
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.
