
Subject: Re: How to make Mr. Tickles playable?

Posted by [mr£Ä\\$Ä-z](#) on Mon, 21 Apr 2008 20:25:02 GMT

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Just a Code that lets your Current Charackter look like MR.Tickles.

```
class BlamoChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    Vector3 position;
    position = Commands->Get_Position(obj);
    Commands->Set_Model(obj, "mrtickles");
    Commands->Set_Position(obj,position);
    Console_Input(StrFormat("ppage %d |MR|: Have fun with
Mr.Tickles.",Get_Player_ID(obj)).c_str());
}
};
ChatCommandRegistrant<BlamoChatCommand>
BlamoChatCommandReg("!mrtickles",CHATTYPER_ALL,0,GAMEMODE_AOW);
```