

idTarget_Command

An entity to trigger the specified console commands.

Usage

```
entity {
  [entityDef example_target_command_eternal {
    [class = "idTarget_Command";
    [expandInheritance = false;
    [poolCount = 0;
    [poolGranularity = 2;
    [networkReplicated = false;
    [disableAIPooling = false;
    [edit = {
      [flags = {
        [noFlood = true;
      ]
    ]
    [commandText = "give ammo; give armor; give health; judgementMeter_Set 3";
    [spawnPosition = {
      [x = 0;
      [y = 0;
      [z = 0;
    ]
  ]
}
```

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