

waitAIHealthLevel

An eventCall that tells the idEncounterManager to wait until the specified ai type reaches a certain HP level, before executing the next eventCalls.

Usage

```
item[ 0] = {
    eventCall = {
        eventDef = "waitAIHealthLevel";
        args = {
            num = 3;
            item[ 0] = {
                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_HELL_KNIGHT"; // spawnType
            }
            item[1] = {
                float = 0.5; // target_group_health
            }
            item[2] = {
                string = ""; // group_label
            }
        }
    }
}
```

- **aiType** is the **eEncounterSpawnType_t** whose HP level should be checked.
- **target_group_health** is the HP level, in decimal percentage, that you want to reach before proceeding.
- **group_label** is the label for the specified ai type(s). This parameter is optional, can be left blank if inapplicable.

Example Usage

```
item[ 0] = {
    eventCall = {
        eventDef = "spawnSingleAI";
```

```

    args = {
        num = 3;
        item[0] = {
            eEncounterSpawnType_t = "ENCOUNTER_SPAWN_CYBER_MANCUBUS"; // spawnType
        }
        item[1] = {
            entity = "game_target_spawn_1312"; // spawnTarget
        }
        item[2] = {
            string = "check health"; // group_label
        }
    }
}

item[1] = {
    eventCall = {
        eventDef = "waitAIHealthLevel";
        args = {
            num = 3;
            item[0] = {
                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_CYBER_MANCUBUS"; // spawnType
            }
            item[1] = {
                float = 0.6; // target_group_health
            }
            item[2] = {
                string = "check health"; // group_label
            }
        }
    }
}

item[2] = {
    eventCall = {
        eventDef = "spawnAI";
        args = {
            num = 4;
            item[0] = {
                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_CACODEMON"; // spawnType
            }
            item[1] = {

```

```
int = 2; // spawn_count
    }
    item[2] = {
        entity = "mod_spawn_group_flying_7"; // spawnGroup
    }
    item[3] = {
        string = "heavy"; // group_label
    }
}
}
```

In this example, we spawn a Cyber-Mancubus with the label `check health`. Then we call `waitAIHealthLevel` with said `spawnType` and `group_label`, with `target_group_health` set to `0.6`, so that when the Cyber-Mancubus is $\leq 60\%$ of its HP, the encounter will proceed.

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