

spawnArchvile

An eventCall to spawn an Archvile.

Usage

```
item[0] = {
    eventCall = {
        eventDef = "spawnArchvile";
        args = {
            num = 4;
            item[0] = {
                entity = ""; // spawnTarget
            }
            item[1] = {
                entity = ""; // archvileTemplate
            }
            item[2] = {
                string = ""; // archvile_label
            }
            item[3] = {
                string = ""; // group_label
            }
        }
    }
}
```

- `spawnTarget` is the spawn target or spawn group to spawn the Archvile with.
- `archvileTemplate` is the `idArchvileTemplate` you want to use.
- `archvile_label` is the label given to the Archvile that is spawned. This parameter is optional and can be left blank.
- `group_label` is the label given to demons summoned by the Archvile. This parameter is optional and can be left blank.

Note that if an Archvile is spawned without an `idArchvileTemplate`, it will default to being able summon all (base game?) ai types, with the exemption of another Archvile.

Example Usage

```
item[0] = {
    eventCall = {
        eventDef = "spawnArchvile";
        args = {
            num = 4;
            item[0] = {
                entity = "ai_target_spawn_111"; // spawnTarget
            }
            item[1] = {
                entity = "mod_template_2"; // archvileTemplate
            }
            item[2] = {
                string = "super heavy"; // archvile_label
            }
            item[3] = {
                string = "summons"; // group_label
            }
        }
    }
}
```

See Also

- [idArchvileTemplate](#)

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