

SetServerConfigSetting

This function sets server settings which are stored in the nrpserver.conf file.

Note: This function is protected by default and must be explicitly allowed in the servers acl before it can be used.

Warning: "bandwidth_reduction" set to 'maximum' will cause player movement synchronization issues, on locations built outside 3000m radius from world center.

Syntax

```
bool setServerConfigSetting ( string name, string value [, bool bSave = false ] )
```

Required Arguments

- **name :** The name of the setting. Only certain settings from nrpserver.conf can be changed with this function. These are:
 - minclientversion
 - recommendedclientversion
 - password
 - fpslimit - (0-100)
 - networkencryption - 0 for off, 1 for on (**Deprecated**)
 - bandwidth_reduction - "none", "medium", "maximum" Set to maximum for less bandwidth usage (medium is recommended for race servers)
 - player_sync_interval - See Sync_interval_settings for all *_sync_interval settings
 - lightweight_sync_interval
 - camera_sync_interval
 - ped_sync_interval
 - unoccupied_vehicle_sync_interval
 - keysync_mouse_sync_interval
 - keysync_analog_sync_interval
 - bullet_sync
 - player_triggered_event_interval
 - max_player_triggered_events_per_interval
- **value:** The value of the setting

Optional Arguments

- **bSave:** Set to *true* to make the setting permanent, or *false* for use only until the next server restart.

Returns

Returns *true* if the setting was successfully set, or *false* otherwise.