Subject: Re: While loop, sleep
Posted by sniffgriff on Sun, 29 Oct 2023 05:18:04 GMT
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Thank you friend, I appreciate it.

I see that the random rectangle color is run on a single frame. How would I utilize SetTimeCallback if the loop function I am running requires waiting, between steps? For example, step:1 change the rectangle color to blue, step:2 wait 2 seconds, step:3 then change the color to red, wait 4 seconds?