

```

void bind0018(int a, int b, int c, int d, int e, int f){

    /*
    bind0018
    Damon Vaughn Caskey
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    Shunt self away from wall if bound entities are inside of it. Prevents getting
    a bound entity stuck within areas meant to be inaccessible or bounced to infinity
    by wall functions.

    a-f: Expansion.
    */

    void    vSelf      = getlocalvar("self");           //Calling ✓
    entity.
    int     iCnt       = 0;                             //Loop    ✓
    counter.
    void    vBound;                                       //Bound   ✓
    entity.
    int     iOX, iOZ;                                     //Location✓
    offset.

    int iX = getentityproperty(vSelf, "x");             //Get self✓
    X location.
    int iY = getentityproperty(vSelf, "a");             //Get self✓
    Y location.
    int iZ = getentityproperty(vSelf, "z");             //Get self✓
    Z location.



    do                                               //Look    ✓
    through bind index.
    {
        vBound = getglobalvar(vSelf + ".bind." + iCnt); //Get     ✓
    bound entity from index.

        if (vBound)                                   //Anything✓
        there?
        {
            iOX = getentityproperty(vBound, "x");     //Get X   ✓
        bind offset.
            iOZ = getentityproperty(vBound, "z");     //Get Z   ✓
        bind offset.

            if (iOX > iX)
            {
                do
                {
                    iX--;
                    iOX--;
                }
                while(checkwall(iOX+15, iOZ));
            }
            else
            {
                do
                {
                    iX++;
                    iOX++;
                }
                while(checkwall(iOX-15, iOZ));
            }
        }

        changeentityproperty(vSelf, "position", iX, iZ, iY); //Set     ✓
    location.

```

```
    }  
    iCnt++; //   
    Increment index.  
  }  
  while (vBound); //Continue   
    looping until the bind index slot is blank.  
}
```