**SCRIPTS**

**scrCharLookAt**

function scrCharLookAt(dir){

if (dir < 22.5 || dir >= 337.5) {

face = "R";

} else if (dir >= 22.5 && dir < 67.5) {

face = "UR";

} else if (dir >= 67.5 && dir < 112.5) {

face = "U";

} else if (dir >= 112.5 && dir < 157.5) {

face = "UL";

} else if (dir >= 157.5 && dir < 202.5) {

face = "L";

} else if (dir >= 202.5 && dir < 247.5) {

face = "DL";

} else if (dir >= 247.5 && dir < 292.5) {

face = "D";

} else if (dir >= 292.5 && dir < 337.5) {

face = "DR";

}

}

**scrPlayerMovement**

function scrPlayerMovement(){

var hor = keyboard\_check(ord("D")) - keyboard\_check(ord("A"));

var ver = keyboard\_check(ord("S")) - keyboard\_check(ord("W"));

if (hor != 0 || ver != 0) {

var dir = point\_direction(0,0,hor,ver);

x += lengthdir\_x(1, dir);

y += lengthdir\_y(1, dir);

action = "Walk";

scrCharLookAt(dir);

} else {

action = "Idle";

}

}