

define Set Controls

if length of gAFCandidate > 2 then

Handle Branch

else

set gAFDirection to letter length of gAFCandidate of gAFCandidate

set sInput\_x to item gAFDirection of gIDirection\_x

set sInput\_y to item gAFDirection of gIDirection\_y

if gFredState = climb and sInput\_x = gFredDirection then

set gAFLockDirection to true

if gFredState = walk and gAFDirection = 1 then

set gAFLockDirection to true