

---

Subject: Re: How do I Make a !cin <Text\_File> command for renegade ??

Posted by [Genesis2001](#) on Fri, 28 Aug 2009 06:59:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Actually, he wants to play a cinematic (from the sounds of it..)

```
function OnChat(pID, Type, Message, Target)
local toks = Explode( Message, " " )
if ( toks[1] == "!cin" ) then
  local obj = Create_Object( "invisible_object", Get_Position(Get_GameObj(pID)) )
  if obj ~= nil then
    Attach_Script_Once( obj, "Test_Cinematic", toks[2] )
  end
end
end
```

Requires Explode function to work.

---