/// movimiento del jugador

//obtener las entradas de teclado

key\_right = keyboard\_check(vk\_right);

key\_left = keyboard\_check(vk\_left);

key\_up = keyboard\_check\_pressed(vk\_up);

//Operaciones con las entradas de teclado

move = key\_right - key\_left;

hsp = move \* movespeed;

//Colision horizontal

if (place\_meeting(x+hsp,y,objBloque)){

while(!place\_meeting(x+sign(hsp),y ,objBloque)){

x += sign(hsp);

}

hsp = 0;

}

x += hsp;

//Vertical Collision

if (place\_meeting(x,y+vsp,objBloque)){

while(!place\_meeting(x,y+sign(vsp),objBloque)){

y += sign(vsp);

}

vsp = 0;

}

if(vsp < 10) {vsp += grav;}

if (place\_meeting(x, y+1, objBloque)){

vsp = key\_up \* -jumpspeed;

}

y += vsp;

if (hsp > 0 )

{sprite\_index = sprPlayerDerecha}

if (hsp < 0 )

{sprite\_index = sprPlayerIzquierda}

if (hsp = 0 )

{sprite\_index = sprPlayer}

if (vsp > 0 )

{sprite\_index = sprPlayerJump}

if (vsp < 0 )

{sprite\_index = sprPlayerAbajo}