stopMaintainingAICount

> An eventCall to end a **maintainAICount** in an idEncounterManager.

Usage

> This eventCall should only be used after a **maintainAICount**.

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

- `spawnType` is the **eEncounterSpawnType_t** used in the preceding **maintainAICount**. `ENCOUNTER_SPAWN_ANY` may also be used instead.
- `group_label` is the label used in the preceding **maintainAICount**. This parameter is optional, and may be left blank.

Example Usage

```
item[0] = {
    eventCall = {
        eventDef = "maintainAICount";
        args = {
```

```
            num = 8;
            item[0] = {
                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_IMP"; // spawnType
            }
            item[1] = {
                int = 5; // desired_count
            }
            item[2] = {
                int = -1; // max_spawn_count
            }
            item[3] = {
                float = 1; // min_spawn_delay
            }
            item[4] = {
                int = 3; // min_ai_for_respawn
            }
            item[5] = {
                entity = "mod_spawngroup_1"; // spawnGroup
            }
            item[6] = {
                string = "fodder"; // group_label
            }
            item[7] = {
                float = 2; // max_spawn_delay
            }
        }
    }
}
item[1] = {
    eventCall = {
        eventDef = "waitKillCount";
        args = {
            num = 3;
            item[0] = {
                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_ANY";
            }
            item[1] = {
                int = 10;
            }
            item[2] = {
```

```
                string = "fodder";
            }
        }
    }
}
item[2] = {
    eventCall = {
        eventDef = "stopMaintainingAICount";
        args = {
            num = 2;
            item[0] = {
                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_ANY";
            }
            item[1] = {
                string = "fodder";
            }
        }
    }
}
```

In this example, the **maintainAICount** will spawn 5 infinitely respawning Imps. However, once the player has killed 10 Imps, the **maintainAICount** will be stopped. Any Imps that are present when `stopMaintainingAICount` was called, will remain.

See Also

- **maintainAICount**
- **waitMaintainComplete**

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