* LightsWithPattern
  + Light-0 is hacked with a DampedHarmonic function
    - Near: is W of the 2PiW
    - Far: is how far to fit the harmonic
    - On/Off: controls the Damping
    - **LightFS.glsl**
      * HLightEffect() function!
    - **LightShader** + **ShaderLightAtIndex**
      * For index 0, for near, do not convert to pixel space
    - **MyGame\_Lights.js**
      * During initialization for light 0, 2 cycles
      * All lights off
    - Control
      * CV: number oscillation
      * BN: How far
      * KL: Intensity
      * H: to switch damping on/off