

idTarget_Hide

An entity that will hide the listed entities when activated.

Note that not all entities can be hidden.

Usage

```
entity {
  entityDef example_target_hide_eternal {
    class = "idTarget_Hide";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = false;
    disableAIPooling = false;
    edit = {
      flags = {
        noFlood = true;
      }
      spawnPosition = {
        x = 5;
        y = -105;
        z = -15;
      }
      targets = { // list of entities to hide
        num = 1;
        item[0] = "example_proxy";
      }
      reusable = true; // if false, this target will be single use
    }
  }
}
```

See Also

- **idTarget_Show**

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