idTarget_Command

> An entity to trigger the specified console commands.

Usage

```
entity {
	entityDef example_target_command_2016 {
		class = "idTarget_Command";
		expandInheritance = false;
		poolCount = 0;
		poolGranularity = 2;
		edit = {
			"idEntity::entityFlags_t" flags = {
				"bool" noFlood = true;
			}
			commandText = "give ammo";
			spawnPosition = {
				x = 0;
				y = 0;
				z = 0;
			}
		}
	}
}
```

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