
Subject: Super security.

Posted by [Deltafox2004](#) on Thu, 02 Dec 2004 03:42:50 GMT

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Well i don't have a clue if this one has been heard of but i'll give it a shot, i installed cp1 on our box and done the configs, it was running fine till i was close to the obi :rolleyes: Just before it fired the server restarted lol.

Tried it 4 times the same thing keeps happning. Any idea's.

Subject: Super security.

Posted by [Cat998](#) on Thu, 02 Dec 2004 11:00:11 GMT

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Maybe this can help:

<http://www.renegadeforums.com/viewtopic.php?t=12771&highlight=>

Subject: Super security.

Posted by [Deltafox2004](#) on Thu, 02 Dec 2004 20:25:21 GMT

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Thx.

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:

Subject: Super security.
Posted by [Creed3020](#) on Thu, 09 Dec 2004 02:07:02 GMT
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Zunnie what does that all mean?

Subject: Super security.
Posted by [Deltafox2004](#) on Sat, 11 Dec 2004 23:08:48 GMT
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Cheers zunnie, seems to be fixed now.
