

define Initialize Dijkstra

delete all of glMapDijkstra ▼

repeat 32 \* 33

add 0 to glMapDijkstra ▼

set sCell\_x ▼ to gTrapdoor\_x

set sCell\_y ▼ to 1

Set Distance 0 0 1

Set Distance 0 -1 -1

delete all of slBranch\_x ▼

delete all of slBranch\_y ▼