

# 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

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

