

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_2016 {
    inherit = "target/hide";
    class = "idTarget_Hide";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    edit = {
      idEntity::entityFlags_t flags = {
        bool noFlood = true;
      }
      spawnPosition = {
        x = 666;
        y = 1000;
        z = 24;
      }
      targets = { // list of entities to hide
        num = 1;
        item[0] = "example_emitter";
      }
      reusable = true; // if false, this target will be single use
    }
  }
}
```

See Also

- [idTarget_Show](#)

