
Subject: !fds

Posted by [Distrbd21](#) on Wed, 16 May 2012 03:03:31 GMT

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I remember doing this but forgot how been 3 years sense I did it.

Subject: Re: !fds

Posted by [Whitedragon](#) on Wed, 16 May 2012 03:53:59 GMT

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You mean cinematics?

```
GameObject *Cin = Commands->Create_Object("Invisible_Object",position goes here);
Commands->Attach_Script(Cin,"Test_Cinematic","file goes here");
```

Subject: Re: !fds

Posted by [Distrbd21](#) on Thu, 17 May 2012 01:07:56 GMT

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well I think, this is what I remember..

I used !fds raw.txt, the raw.txt was made by the CNC Drop editor from renegadezone

then I took out the cargo shit so it wouldn't call that in.

Then I told it to drop ar power up to give you extra ar and hp .

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).

Subject: Re: lfd
Posted by [Distrbd21](#) on Thu, 17 May 2012 06:41:54 GMT
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TY worked great ;p
