

spawnPossessedAI

An eventCall to spawn an ai that is already possessed by a spirit in an idEncounterManager.

Usage

```
item[0] = {
  eventCall = {
    eventDef = "spawnPossessedAI";
    args = {
      num = 7;
      item[0] = {
        eEncounterSpawnType_t = ""; // ai_spawnType
      }
      item[1] = {
        entity = ""; // ai_spawnTarget
      }
      item[2] = {
        string = ""; // ai_groupLabel
      }
      item[3] = {
        entity = ""; // spirit_spawnTarget
      }
      item[4] = {
        eEncounterSpawnType_t = ""; // spirit_allowedAITypes
      }
      item[5] = {
        string = ""; // spirit_allowedGroupLabel
      }
      item[6] = {
        pool = true; // aiTypeExplicitFiltering
      }
    }
  }
}
```

- `ai_spawnType` is the `eEncounterSpawnType_t` for the ai to be spawned.
- `ai_spawnTarget` is the spawn target to be used for the ai to be spawned.
- `ai_groupLabel` is the label to be given to the spawned ai.
- `spirit_spawnTarget` is the spawn target to be used for the spirit.
- `spirit_allowedAITypes` are the `eEncounterSpawnType_t` that the spirit is allowed to possess.
- `spirit_allowedGroupLabel` is the label that the spirit is allowed to possess.
- `aiTypeExplicitFiltering` is whether the spirit will possess ai based on the specified restrictions.

Example Usage

```

item[ 0] = {
    eventCall = {
        eventDef = "spawnSingleAI";
        args = {
            num = 3;
            item[ 0] = {
                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_PINKY";
            }
            item[ 1] = {
                entity = "ai_target_spawn_13";
            }
            item[ 2] = {
                string = "heavy";
            }
        }
    }
}

item[ 1] = {
    eventCall = {
        eventDef = "spawnPossessedAI";
        args = {
            num = 7;
            item[ 0] = {
                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_REVENANT"; // ai_spawnType

```

```

    {}
    item[1] = {
        entity = "ai_target_spawn_21"; // ai_spawnTarget
    }
    item[2] = {
        string = "beamer"; // ai_groupLabel
    }
    item[3] = {
        entity = "ai_target_spawn_17"; // spirit_spawnTarget
    }
    item[4] = {
        eEncounterSpawnType_t = "ENCOUNTER_SPAWN_ANY"; // spirit_allowedAITypes
    }
    item[5] = {
        string = "beamer"; // spirit_allowedGroupLabel
    }
    item[6] = {
        bool = true; // aiTypeExplicitFiltering
    }
}

```

In this example, we spawn a Pinky with the **heavy** label. Then we use **spawnPossessedAI** to spawn a Revenant with the **beamer** label, and the spirit with the ability to possess any ai type with the **beamer** label. This way, once the possessed Revenant is dead, there are no other ai that use the **beamer** label, so the spirit will be unable to possess anyone else, and will despawn.

See Also

- **spawnSpirit**

Revision #3

Created 7 September 2021 19:05:56 by elizabethany

Updated 2 April 2023 15:09:08 by SamPT