

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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