

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

See Also

- [idTarget_Hide](#)

Revision #2

Created 24 August 2022 17:49:48 by Velser

Updated 22 August 2023 19:56:42 by Velser