Nevermind, i got it to work now.

```
void z_Cinematic_Attack::Created(GameObject *obj)
{
 ActionParamsStruct params;
 int priority = Get_Int_Parameter("Priority");
 float range = Get_Float_Parameter("Range");
 float deviation = Get_Float_Parameter("Deviation");
 int primary = Get_Int_Parameter("Primary");
 GameObject *GotoObject = Commands->Find_Object(Get_Int_Parameter("ID"));
 params.Set_Goto_Following(GotoObject,10.0f,50.0f,true);
 Commands->Action_Goto(obj,params);
 params.Set_Basic(this,priority,40016);
 params.Set_Attack_Hold(Commands->Find_Object(Get_Int_Parameter("ID")),range,deviation,primary,false);
 Commands->Action_Attack(obj,params);
}

void z_Cinematic_Attack::Action_Complete(GameObject *obj,int action,ActionCompleteReason reason)
{
 Commands->Action_Reset(obj,100);
}
```