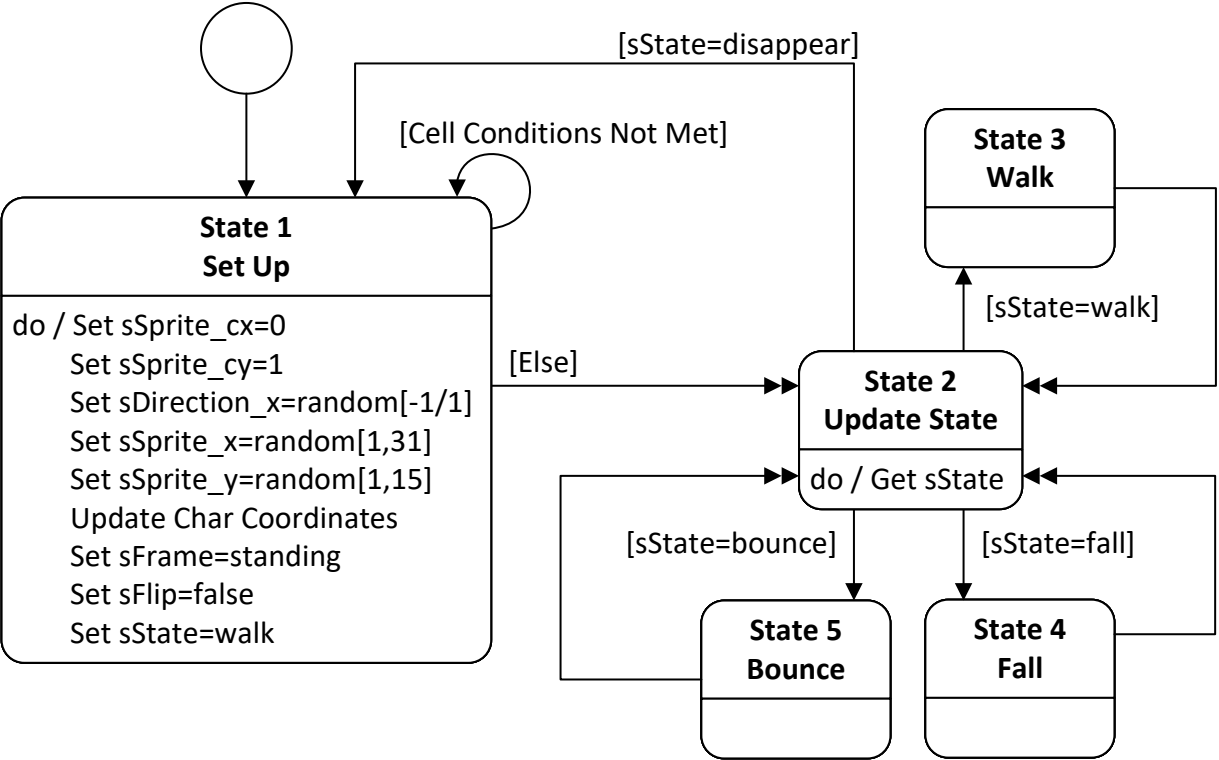
[sState=disappear]
[Cell Conditions Not Met]
State 1
Set Up
do / Set sSprite_cx=0
Set sSprite_cy=1
Set sDirection_x=random[-1/1]
Set sSprite_x=random[1,31]
Set sSprite_y=random[1,15]
Update Char Coordinates
Set sFrame=standing
Set sFlip=false
Set sState=walk
[Else]
State 3
Walk
[sState=walk]
State 2
Update State
do / Get sState
[sState=bounce]
[sState=fall]
State 5
Bounce
State 4
Fall