#script para mov, en X,Y

extends KinematicBody2D

const spd=60

const grav=10

const jump\_pow= -250

const piso=Vector2(0,-1)

var vel=Vector2()

#var on\_ground=false

#warning-ignore:unused\_argument

func \_physics\_process(delta):

if Input.is\_action\_pressed("ui\_right"):

vel.x=spd

elif Input.is\_action\_pressed("ui\_left"):

vel.x=-spd

else:

vel.x=0

if Input.is\_action\_pressed("ui\_up"):

#if on\_ground==true:

vel.y=jump\_pow

#on\_ground=false

vel.y +=grav

#if is\_on\_floor():

#on\_ground = true

#else:

#on\_ground = false

print(is\_on\_floor())

vel=move\_and\_slide(vel,piso)