

define State 2.1_Check Controls_Init Controls

if not $\text{slInput_x} = 0$ and not $\text{gFred_cx} = 0$ then

stop this script ▼

if not $\text{slInput_y} = 0$ and not $\text{gFred_cy} = 0$ then

stop this script ▼

Get Direction

set slInput_x ▼ to item gAFDirection of glDirection_x ▼

set slInput_y ▼ to item gAFDirection of glDirection_y ▼