

spawnSingleAI

An eventCall to spawn a single idAI2 entity in an idEncounterManager.

Usage

```
item[0] = {
    eventCall = {
        eventDef = "spawnSingleAI";
        args = {
            num = 3;
            item[0] = {
                eEncounterSpawnType_t = ""; // spawnType
            }
            item[1] = {
                entity = ""; // spawnTarget
            }
            item[2] = {
                string = ""; // group_label
            }
        }
    }
}
```

- **spawnType** is what ai type is spawned. Multiple types can be listed, but only a single ai entity will be spawned. Its type will be randomly chosen from this list.
- **spawnTarget** is the **idTarget_Spawn** entity you want to use.
- **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 = "spawnSingleAI";
```

```
args = {  
    num = 3;  
    item[0] = {  
        eEncounterSpawnType_t = "ENCOUNTER_SPAWN_IMP"; // spawnType  
    }  
    item[1] = {  
        entity = "ai_target_spawn_47"; // spawnTarget  
    }  
    item[2] = {  
        string = "fodder"; // group_label  
    }  
}  
}
```

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