

Hanging lamps manager

Hanging lamps manager is handling behavior of hanging lamps even during blowout period. If you want to enable hanging lamp manager, simply spawn hanging lamp and add logic with parameters described below.

Logic parameters:

- **lights_on** – defines when lamps should be turned on/off. Available values are: **night** – light will be turned on during nights and turned off during day; **day** – lights turned on only during day; **always_on** – lights are turned on no matter whether it is night or day; Default value is set to **night**
- **on_blowout** – describes what will happen with light during blowout; available values are: **on** – light stays turned on; **off** – light is turned off during blowout and if light was previously on – it is possible that bulb will explode with particle and sound effects (this happens randomly); **blink** – light will be turned on/off at specified (via script) timer; **random** – one of previously mentioned values – either **on**, **off** or **blink** value picked randomly
- **oscillator** – whether use oscillator or not; if it is set to **true** then lamp will oscillate to simulate wind effect; default value is **false** (oscillator disabled). During blowout, if oscillator is enabled, oscillator force is greater than normally so lamp will oscillate faster; using oscillator makes sense only in outdoor areas, however using it in underground may add nice *moving lights* effect

Example logic for light manager:

```
[logic]
active = ph_ligh_mgr

[ph_light_mgr]
lights_on = night
on_blowout = blink
oscillator = true
```

barin, 2010-06-26