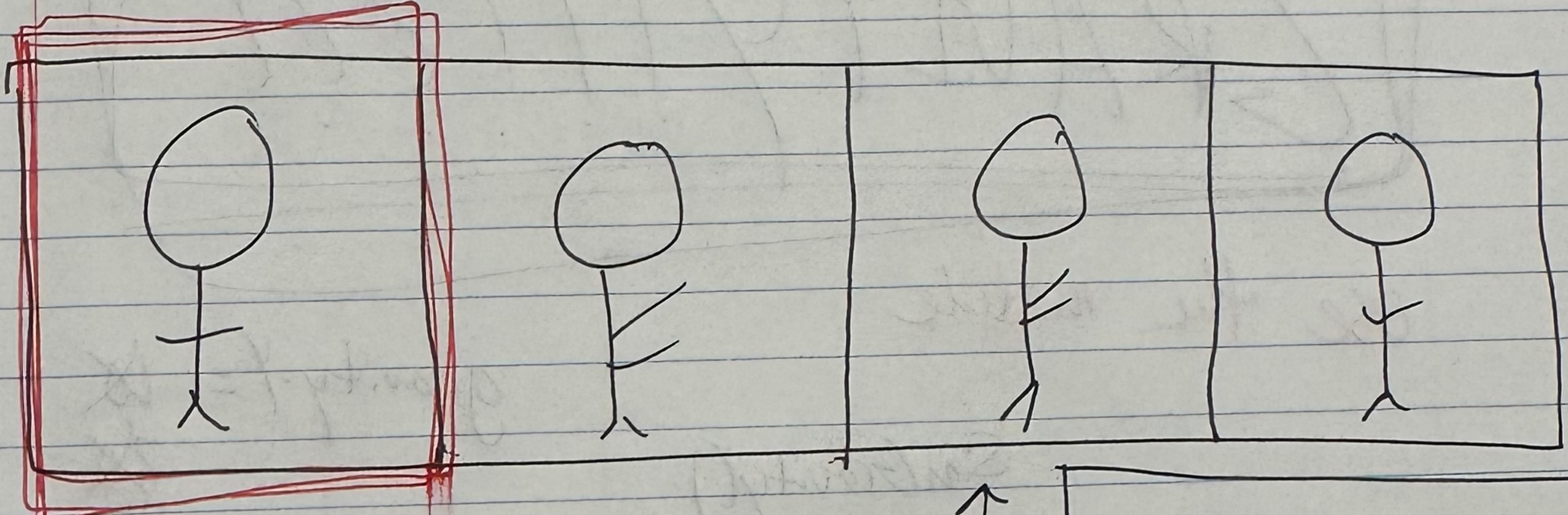


Character

learn how to implement textures

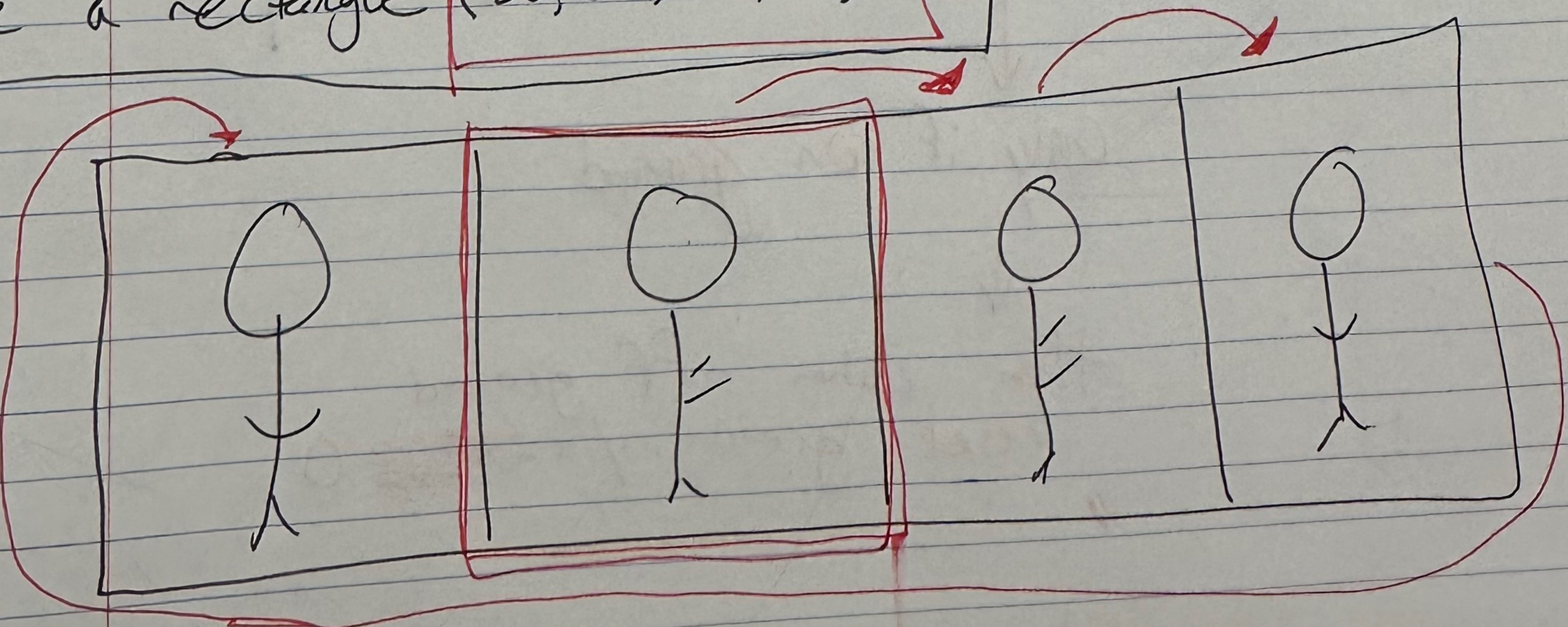
~~Texture2D~~ ~~Texture2D~~ ^{mario} Texture2D = Raylib.LoadTexture (" ^{File path} .. ^{Assets folder} ")
^{put in repos then} ^{only on mine} ^{to skip and everyone can access.} .. / .. / .. /

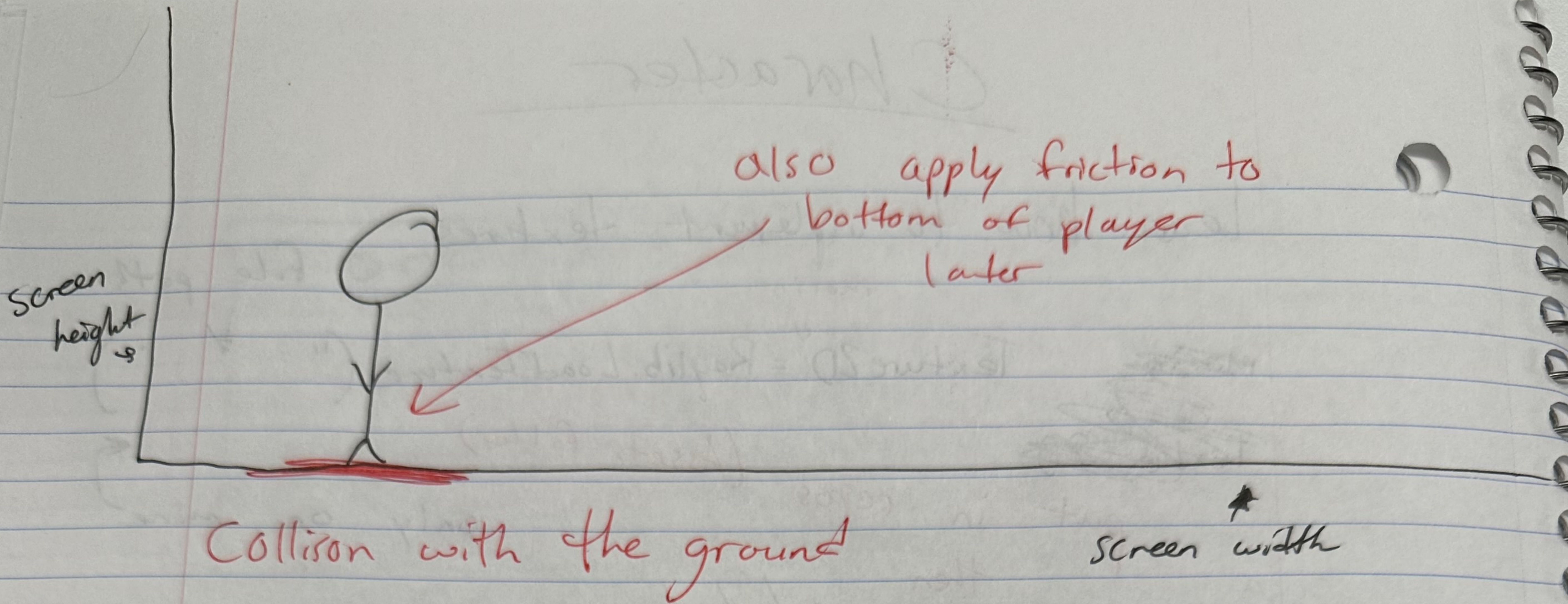


texture / 4

rotate through

Use a rectangle (20, 20, 95, 78)





GRAVITY!!!???

use the module

SimGravity()

gravity.y = ~~10~~

~~20~~

~~40~~

~~48~~

~~48~~

~~48~~

50 ✓✓

jumping is just reversing gravity

Only if on ground

then when off ground
reset gravity.y = ~~0~~ 0