

```
#include "data/scripts/com/ani0009.h" //Animation switch wrapper.

void ani0019(int iOX, int iOZ, int iWY, int iCK, int iAni, int iType, int a, int b, int c,
int d, int e, int f){

    /*
    ani0019
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    05152010

    Perform alternate animation if nearby wall or hole.

    iOX:    X offset from self.
    iOZ:    Z offset from self.
    iWY:    Wall height check.
    iCK:    Check type: 0 = Wall. 1 = Hole. 2 = Both.

    a-f: Expansion.
    */

    void    vSelf        = getlocalvar("self");                //Calling entity.

    int     iDir          = getentityproperty(vSelf, "direction"); //Get facing.
    int     iX            = getentityproperty(vSelf, "x");       //Get self X location.
    int     iZ            = getentityproperty(vSelf, "z");       //Get self Z location.
    int     iWall;        //Wall height.
    int     iHole;        //Hole flag.

    if (!iDir)           //Facing left?
    {
        iOX = -iOX;      //Invert offset.
    }

    iWall = checkwall(iOX+iX, iOZ+iZ); //Get wall.

    if(iWall >= iWY)     //Wall at or over
    check threshold?
    {
        ani0009(vSelf, iAni, iType); //Switch animation.
    }
}
```