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1: #include "data/scripts/com/bind0010.h" //Grapple bind.
2: #include "data/scripts/com/key0006.h" //Selection increment.
3:
4: void debu0001(void vEnt, int iKUp, int iKDn, int iKLt, int iKRt, int iKAtk, int iKAtk2, int iKAtk3, int iKAtk4, int iKSt, int iKSs, int iKEsc, int iKAtkH, int iKAtk2H, int iKAtk3H,
    int iKAtk4H, int iKSp, int iKEscH){
5:
6:     void    vTarget;
7:     int      iDebug;
8:     int      iBI;
9:     int      iBP;
10:    int      iBX;
11:    int      iBY;
12:    int      iBZ;
13:    int      iBD;
14:    int      iBF;
15:    int      iRB;
16:    char      cName      = "NA";
17:    char      cFrame      = "NA";
18:
19:    if (openborvariant("in_selectscreen")){ return; }
20:
21:    iDebug = key0006(vEnt, "debug_set", iDebug, 0, NULL(), 10, NULL(), iKEscH, iKUp, iKDn);
22:
23:    cleartextobj(0);
24:    cleartextobj(1);
25:    cleartextobj(2);
26:    cleartextobj(3);
27:    cleartextobj(4);
28:    if(iDebug != NULL())
29:    {
30:        setttextobj(0, 10, 30, 1, -1, "Debug: " + iDebug);
31:    }
32:
33:    if(iDebug == 1)
34:    {
35:        iBI = key0006(vEnt, "debug_bind0010_iIndex", iBI, 0, NULL(), NULL(), NULL(), iKAtkH, iKRt, iKLt);
36:        iBP = key0006(vEnt, "debug_bind0010_iPose", iBP, 0, NULL(), 14, NULL(), iKAtkH, iKUp, iKDn);
37:        iBX = key0006(vEnt, "debug_bind0010_iX", iBX, NULL(), NULL(), NULL(), NULL(), iKAtk2H, iKRt, iKLt);
38:        iBY = key0006(vEnt, "debug_bind0010_iY", iBY, NULL(), NULL(), NULL(), NULL(), iKAtk2H, iKUp, iKDn);
39:        iBZ = key0006(vEnt, "debug_bind0010_iZ", iBZ, NULL(), NULL(), NULL(), NULL(), iKAtk3H, iKUp, iKDn);
40:        iBD = key0006(vEnt, "debug_bind0010_iDir", iBD, -2, NULL(), 2, NULL(), iKAtk3H, iKRt, iKLt);
41:        iBF = key0006(vEnt, "debug_bind0010_iFrame", iBF, 0, NULL(), NULL(), NULL(), iKAtk4H, iKRt, iKLt);
42:        iRB = key0006(vEnt, "debug_bind0010_Rebind", iRB, 0, NULL(), 1, NULL(), iKAtk4H, iKUp, iKDn);
43:
44:        vTarget = getglobalvar(vEnt + ".bind." + iBI);
45:
46:        if(vTarget)
47:        {
48:            cName = getentityproperty(vTarget, "defaultname");
49:        }
50:        else
51:        {
52:            cName = "None";
53:        }
54:
55:        if (!iBI){ iBI = 0; }

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56:     if (!iBP){ iBP = 0; }
57:     if (!iBX){ iBX = 0; }
58:     if (!iBY){ iBY = 0; }
59:     if (!iBZ){ iBZ = 0; }
60:     if (!iBD){ iBD = 0; }
61:     if (!iBF){ iBF = 0; }
62:     if (!iRB){ iRB = 0; }
63:
64:     if(iBP == 0){ cFrame = "HELD"; }
65:     else if(iBP == 1){ cFrame = "HELDP"; }
66:     else if(iBP == 2){ cFrame = "HORUP"; }
67:     else if(iBP == 3){ cFrame = "HORDN"; }
68:     else if(iBP == 4){ cFrame = "VERUP"; }
69:     else if(iBP == 5){ cFrame = "VERDN"; }
70:     else if(iBP == 6){ cFrame = "TLTUP"; }
71:     else if(iBP == 7){ cFrame = "TLTDN"; }
72:     else if(iBP == 8){ cFrame = "VERDNP"; }
73:     else if(iBP == 9){ cFrame = "DWNUP"; }
74:     else if(iBP == 10){ cFrame = "DWNUPP"; }
75:     else if(iBP == 11){ cFrame = "FALUP"; }
76:     else if(iBP == 12){ cFrame = "FALUPT"; }
77:     else if(iBP == 13){ cFrame = "HORUPP"; }
78:     else if(iBP == 14){ cFrame = "HELDMP"; }
79:
80:     settextobj(0, 10, 30, 1, -1, "Debug: " + iDebug + ", bind0010");
81:     settextobj(1, 10, 40, 2, -1, "A1: Index("+iBI+"; " + cName + "), Pose("+iBP+"; " + cFrame + ")");
82:     settextobj(2, 10, 50, 2, -1, "A2: X("+iBX+"), Y("+iBY+)");
83:     settextobj(3, 10, 60, 2, -1, "A3: Dir("+iBD+"), Z("+iBZ+)");
84:     settextobj(4, 10, 70, 2, -1, "A4: Frame("+iBF+"), Rebind("+iRB+)");
85:
86:     if(vEnt && (iKAtk4H && (iKRt || iKLt)))
87:     {
88:         updateframe(vEnt, iBF);
89:     }
90:
91:     if(iRB)
92:     {
93:         bind0010(iBI, iBX, iBY, iBZ, iBD, iBP, vEnt);
94:     }
95:
96:     if(iKSp)
97:     {
98:         log("\n Bind Cmd (frame " + iBF + "): @cmd bind0010 " + iBI + " " + iBX + " " + iBY + " " + iBZ + " " + iBD + " " + cFrame + " 0");
99:     }
100: }
101: }
102:

```