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Subject: Re: Console outputs of evicts

Posted by [StealthEye](#) on Wed, 13 Jun 2012 10:30:44 GMT

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cNetwork::evictClient outputs:

"Player has been evicted. Client address: %s; Reason: %S;\n", ipAddress, reason

reasons are:

Anything custom that calls the Evict\_Client API

L"You have been kicked"

L"You have been kicked for %s", reason

L"You have been banned"

L"You have been banned for %S", reason

L"Invalid stealth effect texture found, you have been blocked by the anti-cheat"

L"Invalid sniper scope texture found, you have been blocked by the anti-cheat"

L"Invalid cameras.ini found, you have been blocked by the anti-cheat"

L"Invalid surfaceeffects.ini found, you have been blocked by the anti-cheat"

L"Invalid tt.ini found, you have been blocked by the anti-cheat"

L"Invalid scopes.cfg found, you have been blocked by the anti-cheat"

L"Invalid objects.ddb found, you have been blocked by the anti-cheat"

L"Invalid map file found, you have been blocked by the anti-cheat"

L"Invalid map file found, you have been blocked by the anti-cheat"

L"Invalid map file found, you have been blocked by the anti-cheat"

L"Invalid %S found, you have been blocked by the anti-cheat", fileName

L"Connection to server has been refused:\n%s", refusalMessage

-- Any refusalMessage in DefaultConnectionAcceptanceFilter::getStatus

-- Any refusalMessage in BanSystem::getStatus

-- Any custom connection acceptance filters

-- L"The revision of TT %.2f you use (based on r%d) is not compatible with the server (based on r%d). Please make sure that both you and the server are up to date.", 4.0, client base revision number, server base revision number

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