

Engine Scripts - Lightbulb



Introduced in	
Version:	1.32
Description	
Description:	<p>Normally, the light bulb (Objects / Scenery - furniture) will automatically turn itself on during night (6pm to 6am).</p> <p>This behavior can be overridden either via the action menu (by pointing at it when nearby, and selecting the "Turn on" or "Turn off" action), or via a script.</p> <p>Once a lamp has been switched manually, the automatic switching is terminated.</p> <p>The light status can be checked via the lamp's getVariable "light", which contains: [lightpoint,brightness,color,status], where status can be either "autoon" or "autooff" (if in auto-switching mode), or "on" or "off" (if manually switched).</p> <p>To suppress manual switching set the lamp's setVariable "allowswitch" to false.</p>
Syntax	
Syntax:	[bulb,mode,brightness,color] execVM "\vbs2\structures\Misc\data\scripts\lightswitch.sqf"
Parameters:	<ul style="list-style-type: none">• bulb: Object - Lightbulb object• mode: String - Possible values:<ul style="list-style-type: none">• "init": creates a lightpoint, attached to the bulb, which turns itself on at night• "on"/"off": turns light on/off• "checkon": returns true if light is on• "checkoff": returns true if light is off• brightness: Number - Brightness of light (optional, default: .02)• color: Array - Light color [R,G,B] (optional, default: [1,1,1])
Return Value:	Boolean - if called with mode "checkon" or "checkoff"
Examples	
Examples:	<pre>_nul = [bulb,"on"] execVM "\vbs2\structures\Misc\data\scripts\lightswitch.sqf" _status = [this,'checkon'] call compile preprocessfile '\vbs2\structures\Misc\data\scripts\lightswitch.sqf'</pre>
Additional Information	
See also:	
Multiplayer:	
Problems:	

Notes

