2016/04/13 04:48 1/1 Player Blink

This simulates an eye blink every 6~10 seconds.

Create the following functions in your script file

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

From:

https://wiki.frictionalgames.com/ - Frictional Game Wiki

Permanent link:

https://wiki.frictionalgames.com/hpl2/tutorials/script/player\_blink?rev=1373321217



Last update: 2013/07/08 23:06