

wait

An eventCall that tells the idEncounterManager to wait a specified amount of time before executing the next eventCall.

Usage

```
item[ 0] = {  
  eventCall = {  
    eventDef = "wait";  
    args = {  
      num = 1;  
      item[ 0] = {  
        float = 0.5; // seconds  
      }  
    }  
  }  
}
```

This eventCall can be used before and/or after most other eventCalls. The unit of time used is in seconds.

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