waitRandomKillCount

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

Usage

```
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

```
item[0] = {
	eventCall = {
		eventDef = "waitRandomKillCount";
		args = {
			num = 4;
			item[0] = {
				eEncounterEventFlags_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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