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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