**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";

 }

}