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Subject: Re: SSGM object type issue

Posted by [StealthEye](#) on Tue, 20 Sep 2011 22:57:02 GMT

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I think there is little you can do other than wait, unfortunately. Changing the actual player's team (as well as the object's) will avoid the crash, but if that's not acceptable, then you cannot easily fix this without an update.

For the record: Renegade is really messy with the player types. Sometimes it's -8 to 8, sometimes it's -2 to 6, in other places it only seems to support 0 and 1 or attaches some special meaning to some values. I think that other than 0 and 1, and maybe negative/positive, the game does not really make a distinction between the types.

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