

improvised
code

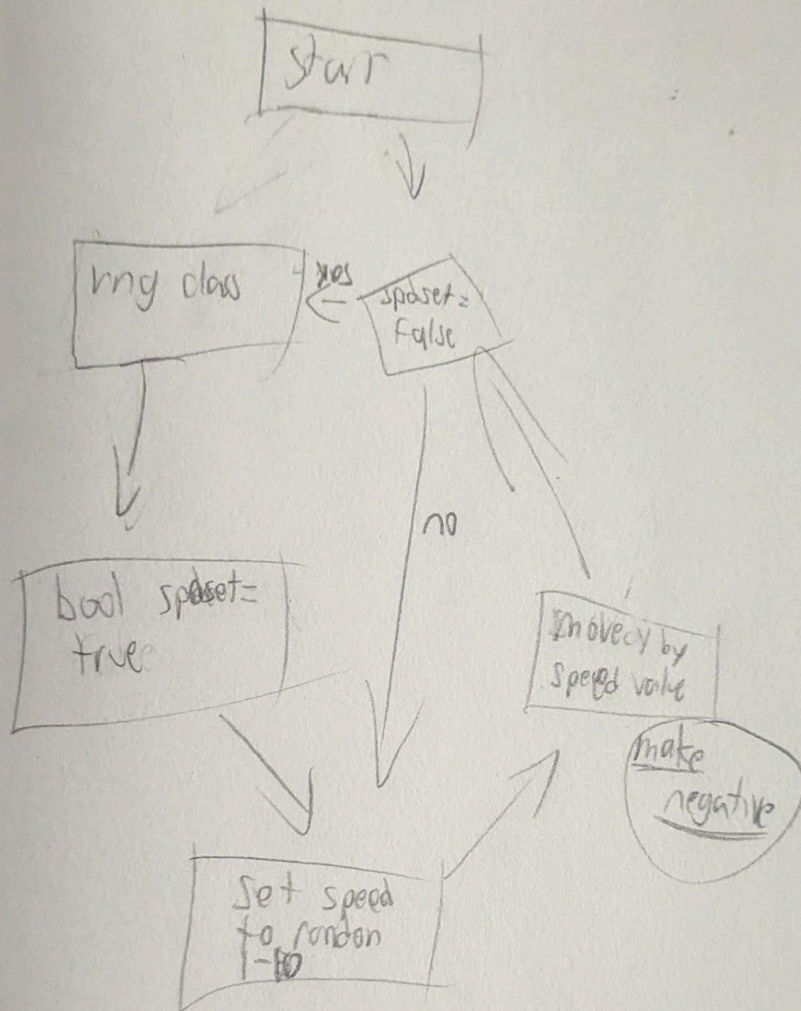
on
death spawn

random X

make death

$x = 800$

Speed code



works now

~~doesn't work~~

separate from probe

On
Setup

$X = \text{random}$

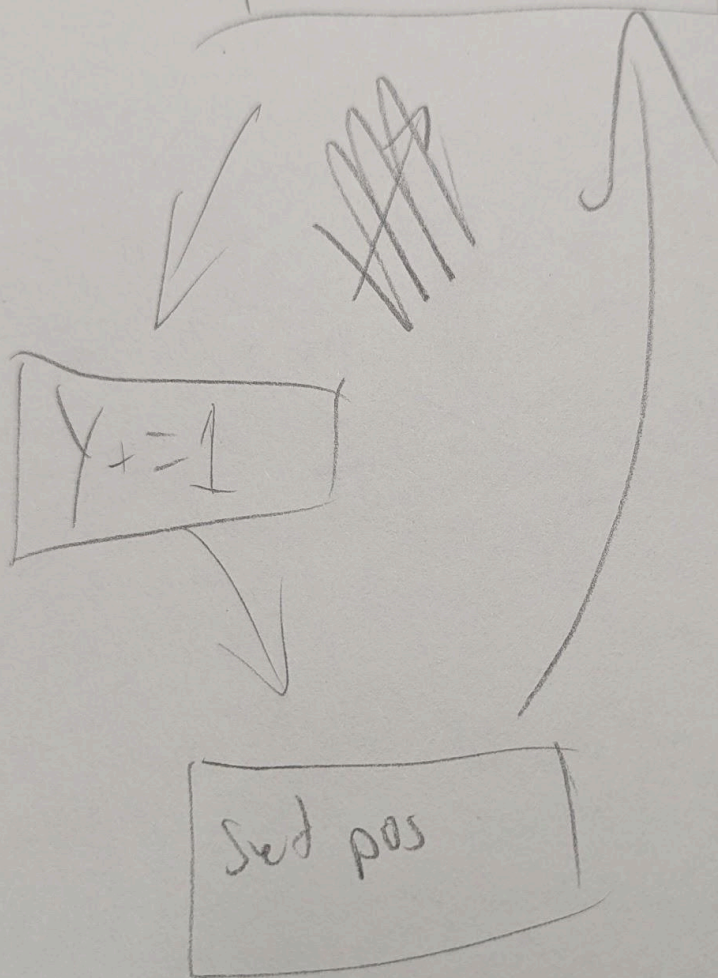
$X = 800$

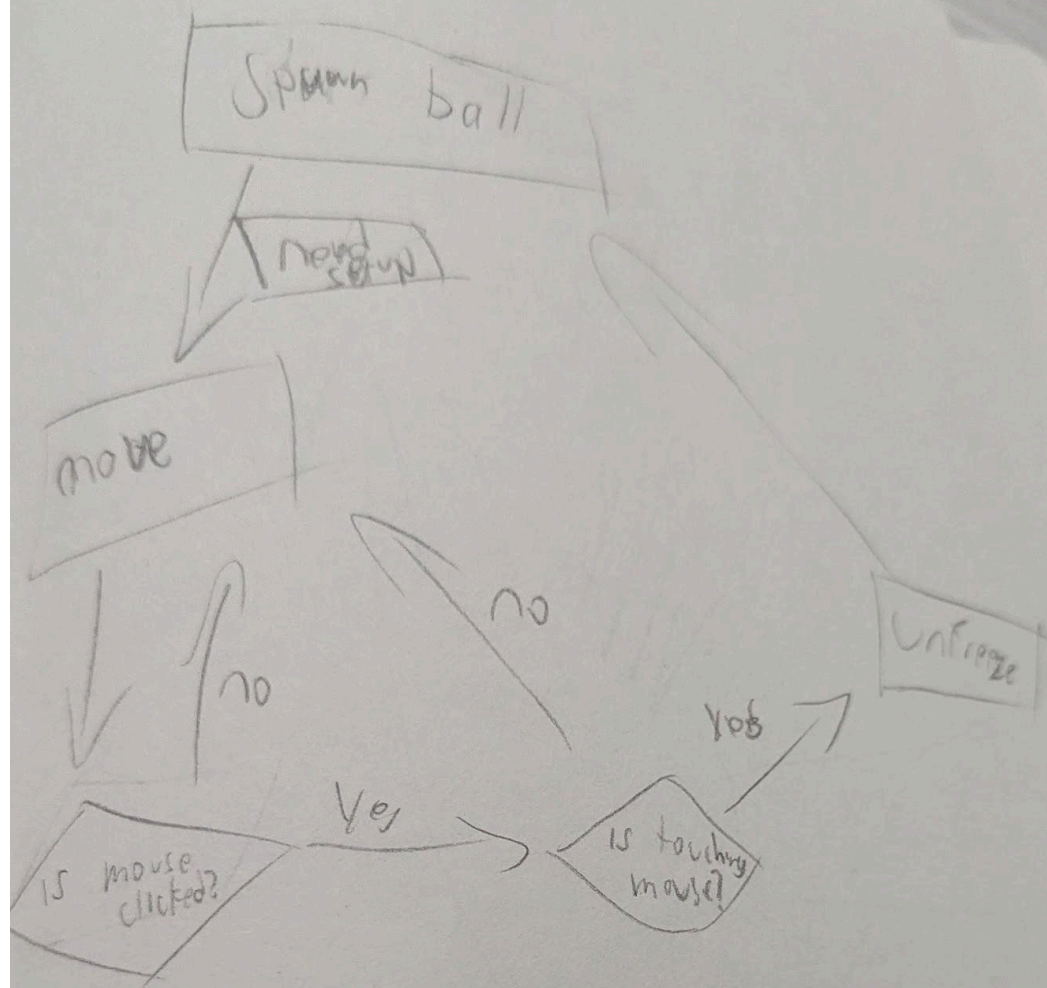
Serpos



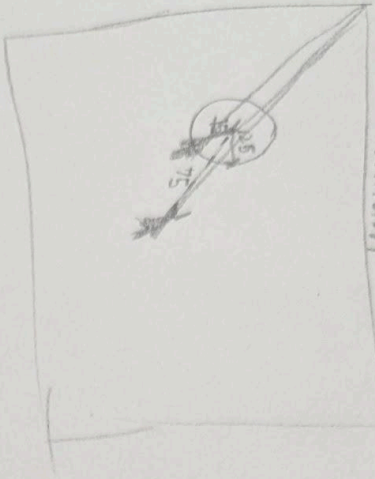
Seperate From Setup

on
Move

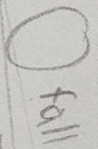
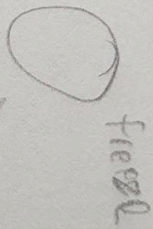




if distance < radius
collision = true



click = unfreeze



Floor