

```
1. /// Creates the Actor
2. ///
3. pub fn start(
4.     battle_type: BattleType,
5.     game_subject: Subject(Subject(BattleActorMessage)),
6.     player_subject: Subject(CustomWebsocketMessage),
7. ) -> Result(process.Pid, Dynamic) {
8.     actor.start_spec(actor.Spec(
9.         init: fn() {
10.             let battle_subject = process.new_subject()
11.             process.send(game_subject, battle_subject)
12.
13.             let selector =
14.                 process.new_selector()
15.                 |> process.selecting(battle_subject, function.identity)
16.
17.             actor.Ready(
18.                 BattleActorState(0, None, battle_type, battle_subject,
19.                     player_subject, None, [], []),
20.                 selector,
21.             )
22.         },
23.         init_timeout: 1000,
24.         loop: handle_message,
25.     ))
26.     |> actor.to_erlang_start_result
27. }
```