WA Editor v3.00 – Manual

Reference – MovementType Values

13: Coily.
30: Scritter range 0.
31: Scritter range 1.
32: Scritter range 2 (default for scritters).
33: Scritter range 3.
34: Scritter range 4.
41: Start moving north, turn left at walls.
42: Start moving north, turn right at walls.
43: Start moving east, turn left at walls.
44: Start moving east, turn right at walls.
45: Start moving south, turn left at walls.
46: Start moving south, turn right at walls.
47: Start moving west, turn left at walls.
48: Start moving west, turn right at walls.
71: Start moving north, bounce off walls.
72: Start moving northeast, bounce off walls.
73: Start moving east, bounce off walls.
74: Start moving southeast, bounce off walls.
75: Start moving south, bounce off walls.
76: Start moving southwest, bounce off walls.
77: Start moving west, bounce off walls.
78: Start moving northwest, bounce off walls.
81: Start moving north, turn left at walls (Moobot).
82: Start moving north, turn right at walls (Moobot).
83: Start moving east, turn left at walls (Moobot).
84: Start moving east, turn right at walls (Moobot).
85: Start moving south, turn left at walls (Moobot).
86: Start moving south, turn right at walls (Moobot).
87: Start moving west, turn left at walls (Moobot).
88: Start moving west, turn right at walls (Moobot).