YazooGang wrote on Sat, 18 April 2009 18:44Cinematic Player.
Info: Plays a cinematic .txt files from your FDS Data folder.
Usage: !cin <file.txt>

```
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);
```

Enjoy!

Please tell me if there are errors...

I guess you got that idea from St0rm?

("suppose" wasn't the right word for that sentence...)