

Object Properties: objPlayer

Name: objPlayer

Sprite
sprPlayer

Visible Solid

Events:

- Step
- objWall
- <Space>
- <Left>
- <Right>

Actions:

- Move to contact in direction direction
- Set the vertical speed

move
main1
main2
control
score
draw

- Move

- [Move to contact in direction direction]
- [Move to contact in direction direction]
- [Move to contact in direction direction]

- Jump

- [Jump]
- [Jump]
- [Jump]

OK

Move to Contact

Applies to

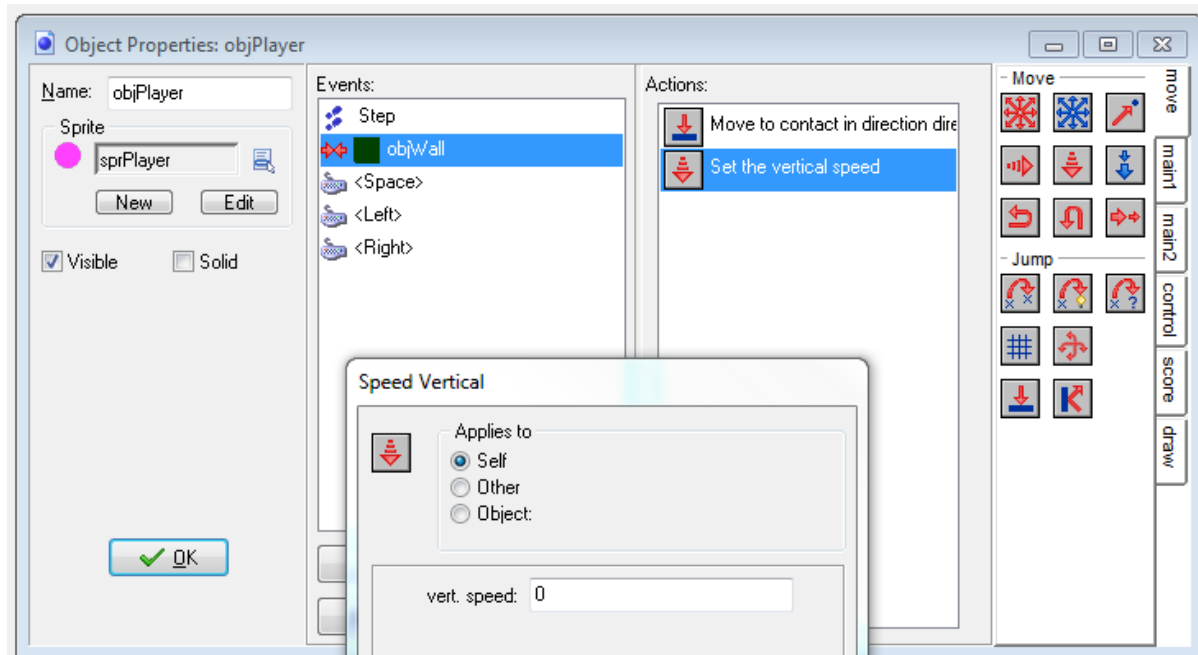
- Self
- Other
- Object:

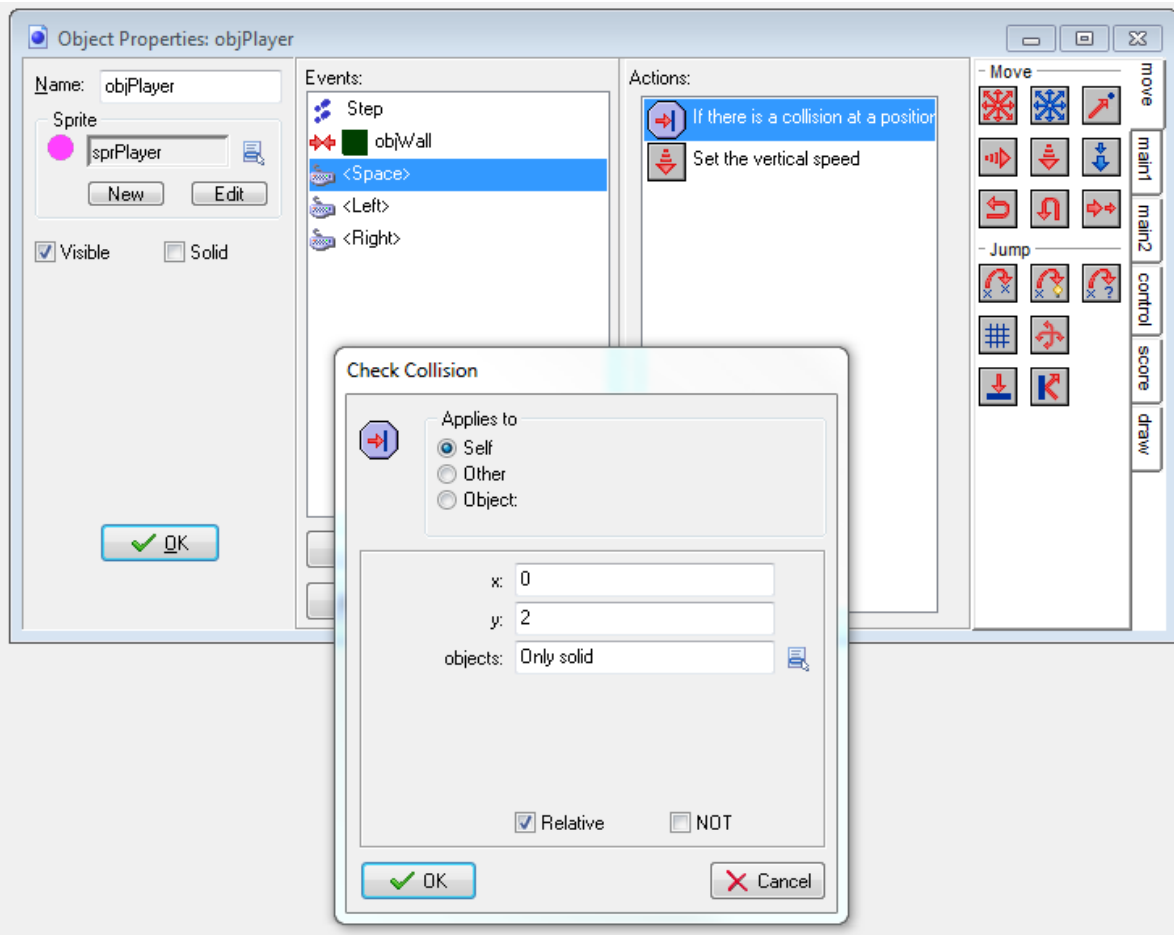
direction: direction

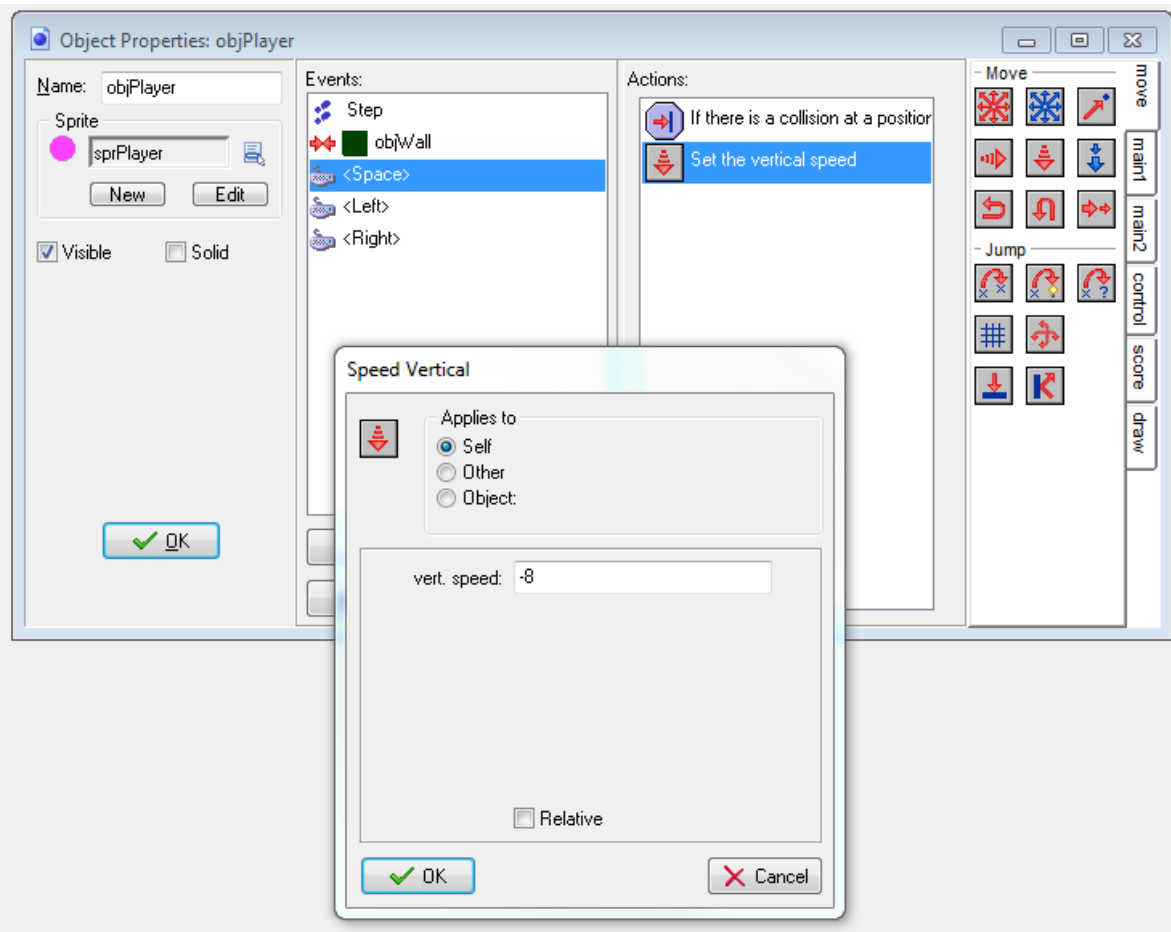
maximum: 12

against: solid objects

OK Cancel







Object Properties: objPlayer

Name: objPlayer

Sprite
sprPlayer

Visible Solid

Events:

- Step
- obj/Wall
- <Space>
- <Left>
- <Right>

Actions:

- If a position is collision free
- Jump to position (-4,0)

Move

- move
- main1
- main2
- control
- score
- draw

Jump

OK

Check Empty

Applies to

- Self
- Other
- Object:

x: -2

y: 0

objects: Only solid

Relative NOT

OK Cancel

