idTarget_Show

> An entity that will show the listed entities when activated.

Usage

```
entity {
	entityDef example_target_show_2016 {
	inherit = "target/show";
	class = "idTarget_Show";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	edit = {
		"idEntity::entityFlags_t" flags = {
			"bool" noFlood = true;
		}
		spawnPosition = {
			x = 1848;
			y = -200;
			z = 36;
		}
		targets = {
			num = 1;
			item[0] = "entity_name";
		}
		reuseable = true; // if false, this target will be single use
	}
}
}
```

See Also

- **idTarget_Hide**

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