

This is a feature i did for my custom story to help the player continue.

Create the following function in your script file:

```
void OilRecovery ( string &in asTimer ) {           if ( GetLanternActive() ==  
false ) { AddPlayerLampOil( 0.25 ); }  
    AddTimer ( "", 5, "OilRecovery" ); }
```

Then, add this line inside your OnStart() function

```
AddTimer ( "", 5, "OilRecovery" );
```

When the map starts, it triggers a timer that every 5 seconds recovers 0.25 oil if the player is not using his lantern.

Increase the number if you think 0.25 is too low.

Amn.-

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