LOOPSIDLE

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INTRODUCTION

LOOPSIDLE make IDLE "bouncing box" function bounce a Loops icon about about the screen.

VARIABLES

BouncingLoopsIcon [Variable]

The (value of the) variable BouncingLoopsIcon is an expanded copy of the Loops icon. LOOPSIDLE sets IDLE.BOUNDING.BOX to (the value of) BouncingLoopsIcon.