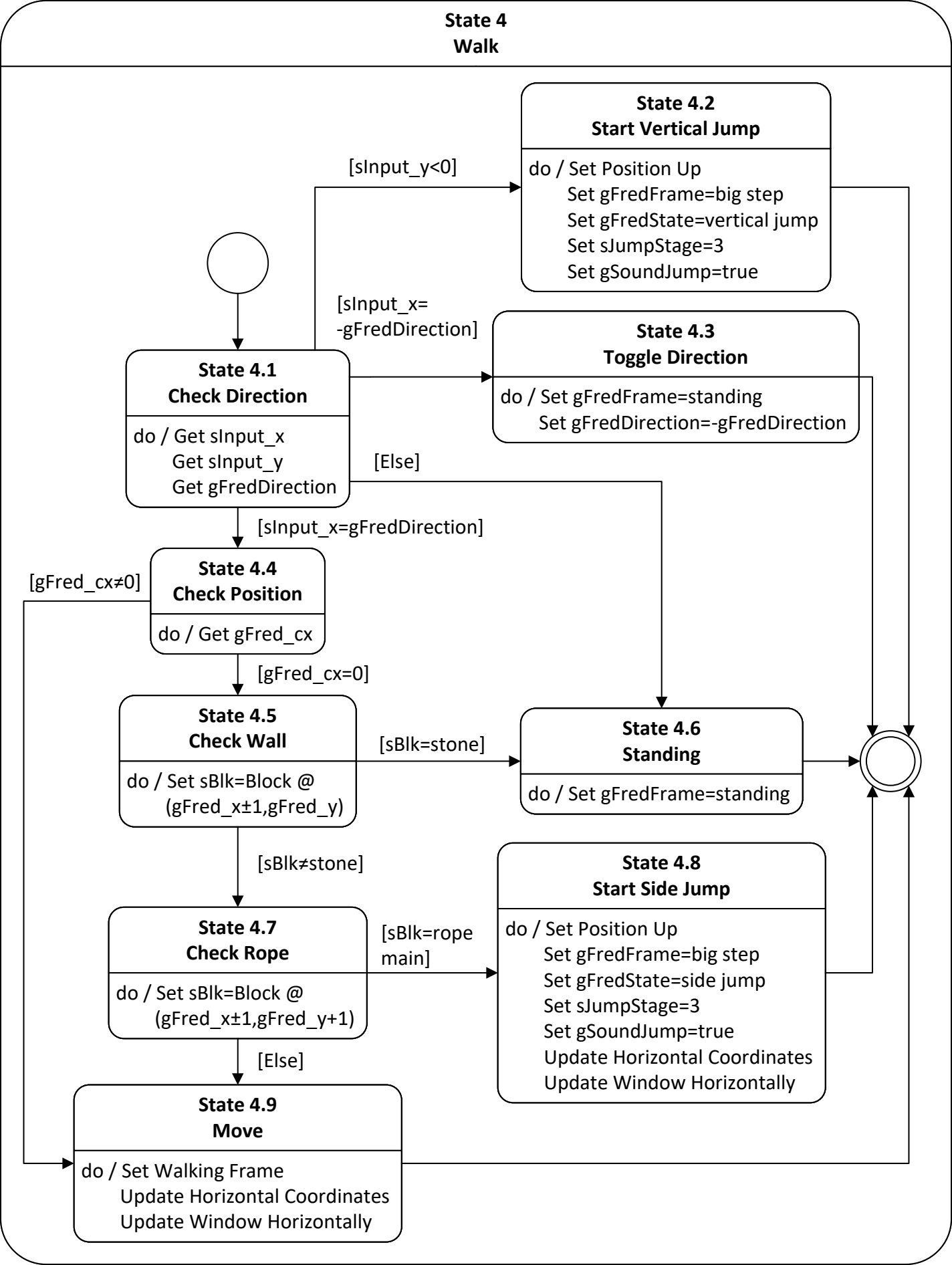
State 4
Walk
State 4.2
Start Vertical Jump
do / Set Position Up
Set gFredFrame=big step
Set gFredState=vertical jump
Set sJumpStage=3
Set gSoundJump=true
[sInput_y<0]
[sInput_x=
-gFredDirection]
State 4.3
Toggle Direction
do / Set gFredFrame=standing
Set gFredDirection=-gFredDirection
State 4.1
Check Direction
do / Get sInput_x
Get sInput_y
Get gFredDirection
[Else]
[sInput_x=gFredDirection]
State 4.4
Check Position
do / Get gFred_cx
[gFred_cx≠0]
[gFred_cx=0]
State 4.5
Check Wall
do / Set sBlk=Block @
(gFred_x±1,gFred_y)
[sBlk=stone]
State 4.6
Standing
do / Set gFredFrame=standing
[sBlk≠stone]
State 4.7
Check Rope
do / Set sBlk=Block @
(gFred_x±1,gFred_y+1)
[sBlk=rope
main]
State 4.8
Start Side Jump
do / Set Position Up
Set gFredFrame=big step
Set gFredState=side jump
Set sJumpStage=3
Set gSoundJump=true
Update Horizontal Coordinates
Update Window Horizontally
[Else]
State 4.9
Move
do / Set Walking Frame
Update Horizontal Coordinates
Update Window Horizontally