
Subject: SSGM object type issue
Posted by [Xpert](#) on Tue, 20 Sep 2011 06:19:16 GMT
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There's a crash issue when changing a player's type to anything other than 1 or 0. Say both player types were "3" and they damaged each other, server crashes upon damage. Infact, it crashes when they damage anything at all.

Subject: Re: SSGM object type issue
Posted by [Gen_Blacky](#) on Tue, 20 Sep 2011 06:25:37 GMT
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-1 = Civilian
0 = Nod
1 = GDI
2 = unteamed

Subject: Re: SSGM object type issue
Posted by [StealthEye](#) on Tue, 20 Sep 2011 12:37:21 GMT
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Nah, you should be able to use whatever team id you want really. I've seen something like -2 to 4 being used, and Renegade actually has some names for them in some areas.

Sounds like a genuine bug, and we'll fix it.

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?

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.
