
Subject: How to make Mr. Tickles playable?
Posted by [rrutk](#) on Mon, 21 Apr 2008 19:05:49 GMT
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How to set Mr. Tickles playable with LE?

I used an AnimOverride, but sometimes he is able to move and sometimes not.

Subject: Re: How to make Mr. Tickles playable?
Posted by [BlueThen](#) on Mon, 21 Apr 2008 19:59:03 GMT
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Just make a new character preset and replace its model with "mrtickles.w3d"

Subject: Re: How to make Mr. Tickles playable?
Posted by [cnc95fan](#) on Mon, 21 Apr 2008 20:00:22 GMT
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Mr.Tickels? 0o0o

Subject: Re: How to make Mr. Tickles playable?
Posted by [Samous Mods](#) on Mon, 21 Apr 2008 20:10:04 GMT
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cnc95fan wrote on Mon, 21 April 2008 15:00Mr.Tickels? 0o0o
<Silent_Kane> RA3 AUTOMATICLY SUCKS

Subject: Re: How to make Mr. Tickles playable?
Posted by [renalpha](#) on Mon, 21 Apr 2008 20:12:45 GMT
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E3 Beta M01.mix wrote on Mon, 21 April 2008 22:10cnc95fan wrote on Mon, 21 April 2008
15:00Mr.Tickels? 0o0o
<Silent_Kane> RA3 AUTOMATICLY SUCKS
lol

Subject: Re: How to make Mr. Tickles playable?
Posted by [rrutk](#) on Mon, 21 Apr 2008 20:13:10 GMT
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Originally Blue wrote on Mon, 21 April 2008 14:59 Just make a new character preset and replace its model with "mrtickles.w3d"

he doesnt move!

or better: sometimes he moves without problems. and the next character-buy he get stucked!

Subject: Re: How to make Mr. Tickles playable?
Posted by [mrÅ£Ã\\$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",CHATYPE_ALL,0,GAMEMODE_AOW);
```

Subject: Re: How to make Mr. Tickles playable?
Posted by [rrutk](#) on Mon, 21 Apr 2008 20:25:46 GMT
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and where to put that in?

Subject: Re: How to make Mr. Tickles playable?
Posted by [mrÅ£Ã\\$Ä-z](#) on Mon, 21 Apr 2008 20:26:31 GMT
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Do you have C++ ?

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

Posted by [rrutk](#) on Mon, 21 Apr 2008 20:28:54 GMT

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no...

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

Posted by [mrÅ£ÅŞÄ-z](#) on Mon, 21 Apr 2008 20:42:23 GMT

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You cant use that for a Mod, its a Chat Command that turns your Charackter Model into Mr.Tickles when you type !MrTickles.

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

Posted by [BlueThen](#) on Mon, 21 Apr 2008 20:44:18 GMT

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Madrockz wrote on Mon, 21 April 2008 15:25Just 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",CHATTYPE_ALL,0,GAMEMODE_AOW);
He said LE, we don't know if this is for his server or clientside mod.
```

rrutk, mrtickles's 3d figure is too big. If you were to try and buy him or a different character with him using the pt, you'd get stuck (unless you were on the outside of the building).

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

Posted by [rrutk](#) on Mon, 21 Apr 2008 20:44:43 GMT

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just realized, that he get stuck all the time if he is to close at the PT.....thats the reason for the problem.

is this fixable?

Subject: Re: How to make Mr. Tickles playable?
Posted by [BlueThen](#) on Mon, 21 Apr 2008 20:45:25 GMT
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rrutk wrote on Mon, 21 April 2008 15:44just realized, that he get stuck all the time if he is to close at the PT.....thats the reason for the problem.

is this fixable?
Not that I know of.

Subject: Re: How to make Mr. Tickles playable?
Posted by [Jerad2142](#) on Mon, 21 Apr 2008 20:46:16 GMT
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Either you edit the w3d model of Tickles, make a script to pop you back a few feet after you buy him, or simply don't walk up against the pt.

Subject: Re: How to make Mr. Tickles playable?
Posted by [_SSnipe_](#) on Mon, 21 Apr 2008 21:38:40 GMT
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you guys dont even have to do that mr tickles works hes in level under X_____secret or somthing...like the chicken present is Sydney_screct or something its in there...just look and it works

Subject: Re: How to make Mr. Tickles playable?
Posted by [BlueThen](#) on Tue, 22 Apr 2008 01:45:59 GMT
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SSnipe wrote on Mon, 21 April 2008 16:38you guys dont even have to do that mr tickles works hes in level under X_____secret or somthing...like the chicken present is Sydney_screct or something its in there...just look and it works
Have you even been paying attention? We all know it freakin works, the topic creator is wondering how to get it to not stick!

Subject: Re: How to make Mr. Tickles playable?
Posted by [Gen_Blacky](#) on Tue, 22 Apr 2008 06:05:08 GMT
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Originally Blue wrote on Mon, 21 April 2008 20:45SSnipe wrote on Mon, 21 April 2008 16:38you guys dont even have to do that mr tickles works hes in level under X_____secret or something...like the chicken present is Sydney_screct or something its in there...just look and it works
Have you even been paying attention? We all know it freakin works, the topic creator is wondering how to get it to not stick!

Quote of the week

Subject: Re: How to make Mr. Tickles playable?
Posted by [The Executor](#) on Tue, 22 Apr 2008 16:05:04 GMT
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rrutk wrote on Mon, 21 April 2008 15:44just realized, that he get stuck all the time if he is to close at the PT.....thats the reason for the problem.

is this fixable?

The same is of the viceroid.

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 eidtor.
7. O.o is that Mr.Tickles or who? lol ur done

Subject: Re: How to make Mr. Tickles playable?
Posted by [The Executor](#) on Wed, 23 Apr 2008 12:38:32 GMT
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Yeah there you go Mr. Tickles X_X

IDK but Mr tickles works fine in RxD.

Subject: Re: How to make Mr. Tickles playable?
Posted by [bisen11](#) on Wed, 23 Apr 2008 14:14:06 GMT
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You could make a zone that makes you buy Mr. Tickles when you enter it if you have enough money.

Subject: Re: How to make Mr. Tickles playable?
Posted by [The Executor](#) on Wed, 23 Apr 2008 15:53:28 GMT
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That works too, and same with the viceroid.

Subject: Re: How to make Mr. Tickles playable?
Posted by [Lone0001](#) on Wed, 23 Apr 2008 15:55:13 GMT
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bisen11 wrote on Wed, 23 April 2008 10:14 You could make a zone that makes you buy Mr. Tickles when you enter it if you have enough money.

or a switch...

Subject: Re: How to make Mr. Tickles playable?
Posted by [The Executor](#) on Wed, 23 Apr 2008 15:57:00 GMT
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LIKE OMG WTF, you posted like a min after, I did, like ROFL! ^^

Subject: Re: How to make Mr. Tickles playable?
Posted by [neofmat](#) on Tue, 29 Apr 2008 22:38:05 GMT
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Mr. Tickle is not in rxd.

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

Posted by [neofmat](#) on Wed, 28 May 2008 01:45:04 GMT

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On the positive side, there are 36 evil clowns in rxd.

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

Posted by [Spyder](#) on Wed, 28 May 2008 06:42:19 GMT

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rrutk wrote on Mon, 21 April 2008 15:44: just realized, that he get stuck all the time if he is to close at the PT.....thats the reason for the problem.

is this fixable?

Yes it is fixable...sort of.

I had the same problem with my server side mod, and the only solution seems to be this: STAND FURTHER AWAY FROM THE PT!!!

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

Posted by [Reaver11](#) on Wed, 28 May 2008 16:10:20 GMT

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A pct zone has physical collision either you use a script to make the model of the pct a pokeable object.

Or you disable the physical collision of the pct (I havent tried it, my guess is that it needs the physical collision to be pokable)

Mayby you could just use the script M00_Disable_Physical_Collision_JDG on the pctzone.

I have no clue if one of these things work but you will have to try that.
