

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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