

define State 2.1\_Check Controls\_Init Controls

if gFredState = vertical jump or gFredState = side jump then

stop this script ▼

if gAFLockDirection = true then

set gAFLockDirection ▼ to false

if gFredState = walk and not gFred\_cx = 0 then

stop this script ▼

if gFredState = climb and not gFred\_cy = 0 then

stop this script ▼

Get Block 0 -1

if sBlk = trapdoor then

set sInput\_x ▼ to 0

set sInput\_y ▼ to -1

stop this script ▼

Get Candidate Direction gAFDirection 1

Set Direction