

waitStaggeredSpawnComplete

An eventCall to wait until the preceding **staggeredAISpawn** finishes.

Usage

```
item[ 0] = {
  eventCall = {
    eventDef = "waitStaggeredSpawnComplete";
    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** from the preceding **staggeredAISpawn** that you want to wait on. **ENCOUNTER_SPAWN_ANY** can also be used.
- **remaining_spawn_count** is how many remaining spawns this eventCall should wait on.

Example Usage

```
item[ 0] = {
  eventCall = {
    eventDef = "staggeredAISpawn";
    args = {
      num = 6;
```

```

    item[0] = {
        eEncounterSpawnType_t = "ENCOUNTER_SPAWN_IMP"; // spawnType
    }
    item[1] = {
        int = 3; // spawn_count
    }
    item[2] = {
        entity = "mod_spawngroup_encounter2"; // spawnGroup
    }
    item[3] = {
        string = "fodder"; // group_label
    }
    item[4] = {
        float = 1; // minSpawnStagger
    }
    item[5] = {
        float = 2; // maxSpawnStagger
    }
}

item[1] = {
    eventCall = {
        eventDef = "staggeredAISpawn";
        args = {
            num = 6;
            item[0] = {
                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_HELL_SOLDIER"; // spawnType
            }
            item[1] = {
                int = 3; // spawn_count
            }
            item[2] = {
                entity = "mod_spawngroup_encounter2B"; // spawnGroup
            }
            item[3] = {
                string = "fodder"; // group_label
            }
            item[4] = {
                float = 1; // minSpawnStagger

```

```

    {}
    item[5] = {
        float = 2; // maxSpawnStagger
    }
}

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

item[3] = {
    eventCall = {
        eventDef = "spawnSingleAI";
        args = {
            num = 3;
            item[0] = {
                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_HELL_KNIGHT";
            }
            item[1] = {
                entity = ai_target_spawn_23";
            }
            item[2] = {
                string = "priority";
            }
        }
    }
}

```

```
}
```

In this example, we have a `staggeredAISpawn` for 3 Imps, with a 1-2s delay between spawns, and ditto for Soldiers. We can then follow it up with `waitStaggeredSpawnComplete`, with `ENCOUNTER SPAWN ANY` and `remaining_spawn_count set to 0`, so that all `staggeredAISpawn` eventcalls for any ai type will need to finish spawning (ie. 0 remaining spawns), before the encounter can proceed and spawn a Hell Knight.

See Also

- [staggeredAISpawn](#)

Revision #5

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