

# spawnSpirit

An eventCall to spawn a spirit in an idEncounterManager.

## Usage

---

```
item[0] = {
  eventCall = {
    eventDef = "spawnSpirit";
    args = {
      num = 4;
      item[0] = {
        entity = ""; // spawnTarget
      }
      item[1] = {
        eEncounterSpawnType_t = ""; // allowedAITypes
      }
      item[2] = {
        string = ""; // allowed_group_label
      }
      item[3] = {
        bool = true; // aiTypeExplicitFiltering
      }
    }
  }
}
```

- `spawnTarget` is the spawn target that the spirit is to be spawned with.
- `allowedAITypes` are the `eEncounterSpawnType_t` that the spirit is allowed to possess.
- `allowed_group_label` is the label that the spirit is allowed to possess.
- `aiTypeExplicitFiltering` is whether the spirit will only possess the exact specified ai types/group label.

## Example Usage

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```

item[0] = {
    eventCall = {
        eventDef = "spawnSingleAI";
        args = {
            num = 3;
            item[0] = {
                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_ARACHNOTRON";
            }
            item[1] = {
                entity = "ai_target_spawn_17";
            }
            item[2] = {
                string = "spider";
            }
        }
    }
}

item[1] = {
    eventCall = {
        eventDef = "spawnSingleAI";
        args = {
            num = 3;
            item[0] = {
                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_ARACHNOTRON";
            }
            item[1] = {
                entity = "ai_target_spawn_21";
            }
            item[2] = {
                string = "possess me";
            }
        }
    }
}

item[2] = {
    eventCall = {
        eventDef = "spawnSpirit";
        args = {
            num = 4;

```

```

[[[item[0] = {
[[[entity = "ai_target_spawn_26"; // spawnTarget
[[[
[[[item[1] = {
[[[eEncounterSpawnType_t = "ENCOUNTER_SPAWN_ARACHNOTRON"; // allowedAITypes
[[[
[[[item[2] = {
[[[string = "possess me"; // allowed_group_label
[[[
[[[item[3] = {
[[[pool = true; // aiTypeExplicitFiltering
[[[
[[[
[[[
}}
}

```

In this example, two Arachnotrons are spawned, one with a `spider` label, and the other with the `possess me` label. `spawnSpirit` is then used for `ENCOUNTER_SPAWN_ARACHNOTRON` with the `possess me` label, that way only the latter Arachnotron will be possessed.

## See Also

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- [spawnPossessedAI](#)

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