idTarget_Codex

> An entity to activate codex entries.

Usage

```
entity {
	entityDef example_codex_entity {
		class = "idTarget_Codex";
		expandInheritance = false;
		poolCount = 0;
		poolGranularity = 2;
		networkReplicated = false;
		disableAIPooling = false;
		edit = {
			spawnPosition = { // Spawn position does not really matter
				x = 1;
				y = 1;
				z = 1;
			}
			codexEntries = { // You can activate multiple codex entries here.
				num = 1;
				item[0] = "codex/hell/demon_imp"; // Codex to activate.
			}
		}
	}
}
```

Created 2022-10-08 18:30:39 PDT by Konvaz
Updated 2023-03-29 21:08:34 PDT by Konvaz