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

Posted by [HeavyX101- Left](#) on Wed, 23 Apr 2008 00:35:00 GMT

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rrutk here is how u do it

1. Open Level Editor
  2. Goto Object->Soldier->Walk-Thru
  3. Click Walk-Thru, and then click edit
  4. Goto the Physical Model tab and there is a text in the ModelName textbox.
  5. Change the "characters\havoc\c\_ag\_havoc.w3d" into "(put the file name with .w3d at the end here)"
  6. Click "Ok" then click the uman icon on the top of the level editor.
  7. O.o is that Mr. Tickles or who? lol ur done
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