danpaul88, are you not reading the posts?
I said that I am having a problem with single-player.

danpaul88 wrote on Tue, 16 September 2008 02:54Just delete your objects.ddb and Renegade will use the correct one from always.dat/always2.dat./always.dbs (it's in one of those)

This totally defeats the purpose of this topic, and doesn't solve my problem.

As I say again, do you guys know what could possibly, in objects.ddb, could be causing this problem? (What preset?)

PS
does the crashdump.txt give any clue to what the problem in objects could be?