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Subject: Re: SSGM object type issue  
Posted by [Xpert](#) on Tue, 20 Sep 2011 17:35:40 GMT  
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Gen\_Blacky wrote on Tue, 20 September 2011 02:25 -1 = Civilian  
0 = Nod  
1 = GDI  
2 = unteamed

Renegade's object type ranges from -8 to +8.

Stealtheye, is there a way I can fix this without waiting for an update?

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