idTarget_Count

> An entity that is commonly used for relays.

As with most computing logic, relays wait for specified inputs before it can send its output.

Usage

```
entity {
	entityDef example_relay {
		inherit = "target/relay";
		class = "idTarget_Count";
		expandInheritance = false;
		poolCount = 0;
		poolGranularity = 2;
		networkReplicated = false;
		disableAIPooling = false;
		edit = {
			flags = {
				noFlood = true;
			}
			networkSerializeTransforms = false;
			spawnPosition = { // Spawn position does not matter
				x = 1;
				y = 1;
				z = 1;
			}
			targets = { // Entities that activate once the relay outputs
				num = 1;
				item[0] = "example_entity";
			}
			repeat = true; // If the relay is repeatable
			count = 1; // How many inputs this relay needs to output
			delay = 1; // Activation delay in seconds
		}
	}
}
```

>

> Relays are useful if you want to activate several entities at once, give a delay before the entities activate, or have an entity require multiple inputs before activating.

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