idTarget_EnableTarget

> An entity that either exclusively enables targets, or exclusively disables them, in contrast to other entity types that tend to simply trigger or toggle their targets.

```
entity {
□entityDef example_enable {
□expandInheritance = false;
□poolCount = 0;
□poolGranularity = 2;
□networkReplicated = false;
□disableAIPooling = false;
□edit = {
□□flags = {
□□□noFlood = true;
□□}
□□targets = {
□□□num = 1;
□□□item[0] = "exaple_target";
□□}
□}
}
}
```

`enableFlag` :Defaults to true if omitted, set to false if you want to disable specified targets.

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