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Subject: Re: FDS crashes when obby is about to fire  
Posted by [EA-DamageEverything](#) on Sun, 05 Feb 2006 16:44:41 GMT  
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Disabling the playerkillmsgs probably prevents this.

```
server2.ini  
ShowPlayerKillMessage=0
```

It's quite easy to recommend another ssaow instead of solving the problem the normal way...

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