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Subject: GamePLY Pending After 10 Min gaming  
Posted by [zunnie](#) on Tue, 15 Feb 2005 01:34:14 GMT

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ShowPlayerPurchases=1  
ShowPlayerKillMessage=1  
LogVehicleCreate=1  
LogHarvesterDeath=1  
LogVehicleDeath=1

If you are running Brenbot 1.36 (or above) there options  
MUST be 0  
They crash the FDS if gamelog is active, this explains why you 'lose connection'...

server2.ini reference:  
<http://forum.fanmaps.net/index.php?showtopic=694>

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