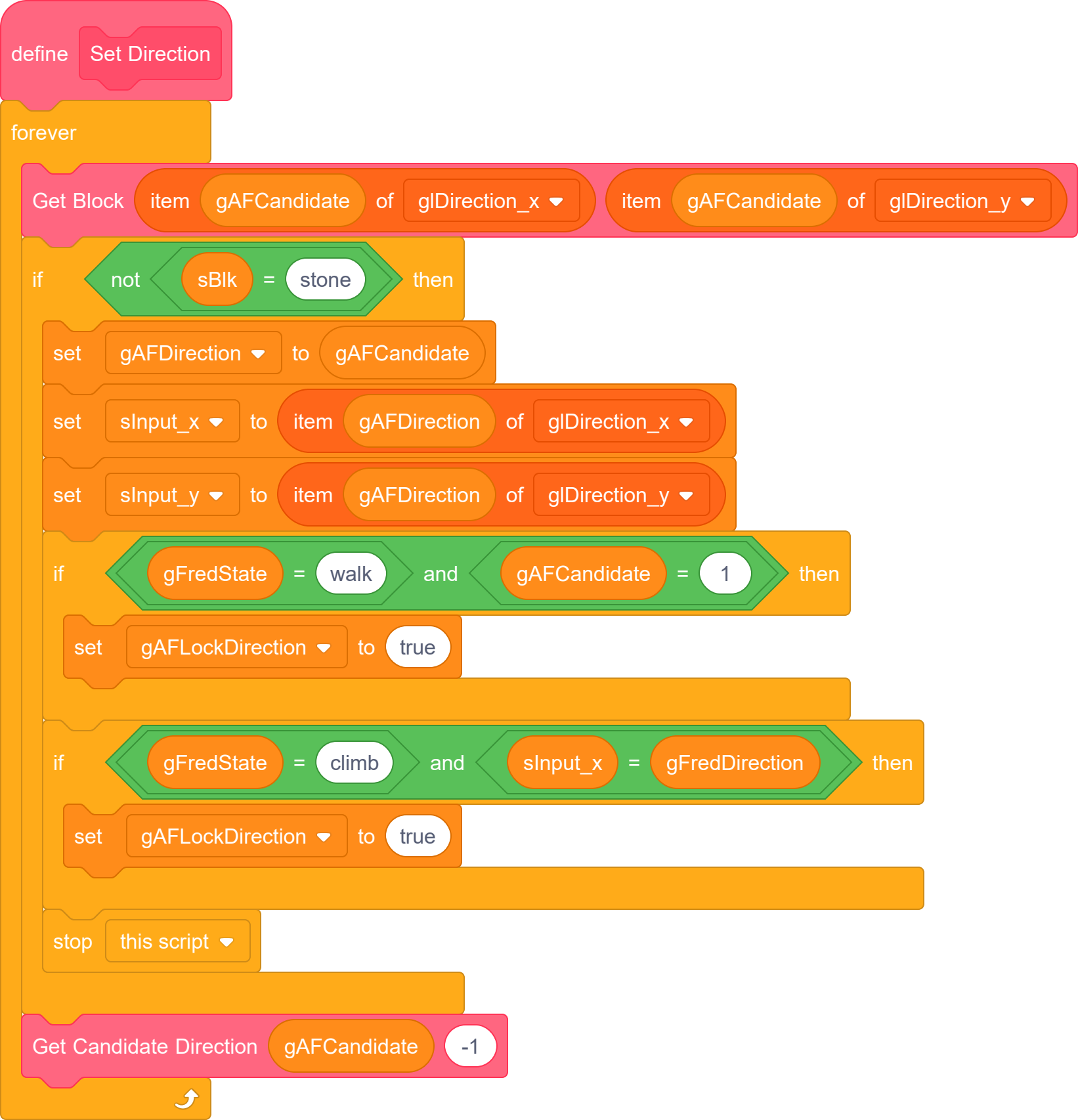
define Set Direction
forever
Get Block item gAFCandidate of glDirection_x item gAFCandidate of glDirection_y
if not sBlk = stone then
set gAFDirection to gAFCandidate
set sInput_x to item gAFDirection of glDirection_x
set sInput_y to item gAFDirection of glDirection_y
if gFredState = walk and gAFCandidate = 1 then
set gAFLockDirection to true
if gFredState = climb and sInput_x = gFredDirection then
set gAFLockDirection to true
stop this script
Get Candidate Direction gAFCandidate -1