

*/// Creates the Actor*

```
pub fn start(  
    battle_type: BattleType,  
    game_subject: Subject(Subject(BattleActorMessage)),  
) -> Result(process.Pid, Dynamic) {  
    actor.start_spec(actor.Spec(  
        init: fn() {  
            let battle_subject = process.new_subject()  
            process.send(game_subject, battle_subject)  
  
            let selector =  
                process.new_selector()  
                |> process.selecting(battle_subject, function.identity)  
  
            actor.Ready(BattleActorState(0, None, battle_type), selector)  
        },  
        init_timeout: 1000,  
        loop: handle_message,  
    ))  
    |> actor.to_erlang_start_result  
}
```