

idTarget_Remove

An entity that will remove the listed entities when activated.

Usage

```
entity {
  entityDef example_target_remove_eternal {
    class = "idTarget_Remove";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = false;
    disableAIPooling = false;
    edit = {
      flags = {
        noFlood = true;
      }
      spawnPosition = {
        x = 0;
        y = 0;
        z = 0;
      }
      targets = { // list of entities to remove
        num = 1;
        item[0] = "example_func_dynamic";
      }
    }
  }
}
```

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