
Subject: Re: !fds

Posted by [YazooGang](#) on Thu, 17 May 2012 05:17:46 GMT

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```
class cinematicChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    Vector3 position;
    position.Z += 0;
    position = Commands->Get_Position(obj);
    GameObject *X = Commands->Create_Object("Invisible_Object", position);
    Commands->Disable_Physical_Collisions(X);
    Commands->Attach_Script(X,"Test_Cinematic",Text[1].c_str());
}
};
ChatCommandRegistrant<cinematicChatCommand>
cinematicChatCommandReg("!cin",CHATTYPE_ALL,1,GAMEMODE_AOW);
```

Type "!cin filename.txt" and it should work (I think).
