
Subject: Cinematic scripts in map

Posted by [Cpo64](#) on Fri, 10 Oct 2003 17:02:49 GMT

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You need something with a script attached to it, that when something happens to the script (it is entered, destroyed, timer etc) it sends a custom to the JFW_Custom_Play_Cinematic script trigering it, everytime it is trigered, the cinematic will play, or thats the way it should work lol
