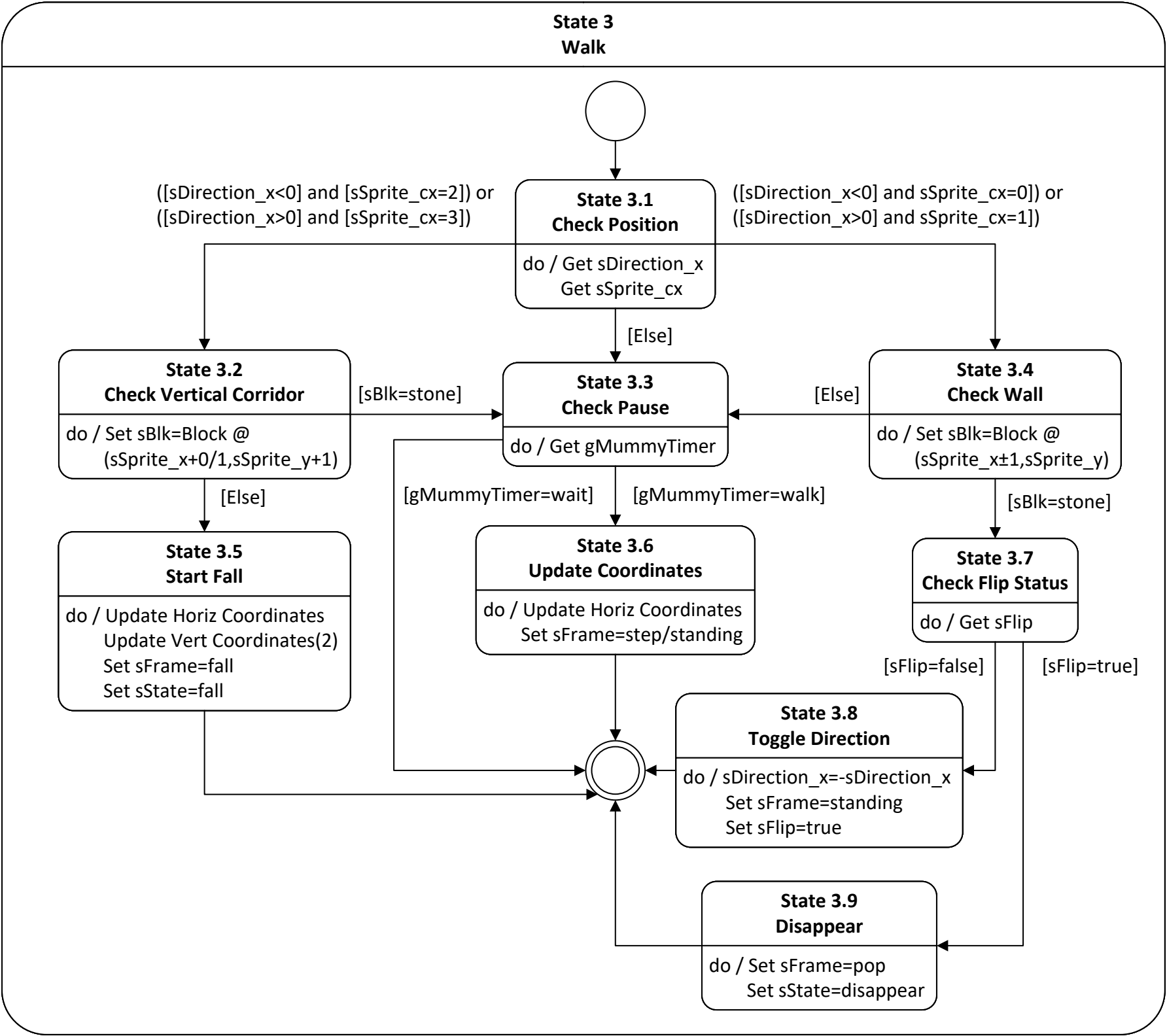
State 3
Walk
State 3.1
Check Position
do / Get sDirection_x
Get sSprite_cx
([sDirection_x<0] and [sSprite_cx=2]) or
([sDirection_x>0] and [sSprite_cx=3])
([sDirection_x<0] and sSprite_cx=0]) or
([sDirection_x>0] and sSprite_cx=1])
[Else]
State 3.2
Check Vertical Corridor
do / Set sBlk=Block @
(sSprite_x+0/1,sSprite_y+1)
[sBlk=stone]
State 3.3
Check Pause
do / Get gMummyTimer
[Else]
State 3.4
Check Wall
do / Set sBlk=Block @
(sSprite_x±1,sSprite_y)
[Else]
[gMummyTimer=wait]
[gMummyTimer=walk]
[sBlk=stone]
State 3.5
Start Fall
do / Update Horiz Coordinates
Update Vert Coordinates(2)
Set sFrame=fall
Set sState=fall
State 3.6
Update Coordinates
do / Update Horiz Coordinates
Set sFrame=step/standing
State 3.7
Check Flip Status
do / Get sFlip
[sFlip=false]
[sFlip=true]
State 3.8
Toggle Direction
do / sDirection_x=-sDirection_x
Set sFrame=standing
Set sFlip=true
State 3.9
Disappear
do / Set sFrame=pop
Set sState=disappear