

# idTarget\_Command

An entity to trigger the specified console commands.

## Usage

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```
entity {  
  [entityDef example_target_command_eternal {  
    [class = "idTarget_Command";  
    [expandInheritance = false;  
    [poolCount = 0;  
    [poolGranularity = 2;  
    [networkReplicated = false;  
    [disableAIPooling = false;  
    [edit = {  
      [flags = {  
        [noFlood = true;  
      }  
    ]  
    [commandText = "give ammo; give armor; give health; judgementMeter_Set 3";  
    [spawnPosition = {  
      [x = 0;  
      [y = 0;  
      [z = 0;  
    }  
  }  
}
```

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