

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()  
{  
    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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