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Subject: Cinematics On Custom

Posted by [Genesis2001](#) on Sun, 29 Jul 2007 02:26:03 GMT

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Some of you may have noticed that I've been doing C&C-Map Co-Op Missions for EKT and my own server. Well, I'm trying to spice them up and make some cinematics that happen when a message is sent to a dave's arrow (which has the cinematic script (Test\_Cinematic) attached to it. How do I make it to where a player can 'poke' the Stub\_Radio preset and have it send a message that plays the cinematic??

I have the script "JFW\_Poke\_Send\_Custom\_Cost" attached to the radio.

-MathK1LL

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