            item[2] = {
                entity = "mod_spawnGroup_1"; // spawnGroup
            }
            item[3] = {
                string = "fodder"; // group_label
            }
        }
    }
}
```

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