Player Blink

This simulates an eye blink every 6~10 seconds.

Create the following functions in your script file:

```
void Blink()
{
        FadeOut();
        FadeIn(0.1);
}
```

```
void BlinkTimed( string &in asTimer )
{
        Blink();
        AddTimer ( "", RandFloat(6,10), "BlinkTimed" );
}
```

Then, add this line to your OnStart()

```
        AddTimer ( "", RandFloat(6,10), "BlinkTimed" );
```

With this code, the screen will simulate a blink every 6~10 seconds.

Amn.-

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