
Subject: ob problem when gamelog reports it in irc
Posted by [jd422032101](#) on Mon, 24 Jan 2005 23:11:35 GMT
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ob problem
well i was testing my fds with 4 other players and every thing was fine then the map c&c under loaded. well one guy was trying to ob walk in to ob and he got killed on irc it siad blahbha6 was vaporized by the Obelisk.
and 4 sec later fds reboot. so we rejoin and the same map after reboot and i went in to ob i was killed then it reboots again...
it showkill messeg fine and agt kills fine but when OB kills some one it reboot i havent test on other maps i have br.141 1.3 saaow
i got it from cp1.3.

Any ideas plz
thank for you hard work mac.

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.

Subject: ob problem when gamelog reports it in irc
Posted by [jd422032101](#) on Tue, 25 Jan 2005 00:20:33 GMT
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thank you but (edited)
