Subject: Mr. Tickles.
Posted by bigwig992 on Fri, 08 Aug 2003 05:29:37 GMT
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Ah, the joys of searching through the always.dat. Now all I need is his texture.

http://www.n00bstories.com/image.fetch.php?id=1292240036

Subject: Mr. Tickles.
Posted by Gernader8 on Fri, 08 Aug 2003 05:30:53 GMT
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as I said before...............FIND IT FIND IT!!!! FIND THE TEXTURE

Subject: Mr. Tickles.
Posted by forsaken on Fri, 08 Aug 2003 06:08:53 GMT
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i wonder what some of those character where ment to be lmao, secret nod mutants? perhaps bosses that were discarded from SP

Subject: Mr. Tickles.
Posted by Dante on Fri, 08 Aug 2003 06:09:01 GMT
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mr. tickles is da ownage... so is Withered.

Subject: Mr. Tickles.
Posted by YSLMuffins on Fri, 08 Aug 2003 06:51:55 GMT
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Is there a logical W3d for the dino skins?

Subject: Mr. Tickles.
Posted by Infinint on Fri, 08 Aug 2003 07:01:23 GMT
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i never understude why there are dinos in the always, i can see where the others might have been left out SP bosses but dinos?
maybe there was a sercret missions planed like the ant missoins in red alert 1

Subject: Mr. Tickles.
Posted by PsycoArmy on Fri, 08 Aug 2003 08:31:16 GMT
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c&c : tiberium dawn - secret missions / Funpark

there was liek 5 missions where u play as dinosaurs and against them. i think thatm ight explain the dinosaurs.

alos in w3d viewr look in materials to see wot textures it uses, an easy way to find it.

Subject: Mr. Tickles.
Posted by boma57 on Fri, 08 Aug 2003 13:17:34 GMT
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They were going to be in a secret level, but the development team never finished it.

All of the models in always.dat though are completed, with their textures and animations, so all you have to do is configure the character in LevelEdit.

Not too hard, I've done it before for all those guys.

If you haven't noticed, there's PT icons of them that you can use as avatars

Subject: Mr. Tickles.
Posted by Jaspah on Fri, 08 Aug 2003 17:57:04 GMT
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TaximesThey were going to be in a secret level, but the development team never finished it.

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Once again, Because EA Rushed them...

Subject: Mr. Tickles.
Posted by bigwig992 on Fri, 08 Aug 2003 18:28:12 GMT
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YSLMuffinsIs there a logical W3d for the dino skins?

Did you try dino.w3d?

SomeRhino has a working dino the sole survior beta. They are loads of fun.

Subject: Mr. Tickles.
Posted by maytridy on Fri, 08 Aug 2003 19:33:39 GMT
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Looks like Uncle Sam

Subject: Mr. Tickles.
Posted by General Havoc on Fri, 08 Aug 2003 20:18:20 GMT
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Yeah he's the guy in the Tiberian Evolution mod. Also the squid guy.

Here it is brightness enhanced:

_General Havoc

Subject: Mr. Tickles.
Posted by pulverizer on Fri, 08 Aug 2003 20:45:59 GMT
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hmmm... westwood could put that squid guy into that space ship from mission 10. instead of those tiberian mutants.

Subject: Mr. Tickles.
Posted by Jaspah on Sat, 09 Aug 2003 16:18:52 GMT
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slayerhmmm... westwood could put that squid guy into that space ship from mission 10. instead of those tiberian mutants.

ROFL.

Subject: Mr. Tickles.
Posted by kawolsky on Sat, 09 Aug 2003 18:11:52 GMT
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TaximesThey were going to be in a secret level, but the development team never finished it.

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Not too hard, I've done it before for all those guys.

If you haven't noticed, there's PT icons of them that you can use as avatars

Some one here should try to do it

Subject: Mr. Tickles.
Posted by mike9292 on Sun, 10 Aug 2003 05:33:57 GMT
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well if some tries it they would need to be a good mapper to make it look official

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Subject: Mr. Tickles.
Posted by Infinint on Sun, 10 Aug 2003 06:54:34 GMT
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we need ant missions
ren alert should do a side mod of the Red Alert secret ant missions

i hate ants, ants are my mortal enimys, that is all

DEATH TO ANTS!!!

Subject: Mr. Tickles.
Posted by Jaspah on Sun, 10 Aug 2003 12:45:26 GMT
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Well, If you have Red Alert: Aftermath, Theres a Modification that still lets you play it. Or you can just get Counter Strike.