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";
		}
		reuseable = true; // if false, this target will be single use
	}
}
}
```

See Also

- **idTarget_Show**

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