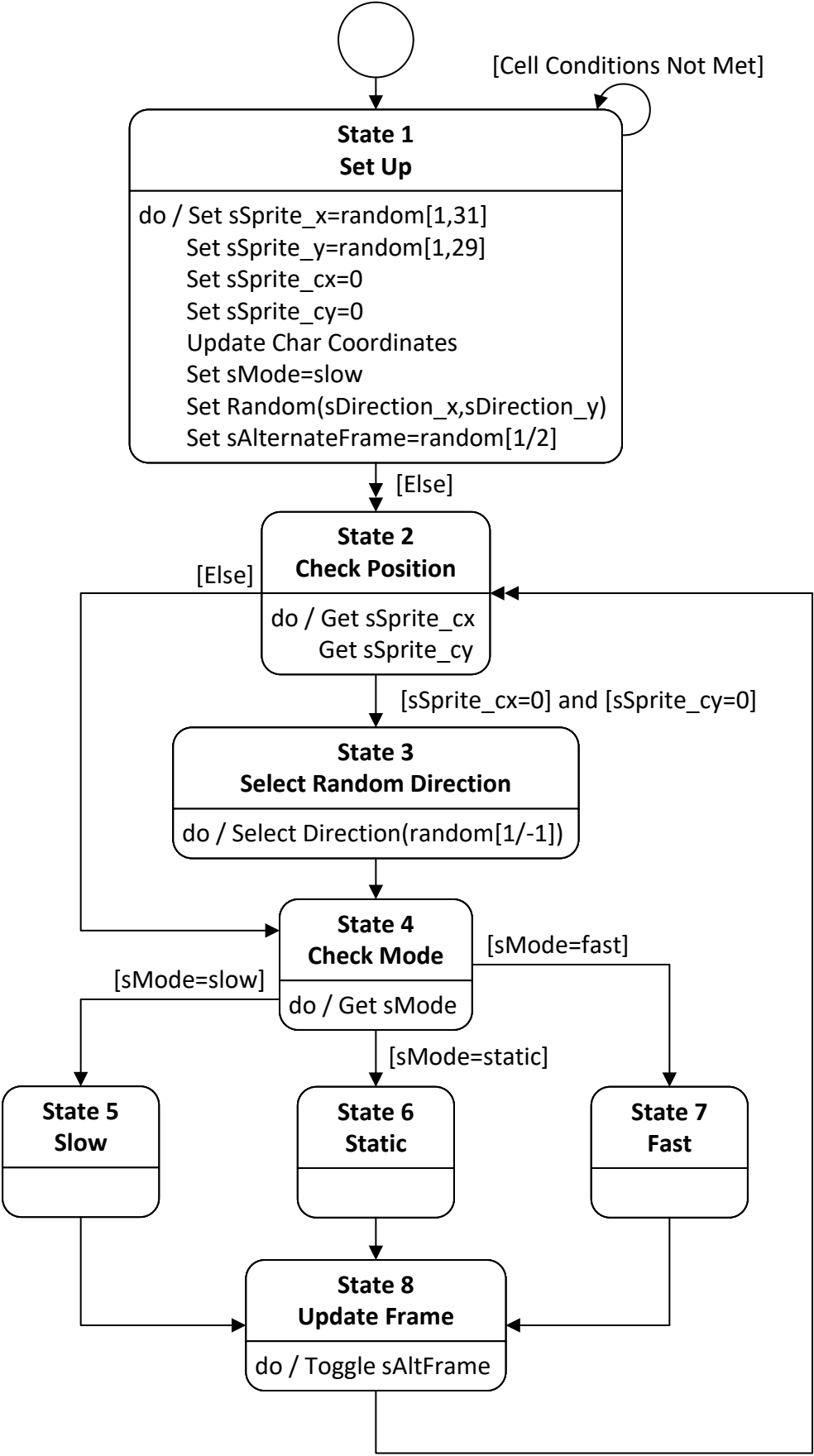
[Cell Conditions Not Met]
State 1
Set Up
do / Set sSprite_x=random[1,31]
Set sSprite_y=random[1,29]
Set sSprite_cx=0
Set sSprite_cy=0
Update Char Coordinates
Set sMode=slow
Set Random(sDirection_x,sDirection_y)
Set sAlternateFrame=random[1/2]
[Else]
State 2
Check Position
[Else]
do / Get sSprite_cx
Get sSprite_cy
[sSprite_cx=0] and [sSprite_cy=0]
State 3
Select Random Direction
do / Select Direction(random[1/-1])
State 4
Check Mode
[sMode=fast]
[sMode=slow]
do / Get sMode
[sMode=static]
State 5
Slow
State 6
Static
State 7
Fast
State 8
Update Frame
do / Toggle sAltFrame