# idTarget_Remove

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

## Usage

```
entity {
	entityDef example_target_remove_eternal {
	class = "idTarget_Remove";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	networkReplicated = false;
	disableAIPooling = false;
	edit = {
		flags = {
			noFlood = true;
		}
		spawnPosition = {
			x = 0;
			y = 0;
			z = 0;
		}
		targets = { // list of entities to remove
			num = 1;
			item[0] = "example_func_dynamic";
        }
	}
}
}
```

Created 2021-09-12 13:33:04 PDT by elizabethany
Updated 2024-03-03 14:15:56 PST by Alby