

switchLight



Introduced in	
Version:	1.00
Description	
Description:	Controls whether a lamp is lit or not. Can only be used with map-placed lamps, has no effect on editor-placed ones.
Syntax	
Syntax:	lamp switchLight mode
Parameters:	<ul style="list-style-type: none">lamp: Object - Lamp object.mode: String - Can be: "ON", "OFF", or "AUTO" (lamp is on during night, and off during day - default).
Return Value:	Nothing
Examples	
Examples:	<pre>lamp1 switchLight "off" (nearestObject [player, "Streetlamp"]) switchLight "OFF"</pre>
Additional Information	
See also:	lightsOn , switchAllLights
Multiplayer:	
Problems:	

Notes