

define Get Direction

set gAFIndex ▼ to 1

repeat 4

Get Distance item gAFIndex of glDirection\_x ▼ item gAFIndex of glDirection\_y ▼

if not gAFDistance = 0 and gAFDistance < gAFMinDistance then

set gAFMinDistance to gAFDistance

set gAFDirection to gAFIndex

stop this script ▼

change gAFIndex ▼ by 1

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