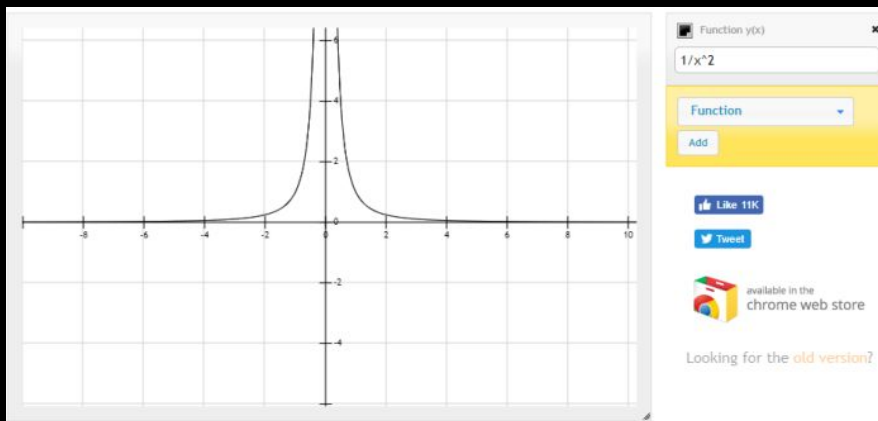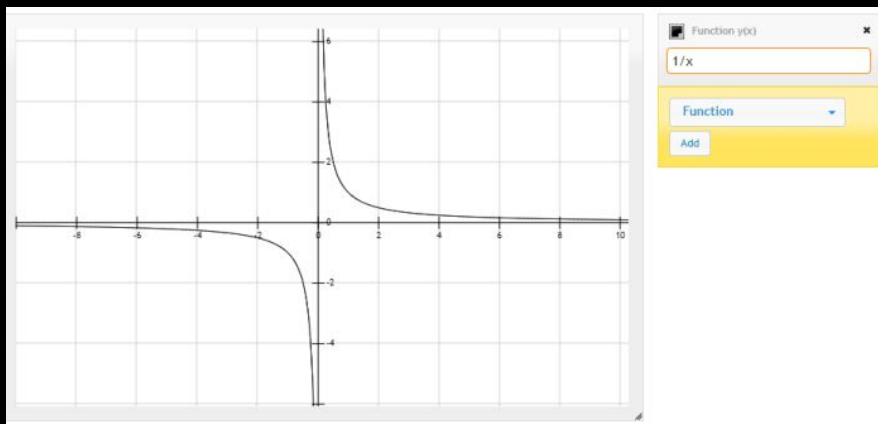**Delay:**

0 - Linear falloff, identical to id's original light program;

1 - 1/x attenuation, has wider range than default;

2 - 1/(x*x) attenuation - faster falloff than delay 1;

3 - No attenuation (same brightness at any distance);

4 - "Local minlight" - no attenuation, non-additive and minlight override. it won't raise the lighting above it's light value. Unlike minlight, it will only affect surfaces within line of sight of the entity;

5 - Similar to 2 (1/(x^2) attenuation), but slightly more attenuated and without the extra bright effect that "delay 2" has near the source. Never brighter than "light" value;
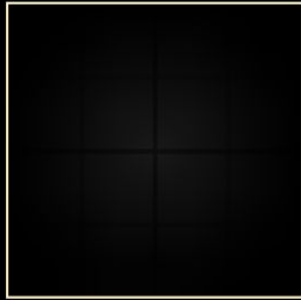
source:

➢ http://shoresofnis.com/post.php?postID=2

➢ https://ericwa.github.io/ericw-tools/doc/light.html

(*this needs better images and maybe with black background*)

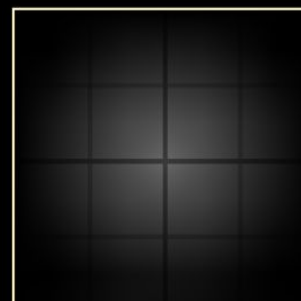Another pics. fullbright square is 128x128 units.
light 64, wait 1, delay 0

light 128, wait 2, delay 0
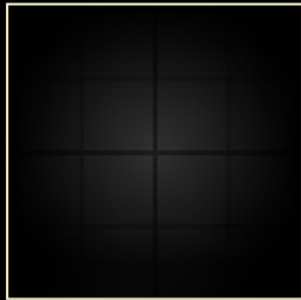
light 256, wait 4, delay 0

light 512, wait 8, delay 0
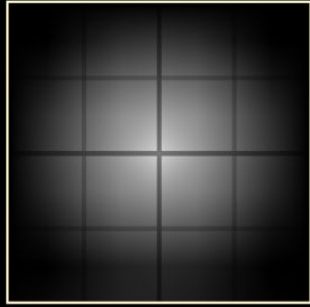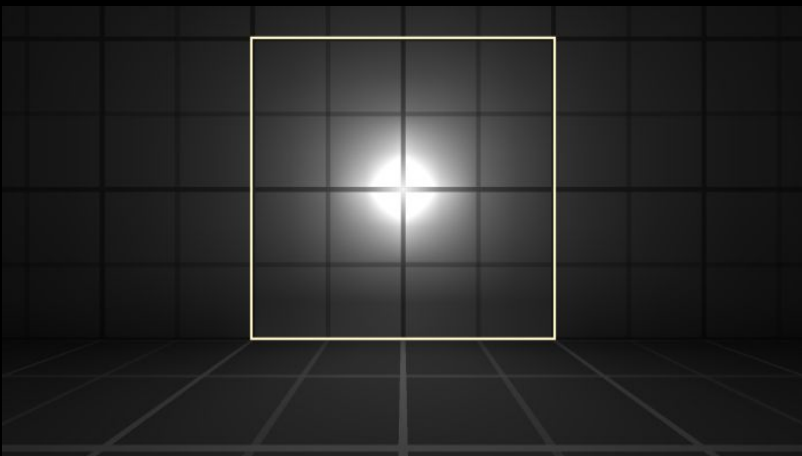
light 1024, wait 16, delay 0
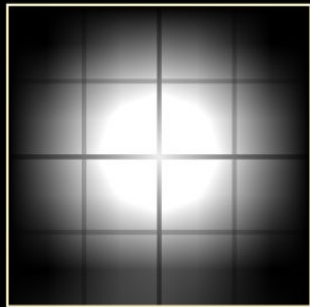
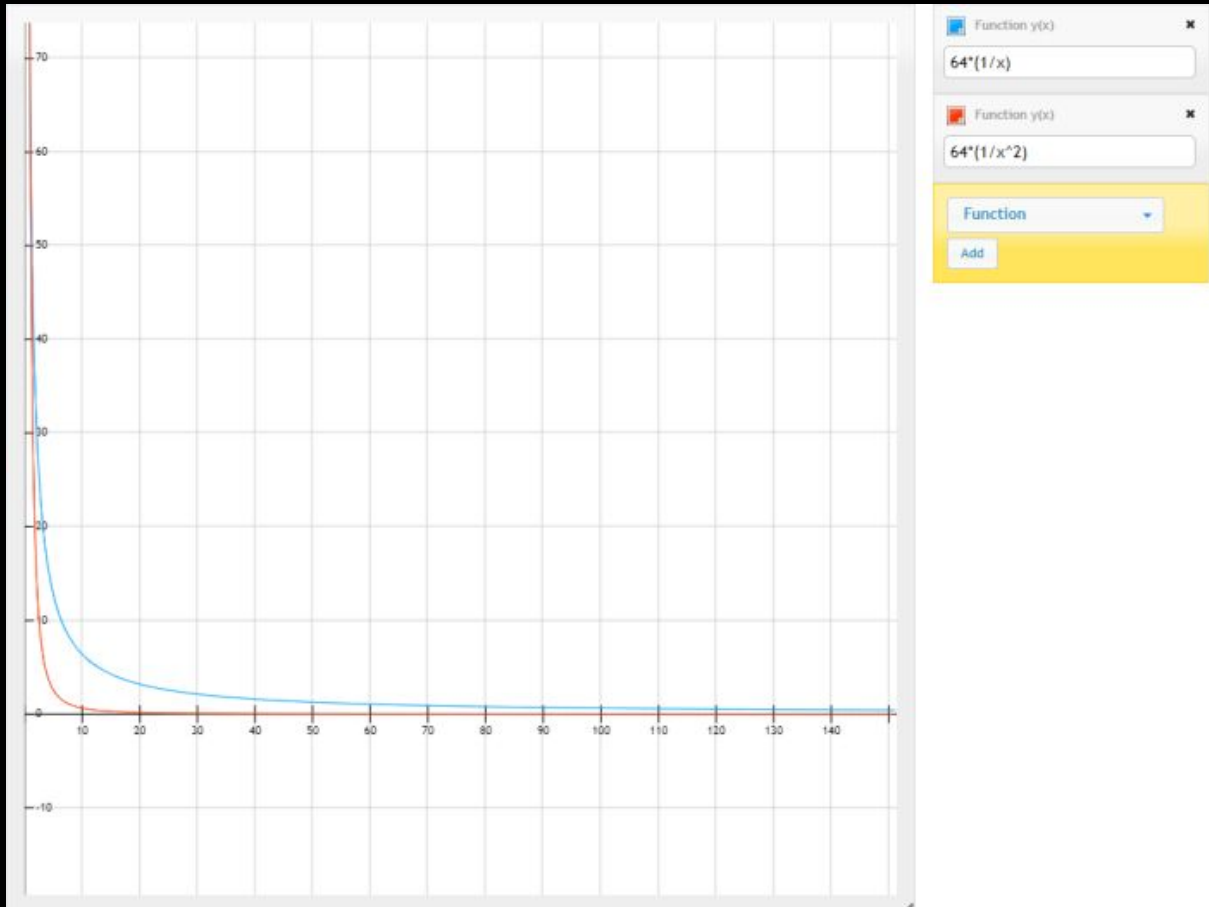

so you get the relation

delay 1,2,5 doesn't behave the same though
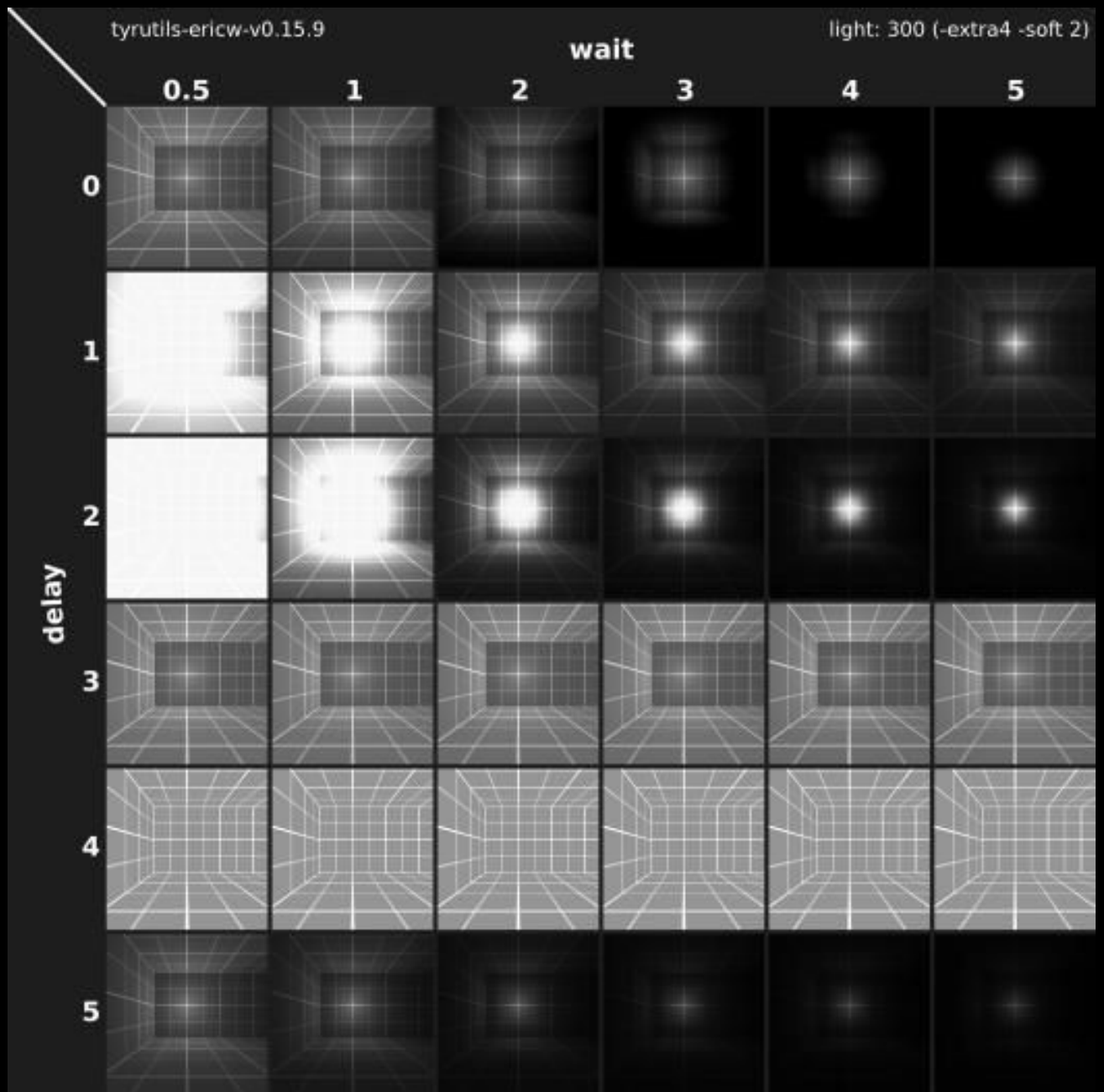
light 64, wait 1, delay 2
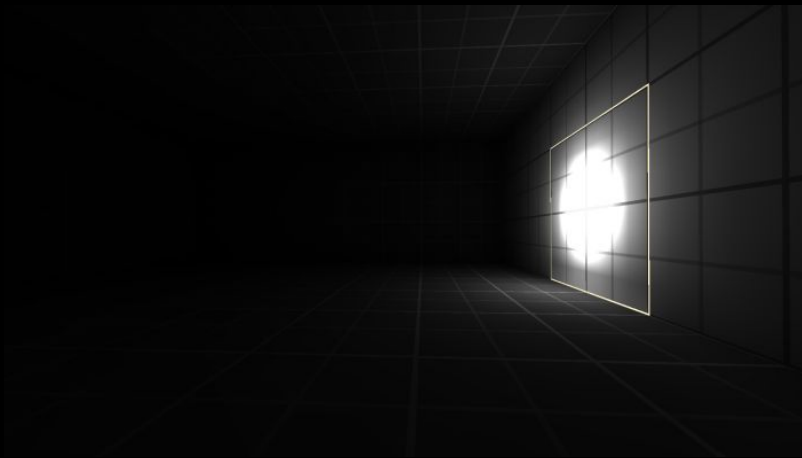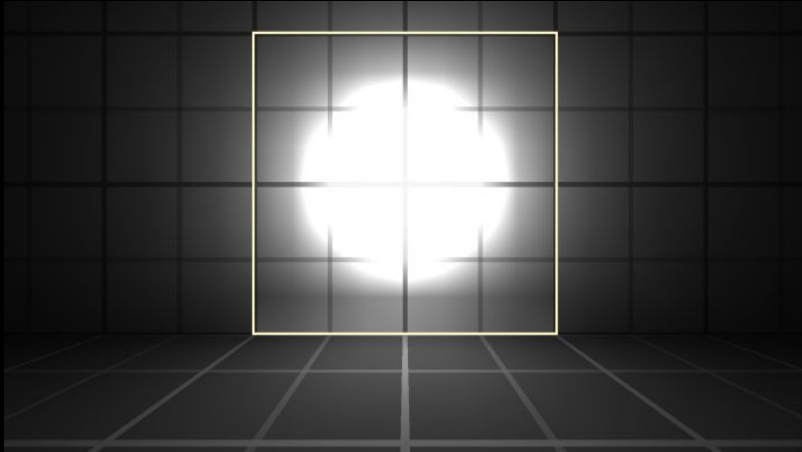
light 64, wait 1, delay 1

You can see why delay 1 makes whole room brighter. Function goes forever (blue line):

horizontal axis is distance, vertical is power of light
red line looks like it reach 0, but it goes forever too
of course light has limited precision
so when it goes under 0.00000001 it renders light map pitch black

Room size 256 x 256 x 256?