
Subject: Re: Scripts 4.4 progress update
Posted by [jonwil](#) on Mon, 19 Jun 2017 01:55:23 GMT
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Logging has been added for the file-hash anti-cheat.

It will output to the console either:

[BIATCH] <abc> was kicked due to invalid file <def>!

or

[BIATCH] <abc> was kicked due to invalid file of type <ghi>!

<abc> being the player name of the player who was kicked.

<def> being the file name that was detected as invalid (if it was a detection of a specific invalid file)

<ghi> being the type of file that wasn't being detected (in the case where the server didn't get sent a file hash for that particular file)

The same output goes to the main.txt log file.

The extended.txt log file gets the file name or file type, player name, IP address and player team.
