

waitAIRemaining

An eventCall to wait until a certain quantity of specified ai types remain in an idEncounterManager.

Usage

```
item[ 0] = {
  eventCall = {
    eventDef = "waitAIRemaining";
    args = {
      num = 3;
      item[ 0] = {
        eEncounterSpawnType_t = ""; // aiType
      }
      item[ 1] = {
        int = 0; // desired_remaing_ai_count
      }
      item[ 2] = {
        string = ""; // group_label
      }
    }
  }
}
```

- `aiType` are the `eEncounterSpawnType_t` that you want to wait on.
- The encounter will wait until the quantity of specified ai types present in the encounter are less than or equal to the value of `desired_remaing_ai_count`
- `group_label` is the label that you want to wait on. This parameter is optional, and can be left blank.

Example Usage

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

```

    args = {
        num = 4;
        item[0] = {
            eEncounterSpawnType_t = "ENCOUNTER_SPAWN_IMP ENCOUNTER_SPAWN_SHOTGUN_SOLDIER"; // spawnType
        }
        item[1] = {
            int = 4; // spawn_count
        }
        item[2] = {
            entity = "mod_spawnGroup_15"; // spawnGroup
        }
        item[3] = {
            string = ""; // group_label
        }
    }
}

item[1] = {
    eventCall = {
        eventDef = "spawnAI";
        args = {
            num = 4;
            item[0] = {
                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_HELL_SOLDIER ENCOUNTER_SPAWN_BEAM_SOLDIER"; //
spawnType
            }
            item[1] = {
                int = 4; // spawn_count
            }
            item[2] = {
                entity = "mod_spawnGroup_21"; // spawnGroup
            }
            item[3] = {
                string = ""; // group_label
            }
        }
    }
}

item[2] = {
    eventCall = {

```

```

eventDef = "waitAIRemaining";
args = {
    num = 3;
    item[0] = {
        encounterSpawnType_t = "ENCOUNTER_SPAWN_ANY"; // aiType
    }
    item[1] = {
        int = 0; // desired_remaing_ai_count
    }
    item[2] = {
        string = ""; // group_label
    }
}
}
}

```

In this example, 4 Imps/Shotgunners are spawned, and 4 Soldiers/Hell Razers. By using `waitAIRemaining` set to `ENCOUNTER_SPAWN_ANY` with a `desired_remaing_ai_count` of 0, this ensures that all enemies will need to be killed first.

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