Subject: Re: SSGM object type issue
Posted by StealthEye on Tue, 20 Sep 2011 12:37:21 GMT

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.