

效果可以看相应的gif图，此处代码是以下这样：

var tmp;

if(jump == 0)

{

tmp = collision\_line(x-6,y,x+5,y,obj\_wall\_father,0,0);

if(!tmp )

{

jump=1;

speed = 2;

direction = 270;

gravity = 0.3;

}

}

if(jump == 1)

{

tmp = collision\_line(x-6,y,x+5,y,obj\_wall\_father,0,0);

if(tmp )

{

jump=0;

speed = 0;

gravity = 0;

**y = tmp.y-24;**

}

}

这里的y=tmp.y-24,就会变成这样，正确的应该改为y=tmp.y;