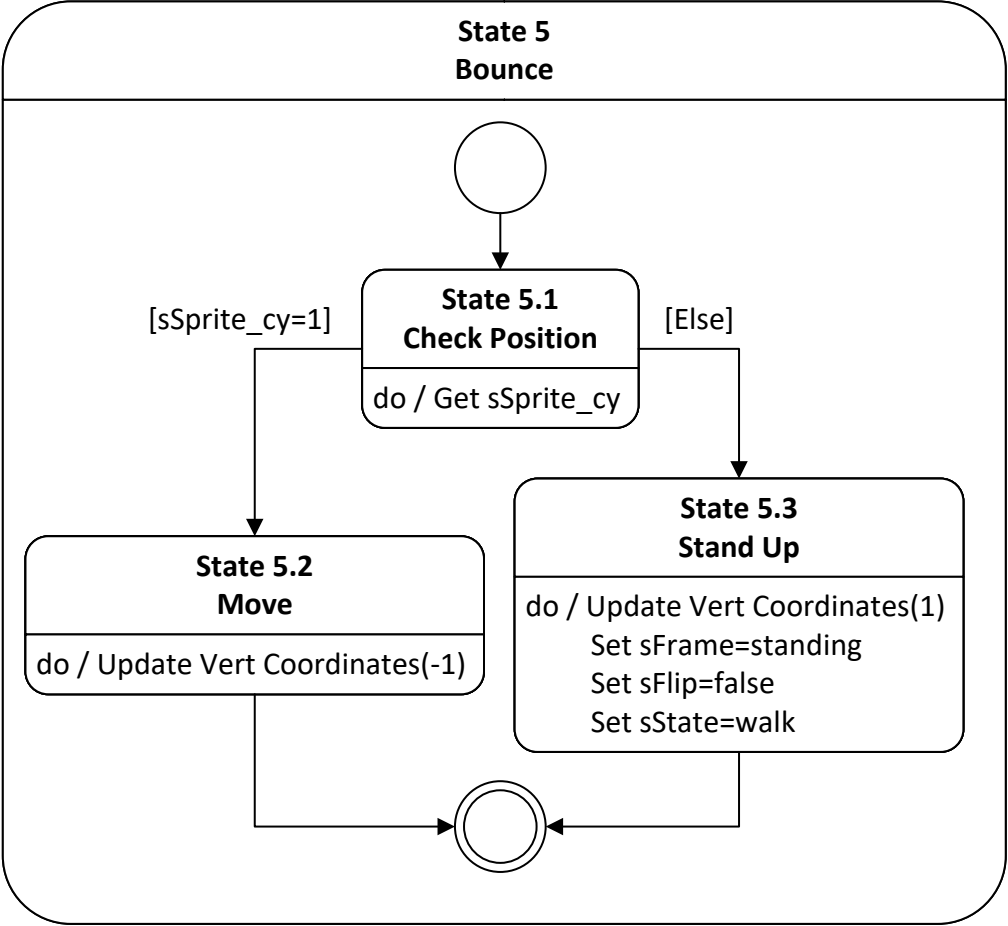
State 5
Bounce
State 5.1
Check Position
do / Get sSprite_cy
[sSprite_cy=1]
[Else]
State 5.2
Move
do / Update Vert Coordinates(-1)
State 5.3
Stand Up
do / Update Vert Coordinates(1)
Set sFrame=standing
Set sFlip=false
Set sState=walk