

idTarget_FirstThinkActivate

An entity that will execute on map load.

Usage

```
entity {
  entityDef first_think_activate_1 {
    class = "idTarget_FirstThinkActivate";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = true;
    disableAIPooling = false;
    edit = {
      flags = {
        noFlood = true;
      }
      spawnPosition = { // spawn position is not important
        x = 1;
        y = 1;
        z = 1;
      }
      targets = { // triggers these entities on first map load
        num = 1;
        item[0] = "sample_relay_1";
      }
    }
  }
}
```

Revision #4

Created 20 May 2022 12:03:42 by Velser

Updated 19 March 2023 22:28:48 by Alby