
Subject: ob problem when gamelog reports it in irc
Posted by [mac](#) on Mon, 24 Jan 2005 23:15:28 GMT
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Take a look at your server2.ini settings:

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 1.40 and higher!!! It will crash your server.
```

ShowPlayerKillMessage=0

```
; 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 1.40 and higher!!! It will crash your server.
```

LogHarvesterDeath=0

```
; LogVehicleDeath=  
;  
; This setting allows the FDS to report when a vehicle is killed, who killed the  
; vehicle, and what the killer was. Set this to 1 to enable this option. Set  
; this to 0 to disable this option. Default is 0.  
; DO NOT ENABLE THIS IF YOU RUN BRENBOT 1.40 and higher!!! It will crash your server.
```

LogVehicleDeath=0

Be sure that these options are set to off. Why did we add warnings to it? Because it crashes the FDS, and I left the options for compatibility reasons.. turn it off, and it should work alright.
