
Subject: Problems with CorePatch 1.2 on my server
Posted by [mac](#) on Wed, 12 Jan 2005 14:29:36 GMT
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Change this:

```
ShowPlayerKillMessage=0  
LogVehicleCreate=0  
LogHarvesterDeath=0  
LogVehicleDeath=0
```

These Settings are known to crash a FDS - the default ini for SSCP1 1.2 has them disabled. I dont know why you changed it. There are big warnings.

EnableDropWeapons=0 needs to be set in every map to work, its not working in [General] anymore
