reborn wrote on Mon, 14 April 2008 09:41Madrockz wrote on Mon, 14 April 2008 11:32Its Just a Zone, when you have 900$ its Creating a Flare at a Position
where a Nod Jet or GDI A10 drops a Orca or Apache. And it plays a Sound.

So on the ::Entered event, if the player meets the conditions you create a signal_flare and attach test_cinematic to the flare with the cinematic file name as the third parameter of Attach_Script(obj, "test_cinematic", "a10_drop_off_orca_cinematic"); right?
(note there is no file extension in the third param)

And you've put the cinematic file in your servers data folder?

If you've done that and you know the cinematic works, then it must be your player isn't meeting the conditionals or something :-/
Or the cinematic could be faulty, make sure to test it with an object that is already placed on the level with test cinematic, just to make sure it work, also make sure that the object isn't killing itself early or the script doesn't terminate itself early.