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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 15:25 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",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).

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