

define Compute Distance Map

forever

Get Cell Directions

if length of gAFCandidate = 0 then

stop this script ▼

else

Get Distance 0 0

set gAFDirection ▼ to letter length of gAFCandidate of gAFCandidate

Set Distance item gAFDirection of glDirection_x ▼ item gAFDirection of glDirection_y ▼ gAFDistance + 1

change sCell_x ▼ by item gAFDirection of glDirection_x ▼

change sCell_y ▼ by item gAFDirection of glDirection_y ▼

