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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