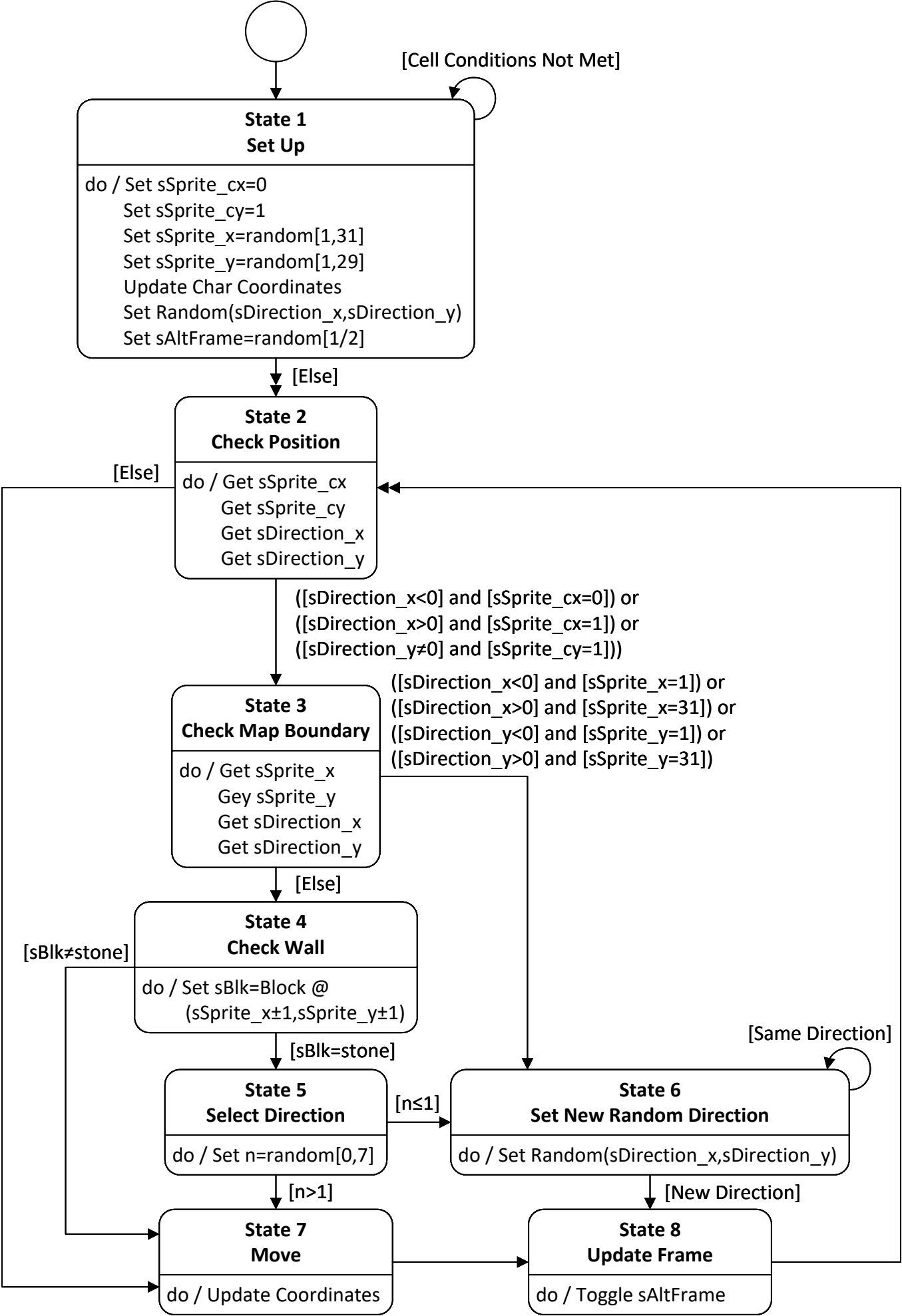
[Cell Conditions Not Met]
State 1
Set Up
do / Set sSprite_cx=0
Set sSprite_cy=1
Set sSprite_x=random[1,31]
Set sSprite_y=random[1,29]
Update Char Coordinates
Set Random(sDirection_x,sDirection_y)
Set sAltFrame=random[1/2]
[Else]
State 2
Check Position
[Else]
do / Get sSprite_cx
Get sSprite_cy
Get sDirection_x
Get sDirection_y
([sDirection_x<0] and [sSprite_cx=0]) or
([sDirection_x>0] and [sSprite_cx=1]) or
([sDirection_y≠0] and [sSprite_cy=1]))
State 3
Check Map Boundary
([sDirection_x<0] and [sSprite_x=1]) or
([sDirection_x>0] and [sSprite_x=31]) or
([sDirection_y<0] and [sSprite_y=1]) or
([sDirection_y>0] and [sSprite_y=31])
do / Get sSprite_x
Gey sSprite_y
Get sDirection_x
Get sDirection_y
[Else]
State 4
Check Wall
[sBlk≠stone]
do / Set sBlk=Block @
(sSprite_x±1,sSprite_y±1)
[sBlk=stone]
[Same Direction]
State 5
Select Direction
[n≤1]
State 6
Set New Random Direction
do / Set n=random[0,7]
do / Set Random(sDirection_x,sDirection_y)
[n>1]
[New Direction]
State 7
Move
State 8
Update Frame
do / Update Coordinates
do / Toggle sAltFrame