

Wake Handler

Helper function prefix: Wake_

This implements a very simple wakeup effect, as if blinking eyelids (see the start of the Theta labyrinth after Akers has embedded you in coral). We implemented this as a module because we originally planned to use it in a few places; in the end we only needed it once.

Important Functions

Wake_SetAsleep

Set whether the player is asleep (black screen!)

Wake_StartWakeup

Open the player's eyelids.

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