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Subject: Re: Some Bugs

Posted by [jonwil](#) on Sun, 17 Nov 2013 13:11:13 GMT

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For #1, its not surprising that it crashes if you call Set\_Model(obj,0). If you want to make it have no model at all, call Set\_Model(obj,"NULL"), that will cause it not to use any model.

For #2, set InvincibleBuildings=true in ssgm.ini. That will do what you want.

As for #3, just use server.exe, not renegadeserver.exe. No idea why renegadeserver.exe doesn't work, it just doesn't

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