

define Get Directions

set gAFOppositeDirection ▼ to $(gAFDirection + 2 - 1) \bmod 4 + 1$

set gAFIndex ▼ to 1

set gAFCandidate ▼ to gAFOppositeDirection

repeat 4

Get Block item gAFIndex of glDirection_x ▼ item gAFIndex of glDirection_y ▼

if sBlk = trapdoor then

stop this script ▼

if not sBlk = stone and not gAFIndex = gAFOppositeDirection then

set gAFCandidate ▼ to join gAFCandidate gAFIndex

change gAFIndex ▼ by 1

↺