```
1  #include    "data/scripts/vars/entity.h"
2  #include    "data/scripts/com/bind0010.h"    //Grapple binding.
3
4  void bind0020(void vEnt){
5
6      /*
7      bind0020
8      Damon Vaughn Caskey
9      09182010
10     Rebind to anchor and restablish bound animation. OpenBOR overides animation bind
11     when bound entity takes damage. This causes serious animation flaws during grapple
12     moves. Runing this function when an entity is put into pain or fall ensures any
13     existing grapple binds are restablished. Will not work during takedamagescript
14     event as Engine sets pain animations afterward.
15
16     vEnt:   Target entity.
17     */
18
19     void    vAnch;                                      //Anchor entity (entity target is bound to).
20     int     iFrame;                                     //Bind frame.
21     float   fOX, fOY, fOZ;                              //Bind offset.
22     int     iDir;                                       //Bind direction.
23     int     iIDX;                                       //Bind index.
24
25     if (!vEnt){ vEnt = getlocalvar("self"); }           //Target not available? Use caller.
26
27     vAnch = getentityvar(vEnt, BOUNDA);                 //Target have an anchor entity?
28
29     if(vAnch)
30     {
31         iIDX    =   getentityvar(vEnt, BOUNDI);         //Get bind index.
32         fOX     =   getentityvar(vEnt, BOUNDX);         //Get bind offset X.
33         fOY     =   getentityvar(vEnt, BOUNDY);         //Get bind offset Y.
34         fOZ     =   getentityvar(vEnt, BOUNDZ);         //Get bind offset Z.
35         iDir    =   getentityvar(vEnt, BOUNDD);         //Get bind direction.
36         iFrame  =   getentityvar(vEnt, BOUNDF);         //Get bind frame.
37
38         bind0010(vAnch, iIDX, fOX, fOY, fOZ, iDir, iFrame, 0);    //Reestablish bind.
39     }
40
41     return vAnch;
42  }
43
44
```