

PROGRESS 6,0,0;

DISPOSITION 101, 176, 0, 110.4, -1.1, 233.7, -0.72, 300, "", 0, -1, 0, 0;

The value for the progress. The NPCs below will spawn if the progress value is met.

A single NPC value.

The event ID tied to this NPC.

The character model of the NPC.

The X, Y, and Z variables for the NPC to spawn at, followed by a rotation variable.