idTarget_Hide

> An entity that will hide the listed entities when activated.

> Note that not all entities can be hidden.

Usage

```
entity {
	entityDef example_target_hide_eternal {
	class = "idTarget_Hide";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	networkReplicated = false;
	disableAIPooling = false;
	edit = {
		flags = {
			noFlood = true;
		}
		spawnPosition = {
			x = 5;
			y = -105;
			z = -15;
		}
		targets = { // list of entities to hide
			num = 1;
			item[0] = "example_proxy";
		}
		reuseable = true; // if false, this target will be single use
	}
}
}
```

See Also

- **idTarget_Show**

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