

```

AnimatedTarget
"blink-close"
{}
{ /ItemPath { { 0 0 1 .5 rectpath } unit-scale } def
  /AnimateDelay .1 60 div def
  /StopAnimating {
    AnimateEvent null ne {
      AnimateEvent recallevent
    } if
    AnimateMgr null ne {
      AnimateMgr killprocess
      /AnimateMgr null def
    } if
    CanvasesParent /Mapped false put
    /CanvasNum 0 def
  } def
  /CanvasMaker {
    gsave
    [/eye /eye1 /eye2 /eye3 /eye4 /eye_bld3 /eye_bld2 /eye_bld1] {
      pause pause
      get-canvas setcanvas
      0 setgray
      0 0 moveto
      showicon
      currentcanvas
    } forall grestore } def }

```