

idTarget_Codex

An entity to activate codex entries.

Usage

```
entity {
  entityDef example_codex_entity {
    class = "idTarget_Codex";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = false;
    disableAIPooling = false;
    edit = {
      spawnPosition = { // Spawn position does not really matter
        x = 1;
        y = 1;
        z = 1;
      }
      codexEntries = { // You can activate multiple codex entries here.
        num = 1;
        item[0] = "codex/hell/demon_imp"; // Codex to activate.
      }
    }
  }
}
```

Revision #1

Created 8 October 2022 18:30:39 by Konvaz

Updated 29 March 2023 21:08:34 by Konvaz