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Interactionong"&#13;&#10;_tuning_loaded_callback. (AttributeError:
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Current Game State: 0x96d01090
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Modded: True
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Traceback (most recent call last):

 File "T:\InGame\Gameplay\Scripts\Core\sims4\utils.py", line 179, in wrapper
 File "T:\InGame\Gameplay\Scripts\Server\areaserver.py", line 154, in c_api_server_init_tick
 File "T:\InGame\Gameplay\Scripts\Core\sims4\core_services.py", line 164, in start_service_tick
 File "T:\InGame\Gameplay\Scripts\Core\sims4\service_manager.py", line 331, in start_single_service
 File "T:\InGame\Gameplay\Scripts\Core\sims4\tuning\instance_manager.py", line 157, in update_incremental_start
 File "T:\InGame\Gameplay\Scripts\Core\sims4\tuning\instance_manager.py", line 216, in _execute_gen
 File "T:\InGame\Gameplay\Scripts\Core\sims4\tuning\instance_manager.py", line 603, in invoke_registered_callbacks_gen
 File "T:\InGame\Gameplay\Scripts\Server\interactions\base\super_interaction.py", line 1994, in _tuning_loaded_callback
 File "T:\InGame\Gameplay\Scripts\Server\interactions\base\interaction.py", line 1997, in _tuning_loaded_callback
AttributeError: 'str' object has no attribute 'factory'
Client Session Time: 65.37
Num Save Errors: 0
Num Load Errors: 0
Current Game State: 0x96d01090
LoadingScreenActiveFlag: 1
Origin Version: 10,5,107,49426
Modded: True
SystemInfo: Mac OS X Version 10.16 (Build 21A559) GPU: Unknown Unknown macOS Metal driver 0.0.0.0
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Traceback (most recent call last):

 File "T:

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\InGame\Gameplay\Scripts\Core\sims4\utils.py", line 179, in
wrapper&#13;&#10; File "T:
\InGame\Gameplay\Scripts\Server\areaserver.py", line 154, in
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Session Time: 65.37&#13;&#10;Num Save Errors: 0&#13;&#10;Num Load
Errors: 0&#13;&#10;Current Game State: 0x96d01090&#13;
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157, in update_incremental_start&#13;&#10; File "T:
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603, in invoke_registered_callbacks_gen&#13;&#10; File "T:

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\InGame\Gameplay\Scripts\Server\interactions\base\super_interaction.py", line 1994, in _tuning_loaded_callback&#13;&#10; File "T:\InGame\Gameplay\Scripts\Server\interactions\base\interaction.py", line 1997, in _tuning_loaded_callback&#13;&#10;AttributeError: 'str' object has no attribute 'factory'rtim=0&#13;&#10;Client Session Time: 65.37&#13;&#10;Num Save Errors: 0&#13;&#10;Num Load Errors: 0&#13;&#10;Current Game State: 0x96d01090&#13;&#10;LoadingScreenActiveFlag: 1&#13;&#10;Origin Version: 10,5,107,49426&#13;&#10;Modded: True&#13;&#10;SystemInfo: Mac OS X Version 10.16 (Build 21A559) GPU: Unknown Unknown macOS Metal driver 0.0.0.0&#13;&#10;</desyncdata></report><report><version>2</version><sessionid>76e7abf203a02ad861a03789</sessionid><type>desync</type><sku>ea.maxis.sims4.15.mac</sku><createtime>2021-11-25 18:28:17</createtime><buildsignature>Local.Unknown.Unknown.1.81.72.1230-1.200.000.533.Release</buildsignature><categoryid>interaction.py:1997</categoryid><desyncid>76e7abf203a02ad861a03789</desyncid><systemconfig><snapshot/><desyncdata>[manus] Exception in &lt;class 'sims4.tuning.instances.Basemental:GoTo_Rehab_FirstRehab_RabbitHole_In teraction'&gt;._tuning_loaded_callback. (AttributeError: 'str' object has no attribute 'factory')&#13;&#10;Traceback (most recent call last):&#13;&#10;&#13;&#10; File "T:\InGame\Gameplay\Scripts\Core\sims4\utils.py", line 179, in wrapper&#13;&#10; File "T:\InGame\Gameplay\Scripts\Server\areaserver.py", line 154, in c_api_server_init_tick&#13;&#10; File "T:\InGame\Gameplay\Scripts\Core\sims4\core_services.py", line 164, in start_service_tick&#13;&#10; File "T:\InGame\Gameplay\Scripts\Core\sims4\service_manager.py", line 331, in start_single_service&#13;&#10; File "T:\InGame\Gameplay\Scripts\Core\sims4\tuning\instance_manager.py", line 157, in update_incremental_start&#13;&#10; File "T:\InGame\Gameplay\Scripts\Core\sims4\tuning\instance_manager.py", line 216, in _execute_gen&#13;&#10; File "T:\InGame\Gameplay\Scripts\Core\sims4\tuning\instance_manager.py", line 603, in invoke_registered_callbacks_gen&#13;&#10; File "T:\InGame\Gameplay\Scripts\Server\interactions\base\super_interaction.py", line 1994, in _tuning_loaded_callback&#13;&#10; File "T:\InGame\Gameplay\Scripts\Server\interactions\base\interaction.py", line 1997, in _tuning_loaded_callback&#13;&#10;AttributeError: 'str' object has no attribute 'factory'rtim=0&#13;&#10;Client Session Time: 65.37&#13;&#10;Num Save Errors: 0&#13;&#10;Num Load Errors: 0&#13;&#10;Current Game State: 0x96d01090&#13;&#10;LoadingScreenActiveFlag: 1&#13;&#10;Origin Version: 10,5,107,49426&#13;&#10;Modded: True&#13;&#10;SystemInfo: Mac OS X Version 10.16 (Build 21A559) GPU: Unknown Unknown macOS Metal driver 0.0.0.0&#13;&#10;</desyncdata></report><report><version>2</version><sessionid>76e7abf203a02ad861a03789</sessionid><type>desync</type><sku>ea.maxis.sims4.15.mac</sku><createtime>2021-11-25 18:28:17</createtime><buildsignature>Local.Unknown.Unknown.1.81.72.1230-1.200.000.533.Release</buildsignature><categoryid>interaction.py:1997</categoryid>
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object has no attribute 'factory'rtim=0&#13;&#10;Client Session Time:
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'factory')&#13;&#10;Traceback (most recent call
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line 1997, in _tuning_loaded_callback&#13;&#10;AttributeError: 'str'
object has no attribute 'factory'rtim=0&#13;&#10;Client Session Time:
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&#10;Current Game State: 0x96d01090&#13; &#10;LoadingScreenActiveFlag:
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'factory')&#13;&#10;Traceback (most recent call
last):&#13;&#10;&#13;&#10; File "T:
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\InGame\Gameplay\Scripts\Core\sims4\core_services.py", line 164, in
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216, in _execute_gen&#13;&#10; File "T:
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603, in invoke_registered_callbacks_gen&#13;&#10; File "T:
\InGame\Gameplay\Scripts\Server\interactions\base\super_interaction.py
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object has no attribute 'factory'rtim=0&#13;&#10;Client Session Time:

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65.37
Num Save Errors: 0
Num Load Errors: 0

Current Game State: 0x96d01090
LoadingScreenActiveFlag:
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Origin Version: 10,5,107,49426
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createtime><buildsignature>Local.Unknown.Unknown.1.81.72.1230-1.200.00
0.533.Release</buildsignature><categoryid>script_object.py:1037</
categoryid><desyncid>76e7abf203a02ad861a03789</desyncid><systemconfig/
><screenshot/><desyncdata>[manus] Exception in <class
'sims4.tuning.instances.TURBODRIVER:WickedWhims_Object_Condom_Default'
>._tuning_loaded_callback. (AttributeError: 'NoneType' object has
no attribute 'object_reservation_tests')
Traceback (most
recent call last):

 File "T:
\InGame\Gameplay\Scripts\Server\objects\script_object.py", line 1037,
in <genexpr>
AttributeError: 'NoneType' object has no
attribute 'object_reservation_tests'rtim=0
Client Session
Time: 65.37
Num Save Errors: 0
Num Load Errors:
0
Current Game State: 0x96d01090

LoadingScreenActiveFlag: 1
Origin Version:
10,5,107,49426
Modded: True
SystemInfo: Mac OS X
Version 10.16 (Build 21A559) GPU: Unknown Unknown macOS Metal driver
0.0.0.0
</desyncdata></report>
</root>