waitMaintainComplete

> An eventCall to wait until a preceding **`maintainAICount`** finishes.

Usage

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

- `aiType` are the **`eEncounterSpawnType_t`** that you want to be wait on. `ENCOUNTER_SPAWN_ANY` can also be used.
- `remaining_spawn_countdesired_count` is how many remaining spawns this eventCall should wait on.
- `group_label` is the same as the label given to the preceding **`maintainAICount`**. This parameter is optional, and can be left blank.

> This eventcall only works if `max_spawn_count` is set to a finite amount, ex. not `-1`.

Example Usage

```
item[0] = {
□eventCall = {
□□eventDef = "maintainAICount";
□□args = {
□□□num = 8;
□□□item[0] = {
□□□□eEncounterSpawnType_t = "ENCOUNTER_SPAWN_BARON";
□□□}
□□□item[1] = {
□□□□int = 1; // desired_count
□□□}
□□□item[2] = {
□□□□int = 3; // max_spawn_count
□□□}
□□□item[3] = {
□□□□float = 5; // min_spawn_delay
□□□}
□□□item[4] = {
□□□□int = 0; // min_ai_for_respawn
□□□}
□□□item[5] = {
□□□□entity = "mod_spawngroup_encounter7B"; // spawnGroup
□□□}
□□□item[6] = {
□□□□string = "priority"; // group_label
□□□}
□□□item[7] = {
□□□□float = 5; // max_spawn_delay
□□□}
□□}
□}
}
item[1] = {
□eventCall = {
□□eventDef = "waitMaintainComplete";
□□args = {
□□□num = 3;
□□□item[0] = {
□□□□eEncounterSpawnType_t = "ENCOUNTER_SPAWN_BARON"; // aiType
```

```
□□□}
□□□item[1] = {
□□□□int = 0; // remaining_spawn_count
□□□}
□□□item[2] = {
□□□□string = "priority"; // group_label
□□□}
□□}
□}
}
item[2] = {
□eventCall = {
□□eventDef = "spawnSingleAI";
□□args = {
□□□num = 3;
□□□item[0] = {
□□□□eEncounterSpawnType_t = "ENCOUNTER_SPAWN_PAIN_ELEMENTAL";
□□□}
□□□item[1] = {
□□□□entity = "master_level_target_spawn_13";
□□□}
□□□item[2] = {
□□□□string = "priority";
□□□}
□□}
□}
}
```

We start with a **`maintainAICount`** that spawns 1 Baron at a time, with up to 3 spawns, each spaced 5s apart. Then we can use `waitMaintainComplete` with `ENCOUNTER_SPAWN_BARON` and `remaining_spawn_count` set to `0`, so that when all 3 Barons have spawned (ie. 0 spawns remaining), the encounter manager can proceed to the next eventCall and spawn the Pain Elemental.

See Also

- **maintainAICount**
- **stopMaintainingAICount**

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