Ändringar

**Obj\_bob\_Create\_1:**

132 //animation speed

133 animSp = 10 // fps

**obj\_bob\_Step\_1**

380+

//#sound

if newFrame

{

if !isFalling

{

switch currentFrame

{

case 8:

case 11:

case 14:

audio\_play\_sound(StepGood, 2, false)

break;

}

}

switch currentFrame

{

case 26:

audio\_play\_sound(Sword, 2, false)

break;

}

}

461 instance\_destroy()

462 audio\_play\_sound(Enemydeath2, 2, false)