Character Basic Movements

5	Character Sprite Actions		
6	HitBox is on floor		No actions
	1	HitBox is moving	Do =1 to the number of current animation of **Player**
	2	HitBox is moving	Do =0 to the number of current animation of **Player**
7	HitBox is jumping		Do =2 to the number of current animation of **Player**
8	HitBox is falling		Do =2 to the number of current animation of **Player**
9	Left key is pressed		Flip horizontally **Player** : yes
10	Right key is pressed		Flip horizontally **Player** : no
11	No conditions		Do =**Player.X()** to X position of camera (layer:)

- Character movements are located under Platform Behavior

Advanced
Variables
Mouse and touch
Keyboard
Scene
Other
Timers and time
Layers and cameras
Audio
Storage
Destroy Outside Screen Behavior
Platform Behavior
    Options
    Is falling
    Is grabbing platform ledge
    Is jumping
    Is moving
    Is on floor
    Is on ladder

Is on floor

Check if the object is on

Object:

HitBox

Behavior:

PlatformerObject

- Key Presses are located under Keyboard
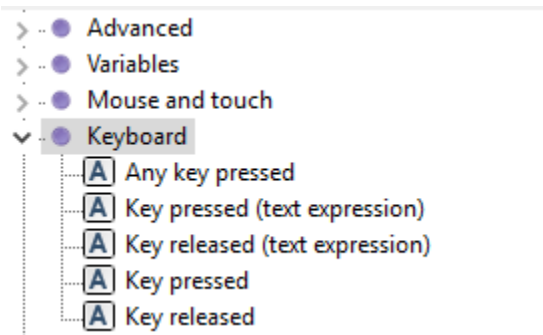
- Sprite animations are located under Sprite -> Animations and Images