

# waitRandomKillCount

An eventCall to wait until a random quantity of specified ai types are killed in an idEncounterManager.

## Usage

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```
item[ 0] = {
  eventCall = {
    eventDef = "waitRandomKillCount";
    args = {
      num = 4;
      item[ 0] = {
        eEncounterEventFlags_t = ""; // aiType
      }
      item[ 1] = {
        int = 1; // kill_count_min
      }
      item[ 2] = {
        int = 1; // kill_count_max
      }
      item[ 3] = {
        string = ""; // group_label
      }
    }
  }
}
```

- `aiType` are the `eEncounterSpawnType_t` that will be tracked for the kill count.
- `kill_count_min` is the minimum value for the random kill count.
- `kill_count_max` is the maximum value for the random kill count.

A value will be randomly picked from between `kill_count_min` and `kill_count_max` (inclusive?). Once that kill count is achieved, the wait condition will be fulfilled.

## Example Usage

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```

item[0] = {
  eventCall = {
    eventDef = "waitRandomKillCount";
    args = {
      num = 4;
      item[0] = {
        encounterEventFlags_t = "ENCOUNTER_SPAWN_IMP ENCOUNTER_SPAWN_HELL_SOLDIER"; // aiType
      }
      item[1] = {
        int = 15; // kill_count_min
      }
      item[2] = {
        int = 20; // kill_count_max
      }
      item[3] = {
        string = "fodder"; // group_label
      }
    }
  }
}

```

In this example, once between 15 and 20 Imps/Soldiers are killed, the encounter will proceed.

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