

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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