

```

102   DIM M(200),N(200)

110   K=0:M=2:N=2:      PLOT M,N
                        20:Floor_LowerByValue (tag, speed, height)
                        66:Floor_LowerInstant (tag, arg1, height)
                        68:Floor_MoveToValueTimes8 (tag, speed, height, neg)
? while k > 0

120   LOCATE M+2,N,X:   IF X=0 THEN 170
case 1
break
                        GetSectorFloorZ (int tag, int x, int y);
                        if (GetSectorFloorZ (sector, 0, 0) = 128)

130   LOCATE M-2,N,X:   IF X=0 THEN 170
case 2
break

140   LOCATE M,N+2,X:   IF X=0 THEN 170
case 3
break

150   LOCATE M,N-2,X:   IF X=0 THEN 170
case 4
break ?

160   GOTO 260  how to jump forward?
?

170   D=INT(RND(0)*4)+180:  GOTO D
                        Random (int min, int max)

180   M1=-1:N1=0: GOTO 220
case 1
break

181   M1=0:N1=1:  GOTO 220
case 2
break

182   M1=1:N1=0:  GOTO 220
case 3
break

183   M1=0:N1=-1: GOTO 220
case 4
break ?

220   LOCATE M+M1*2,N+N1*2,X: IF X=1 THEN 170  how to go back?
                        GetSectorFloorZ (int tag, int x, int y);
                        if (GetSectorFloorZ (sector, 0, 0) = 0)

230   PLOT M+M1,N+N1:  PLOT M+M1*2,N+N1*2
                        20:Floor_LowerByValue (tag, speed, height)
                        66:Floor_LowerInstant (tag, arg1, height)
                        68:Floor_MoveToValueTimes8 (tag, speed, height, neg)

250   M=M+M1*2:N=N+N1*2:K=K+1:      M(K)=M:N(K)=N:  GOTO 120 how to go back?

260   M=M(K):N=N(K):      K=K-1:      IF K=0 THEN 280

270   GOTO 120
? wend

280   GOTO 280

```