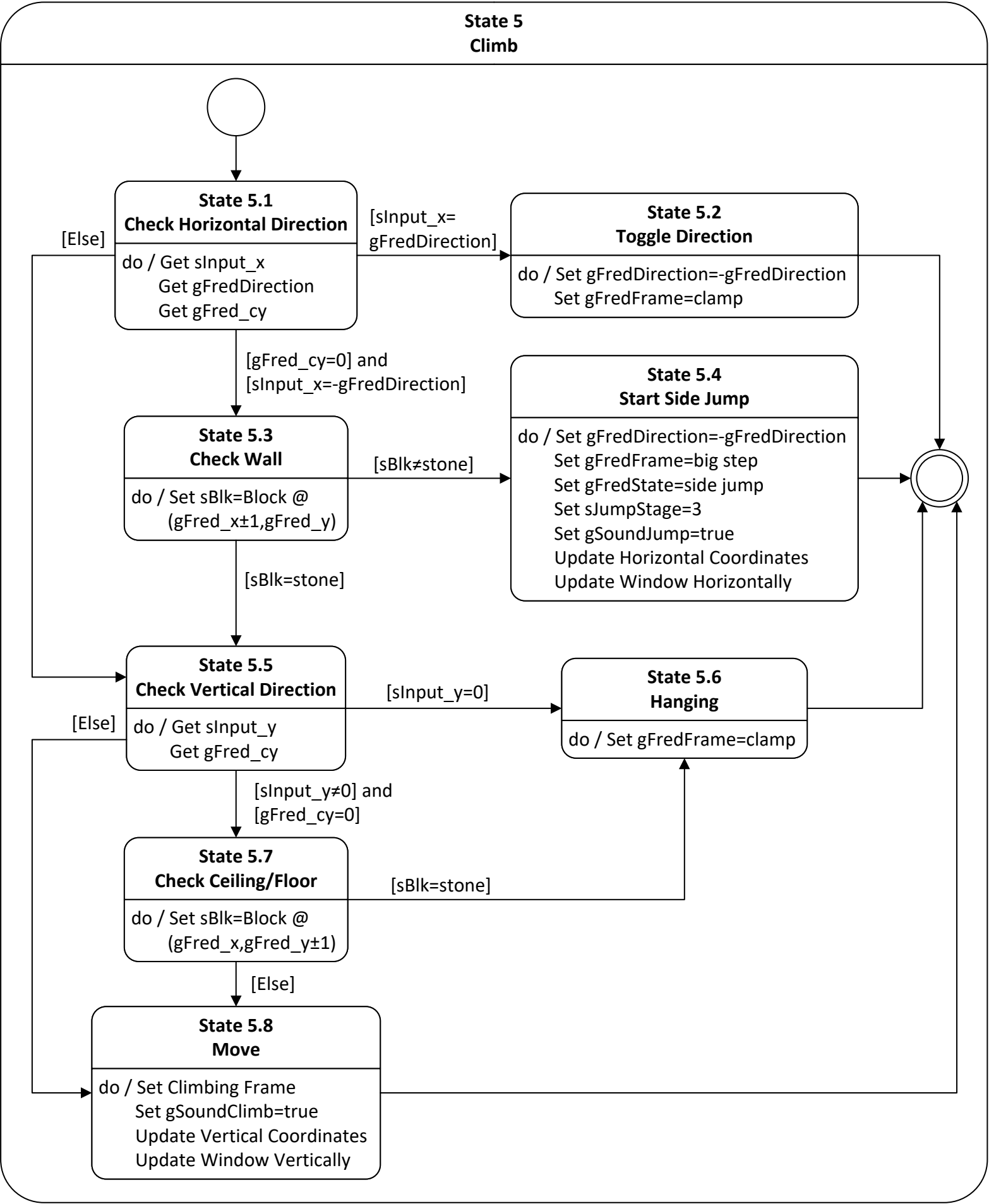
State 5
Climb
State 5.1
Check Horizontal Direction
do / Get sInput_x
Get gFredDirection
Get gFred_cy
[Else]
[sInput_x=
gFredDirection]
State 5.2
Toggle Direction
do / Set gFredDirection=-gFredDirection
Set gFredFrame=clamp
[gFred_cy=0] and
[sInput_x=-gFredDirection]
State 5.3
Check Wall
do / Set sBlk=Block @
(gFred_x±1,gFred_y)
[sBlk≠stone]
State 5.4
Start Side Jump
do / Set gFredDirection=-gFredDirection
Set gFredFrame=big step
Set gFredState=side jump
Set sJumpStage=3
Set gSoundJump=true
Update Horizontal Coordinates
Update Window Horizontally
[sBlk=stone]
State 5.5
Check Vertical Direction
do / Get sInput_y
Get gFred_cy
[Else]
[sInput_y=0]
State 5.6
Hanging
do / Set gFredFrame=clamp
[sInput_y≠0] and
[gFred_cy=0]
State 5.7
Check Ceiling/Floor
do / Set sBlk=Block @
(gFred_x,gFred_y±1)
[sBlk=stone]
[Else]
State 5.8
Move
do / Set Climbing Frame
Set gSoundClimb=true
Update Vertical Coordinates
Update Window Vertically