```c
1: #include "data/scripts/vars/anims.h"
2: #include "data/scripts/vars/entity.h"
3: #include "data/scripts/com/draw0001.h"
4: #include "data/scripts/vars/frames.h"
5:
6: void bind0010(int iIndex, int iX, int iY, int iZ, int iDir, int iFrame, void vEnt){
7:
8:      /*
9:      bind0010
10:     Damon Vaughn Caskey
11:     12/31/2008
12:     Grapple binding. Binds and sets target entity into desired pose, or sets position and releases.
13:
14:     iIndex:     Entity index. Allows binding of multiple entities.
15:     iX, iY, iZ: Location offsets.
16:     iDir:       Direction; 0 = no change, 1 = same target, -1 = opposite of target,  2 = right, -2 = left.
17:     iFrame:     -1 = Release bind, 0+ Animation frame to set.
18:     vEnt:       Anchor entity.
19:     */
20:
21:     void  vTarget;
22:     float fRatio;
23:     int   iInv;
24:     int   iTime;
25:
26:     if (!vEnt){ vEnt = getlocalvar("self"); }                        //If no entity passed, use caller.
27:
28:     fRatio  = getentityvar(vEnt, ADSCALER);                          //Ent's current scale ratio.
29:     vTarget = getglobalvar(vEnt + ".bind." + iIndex);                //Get entity by bind index.
30:
31:     if (vTarget)                                                     //Make sure there is a legit target.
32:     {
33:         iTime   = openborvariant("elapsed_time");                    //Get elapsed time.
34:         fRatio  = getentityvar(vEnt, ADSCALER);                      //Get caller's current scale ratio.
35:
36:         if (iX){ iX = draw0002(fRatio, iX); }                        //If X bind, apply scaling to fX.
37:         if (iY){ iY = draw0002(fRatio, iY); }                        //If Y bind, apply scaling to fY.
38:
39:         bindentity(vTarget, vEnt, iX, iZ, iY, iDir, 0);              //Execute bind.
40:         changeentityproperty(vTarget, "stalltime", iTime + 1000000);//Jack up stalltime to disable default special moves.
41:         draw0001(vTarget);                                          //Refresh draw settings.
42:
43:         if (iFrame < 0)                                              //Frame -1? Then let's release bind.
44:         {
45:             if (iFrame == -2)
46:             {
47:                 setglobalvar(vEnt + ".bind." + iIndex, NULL());      //Remove record of binding.
48:             }
49:             bindentity(vTarget, NULL());                             //Release bind.
50:         }
51:         else
52:         {
53:             setglobalvar(vEnt + ".bind." + iIndex, vTarget);         //Make record of binding.
54:             performattack(vTarget, DEFPOSE, 1);                      //Set defense pose.
55:             changeentityproperty(vTarget, "animpos", iFrame);        //Set frame.
56:         }
```

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57:
58:         /*
59:         Reset engine's lasthit variants. Otherwise, target will assume sweep values when
60:         knocked down if last normal attack hit low.
61:         */
62:         changeopenborvariant("lasthitx", 0);
63:         changeopenborvariant("lasthita", 0);
64:         changeopenborvariant("lasthitz", 0);
65:         changeopenborvariant("lasthitt", 0);
66:     }
67: }
68:
```