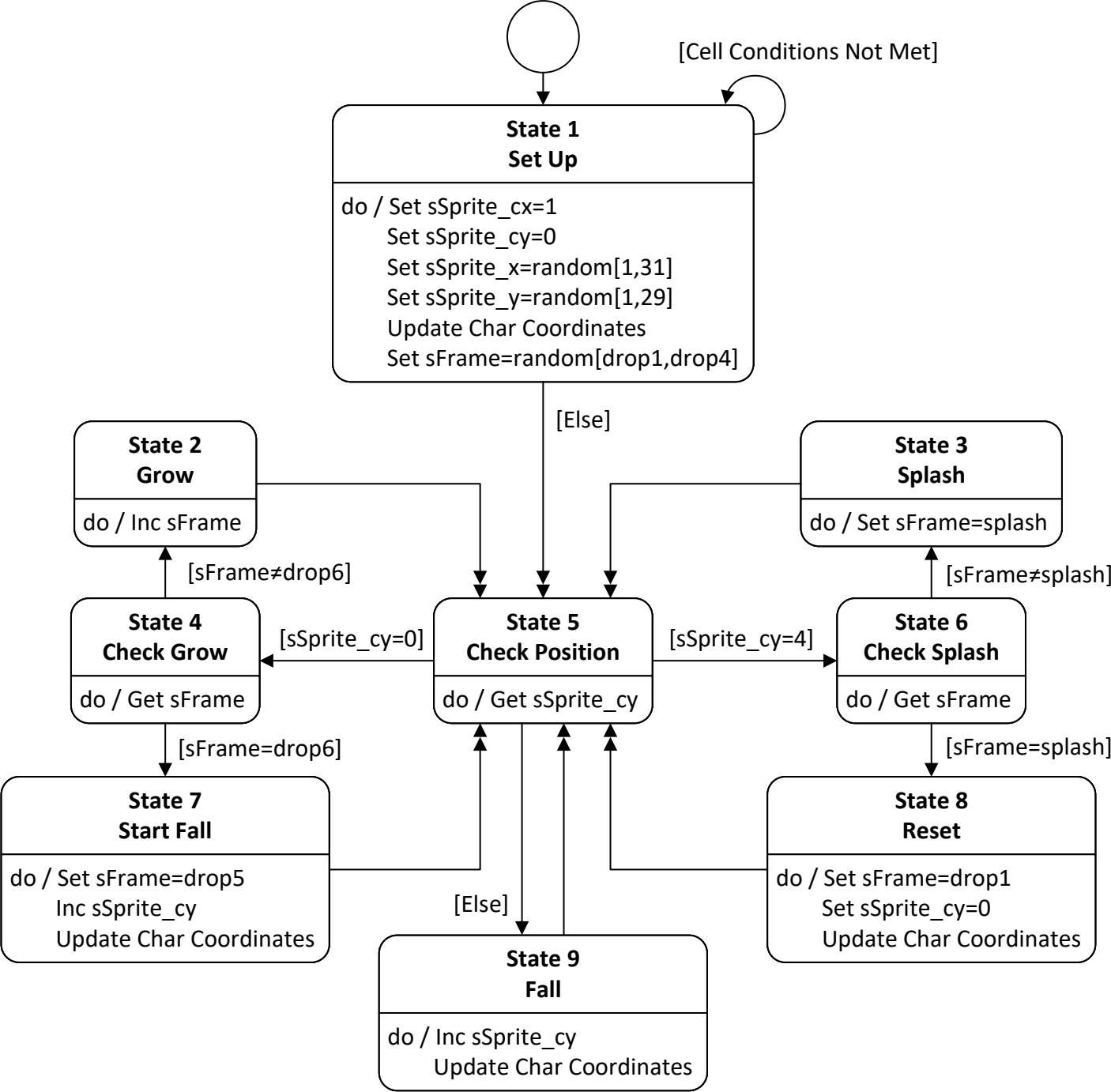
[Cell Conditions Not Met]
State 1
Set Up
do / Set sSprite_cx=1
Set sSprite_cy=0
Set sSprite_x=random[1,31]
Set sSprite_y=random[1,29]
Update Char Coordinates
Set sFrame=random[drop1,drop4]
[Else]
State 2
Grow
do / Inc sFrame
State 3
Splash
do / Set sFrame=splash
[sFrame≠drop6]
[sFrame≠splash]
State 4
Check Grow
do / Get sFrame
[sSprite_cy=0]
State 5
Check Position
do / Get sSprite_cy
[sSprite_cy=4]
State 6
Check Splash
do / Get sFrame
[sFrame=drop6]
[sFrame=splash]
State 7
Start Fall
do / Set sFrame=drop5
Inc sSprite_cy
Update Char Coordinates
State 8
Reset
do / Set sFrame=drop1
Set sSprite_cy=0
Update Char Coordinates
[Else]
State 9
Fall
do / Inc sSprite_cy
Update Char Coordinates