

[illegible]





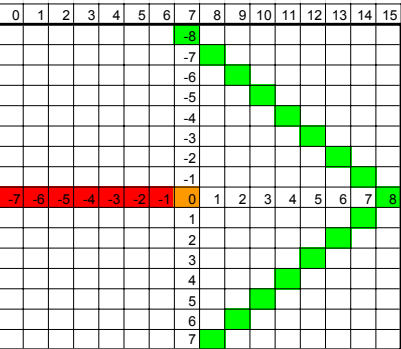
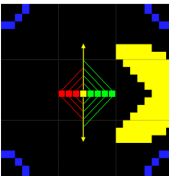
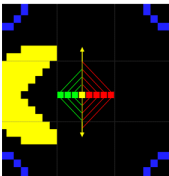
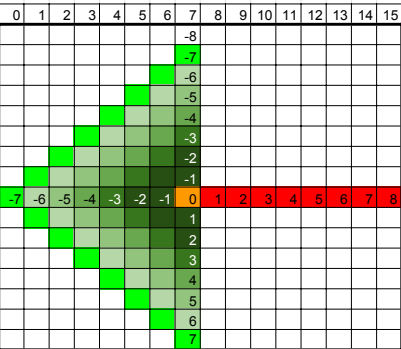
Each cell stores a single value that determines the available directions that the player or ghosts can move		<table><tr><th></th><th>0</th><th>1</th><th>2</th><th>3</th><th>4</th><th>5</th><th>6</th><th>7</th><th>8</th><th>9</th></tr><tr><th>0</th><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><th>1</th><td></td><td></td><td>6</td><td>2</td><td>2</td><td>2</td><td>2</td><td>14</td><td>2</td><td>2</td></tr><tr><th>2</th><td></td><td></td><td>5</td><td></td><td></td><td></td><td></td><td>5</td><td></td><td></td></tr><tr><th>3</th><td></td><td></td><td>5</td><td></td><td></td><td></td><td></td><td>5</td><td></td><td></td></tr><tr><th>4</th><td></td><td></td><td>7</td><td>2</td><td>2</td><td>2</td><td>2</td><td>15</td><td>2</td><td>2</td></tr><tr><th>5</th><td></td><td></td><td>5</td><td></td><td></td><td></td><td></td><td>5</td><td></td><td></td></tr><tr><th>6</th><td></td><td></td><td>3</td><td>2</td><td>2</td><td>2</td><td>2</td><td>13</td><td></td><td></td></tr><tr><th>7</th><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>5</td><td></td><td></td></tr><tr><th>8</th><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>5</td><td></td><td></td></tr></table>											0	1	2	3	4	5	6	7	8	9	0											1			6	2	2	2	2	14	2	2	2			5					5			3			5					5			4			7	2	2	2	2	15	2	2	5			5					5			6			3	2	2	2	2	13			7								5			8								5		
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2	Right																																																																																																																								
4	Down																																																																																																																								
8	Left																																																																																																																								
If a cell holds a value of 1 then only the upward direction is possible																																																																																																																									
Multiple directions are stored by added the directions together																																																																																																																									
A cell with value 10 means left and right directions are possible																																																																																																																									
15 means all directions																																																																																																																									
This array is generated using the map map tile data and used within the program player and ghost move routines																																																																																																																									
We can use the logical AND operator to test a graph value with a direction to see if it is valid																																																																																																																									

When checking for zero its in >-1 and < 1

Player Can Cut Corners

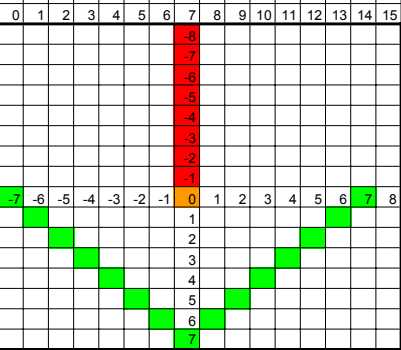
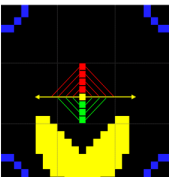
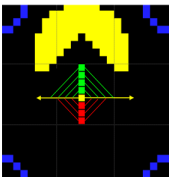
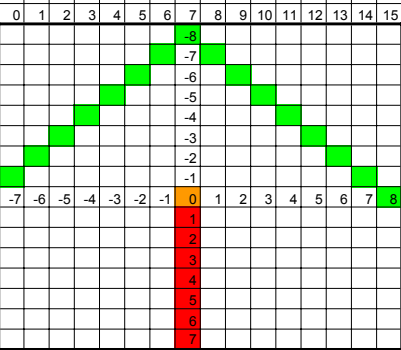
Moving Right  
PCX <= 0 to change direction to up/down  
PCY Must be zero

Moving Left  
PCX >= 0 to change direction to up/down  
PCY Must be zero



Moving Down  
PCY must be <= 0 to change direction to left/right  
PCX must be zero

Moving Up  
PCY must be >= 0 to change direction to move left/right  
PCX must be zero



Speed 1.956

Moving Left

PCX	PX
0	
-1.956	
-3.912	
-5.868	
R 8.176	1
6.22	
4.264	
2.308	
C 0.352	0.3!
-1.604	
-3.56	
-5.516	
R 8.528	2
6.572	
4.616	
2.66	
C 0.704	0.7!
-1.252	
-3.208	
-5.164	
R 8.88	3
6.924	
4.968	
3.012	
1.056	
C -0.9	0.9
-2.856	
-4.812	
-6.768	
R 7.276	4
5.32	
3.364	

[illegible]