
Subject: Re: Super security.

Posted by [zunnie](#) on Wed, 08 Dec 2004 04:20:41 GMT

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Deltafox2004it was running fine till i was close to the obi :rolleyes: Just before it fired the server restarted lol

Quote:

```
; ShowPlayerKillMessage=
```

```
;
```

```
; This setting allows the FDS to report when a player is killed, who killed the  
; player, and what character the two players were. Set this to 0 to disable this  
; option. Default is 0.
```

```
; DO NOT ENABLE THIS IF YOU RUN BRENBOT 1.36!!! It will crash your server.
```

Quote:

```
; LogHarvesterDeath=
```

```
;
```

```
; This setting allows the FDS to report when the harvesters are destroyed, who  
; killed the harvester, and what the killer was. LogVehicleDeath does not affect  
; this option. Set this to 1 to enable this option. Set this to 0 to disable  
; this option. Default is 1.
```

```
; DO NOT ENABLE THIS IF YOU RUN BRENBOT 1.36!!! It will crash your server.
```

Where "crash" stands for "unintended restart".

:rolleyes:
