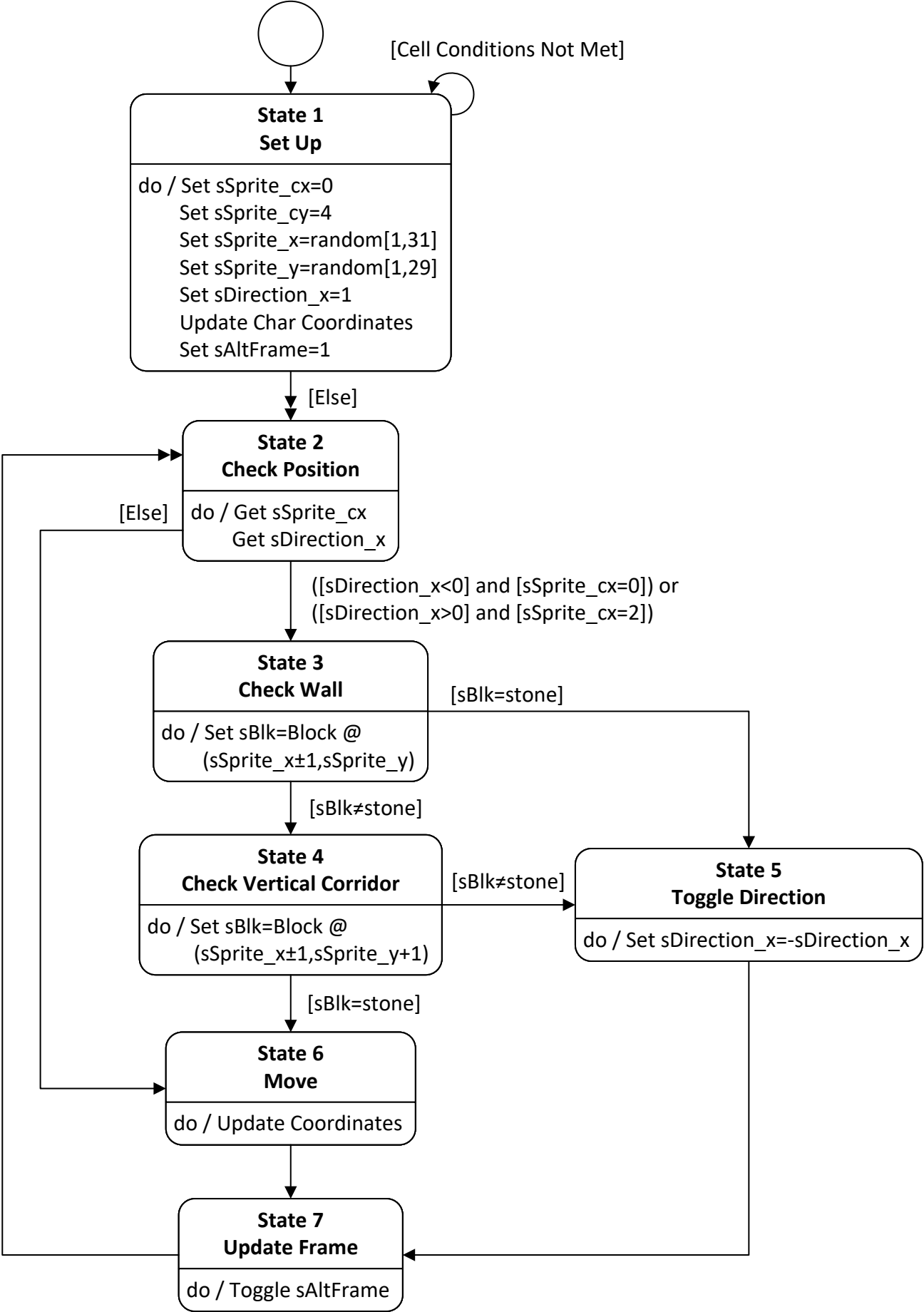
[Cell Conditions Not Met]
State 1
Set Up
do / Set sSprite_cx=0
Set sSprite_cy=4
Set sSprite_x=random[1,31]
Set sSprite_y=random[1,29]
Set sDirection_x=1
Update Char Coordinates
Set sAltFrame=1
[Else]
State 2
Check Position
do / Get sSprite_cx
Get sDirection_x
[Else]
([sDirection_x<0] and [sSprite_cx=0]) or
([sDirection_x>0] and [sSprite_cx=2])
State 3
Check Wall
do / Set sBlk=Block @
(sSprite_x±1,sSprite_y)
[sBlk=stone]
[sBlk≠stone]
State 4
Check Vertical Corridor
do / Set sBlk=Block @
(sSprite_x±1,sSprite_y+1)
[sBlk≠stone]
State 5
Toggle Direction
do / Set sDirection_x=-sDirection_x
[sBlk=stone]
State 6
Move
do / Update Coordinates
State 7
Update Frame
do / Toggle sAltFrame