

# idTarget\_Remove

An entity that will remove the listed entities when activated.

## Usage

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```
entity {
  entityDef example_target_remove_2016 {
    inherit = "target/remove";
    class = "idTarget_Remove";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    edit = {
      "idEntity::entityFlags_t" flags = {
        "bool" noFlood = true;
      }
      spawnPosition = {
        x = 50;
        y = -2000;
        z = -100;
      }
      targets = { // list of entities to remove
        num = 1;
        item[0] = "example_func_emitter_1";
      }
    }
  }
}
```

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