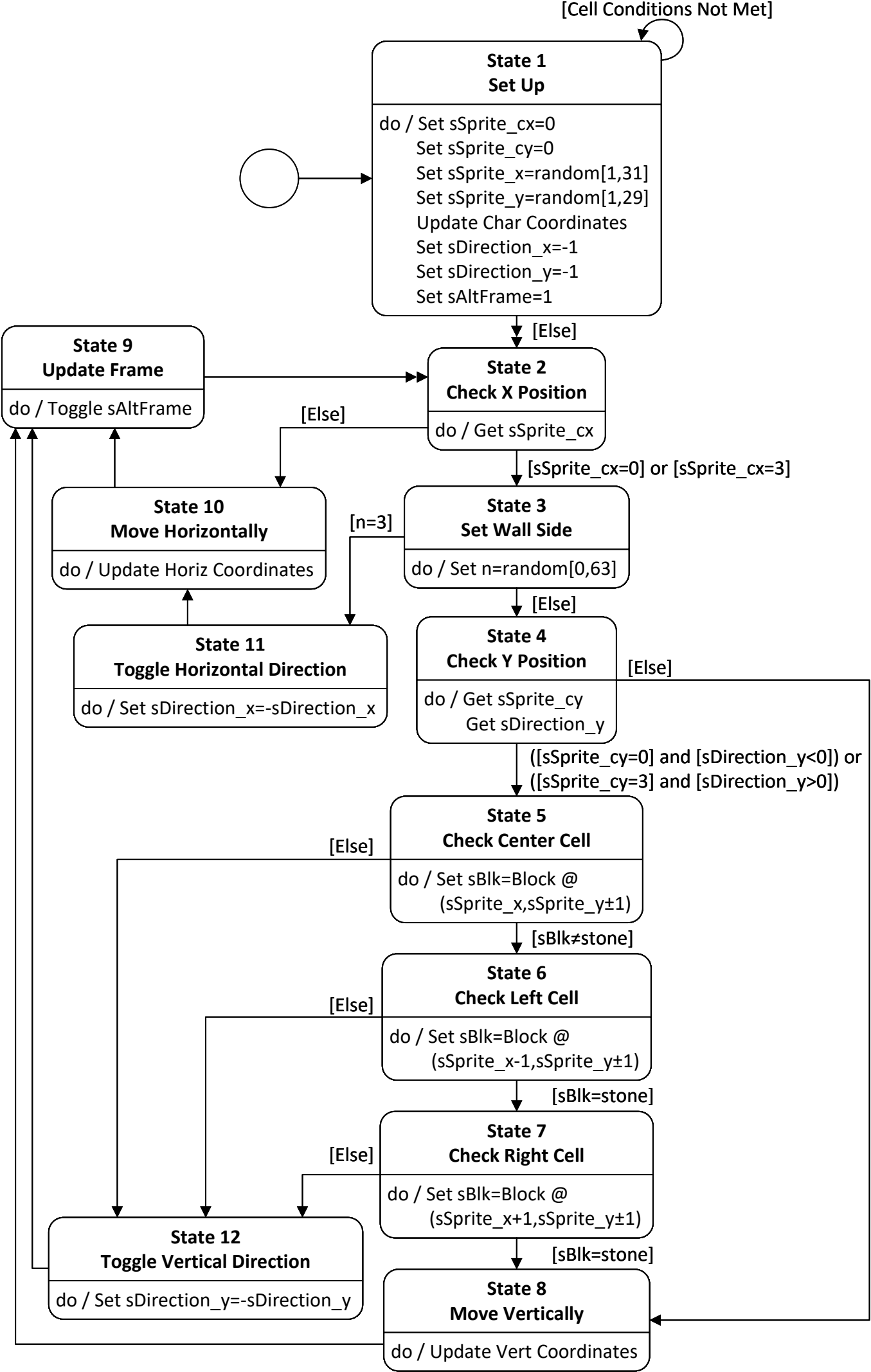
[Cell Conditions Not Met]
State 1
Set Up
do / Set sSprite_cx=0
Set sSprite_cy=0
Set sSprite_x=random[1,31]
Set sSprite_y=random[1,29]
Update Char Coordinates
Set sDirection_x=-1
Set sDirection_y=-1
Set sAltFrame=1
[Else]
State 9
Update Frame
do / Toggle sAltFrame
State 2
Check X Position
do / Get sSprite_cx
[Else]
[sSprite_cx=0] or [sSprite_cx=3]
State 10
Move Horizontally
do / Update Horiz Coordinates
[n=3]
State 3
Set Wall Side
do / Set n=random[0,63]
[Else]
State 11
Toggle Horizontal Direction
do / Set sDirection_x=-sDirection_x
State 4
Check Y Position
do / Get sSprite_cy
Get sDirection_y
[Else]
([sSprite_cy=0] and [sDirection_y<0]) or
([sSprite_cy=3] and [sDirection_y>0])
State 5
Check Center Cell
do / Set sBlk=Block @
(sSprite_x,sSprite_y±1)
[Else]
[sBlk≠stone]
State 6
Check Left Cell
do / Set sBlk=Block @
(sSprite_x-1,sSprite_y±1)
[Else]
[sBlk=stone]
State 7
Check Right Cell
do / Set sBlk=Block @
(sSprite_x+1,sSprite_y±1)
[Else]
[sBlk=stone]
State 12
Toggle Vertical Direction
do / Set sDirection_y=-sDirection_y
State 8
Move Vertically
do / Update Vert Coordinates