

# The Wall Lights

These objects are not tunable since they act like existing objects *except for Room Impacts*.

## ***Main Simulation:***

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If indoor, lights go on automatically if awake people are in the room. If outdoor they go on at 5 PM and off at 2 AM ( same as garden lamps ). If turned off by a Sim they will not automatically again until 8 AM. They will go on if a burglar alarm rings.

Room Impact is set by "**Broken Bulb Room Impact**" if bulb is out, or if not "**Blue Dish RI**", "**Brass RI**", "**Oval RI**", or "**White Globe RI**".

## ***Interactions:***

### **Turn ON/OFF:**

Turns the light on or off.

### **Fix Bulb:**

Replaces the bulb. They may have to try multiple times dependent upon mechanical skill. All Sims ( except Repairman ) have a chance of getting electrocuted.