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Subject: Console outputs of evicts  
Posted by [cAmpa](#) on Tue, 12 Jun 2012 17:44:56 GMT  
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I'm wondering what kind of message's are added. Example this one:

Quote:Player has been evicted. Client address: xxx.xxx.xx.xx; Reason: Invalid tank\_stealth\_start.wav found, you have been blocked by the anti-cheat;

Is there a system/format of these message's?  
My plan is to get them via console\_output hook and format them to a short info line.  
(evict\_hook would be awesome but meh i know that won't happen )

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Subject: Re: Console outputs of evicts  
Posted by [ehhh](#) on Tue, 12 Jun 2012 18:00:00 GMT  
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That's the stank sound, they weren't blocked by the anticheat before beta5, now they are.

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Subject: Re: Console outputs of evicts  
Posted by [BillieJoe67](#) on Tue, 12 Jun 2012 18:26:07 GMT  
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He means is there a sure-fire way to get the messages from ConsoleOutput and send them to an IRC channel.

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Subject: Re: Console outputs of evicts  
Posted by [Xpert](#) on Tue, 12 Jun 2012 21:14:06 GMT  
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I'm confused. They output to the renlog file like a console\_output. Unless you just want a specific hook just for the anti cheat messages?

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Subject: Re: Console outputs of evicts  
Posted by [cAmpa](#) on Tue, 12 Jun 2012 21:32:10 GMT  
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Xpert wrote on Tue, 12 June 2012 23:14 I'm confused. They output to the renlog file like a console\_output. Unless you just want a specific hook just for the anti cheat messages?

Yes with variables like nickname and whathedidtogetkickedout.

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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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Subject: Re: Console outputs of evicts

Posted by [cAmpa](#) on Wed, 13 Jun 2012 11:58:45 GMT

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Exactly that what i was looking for, thank you.

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Subject: Re: Console outputs of evicts

Posted by [Gen\\_Blacky](#) on Wed, 13 Jun 2012 19:28:04 GMT

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yea thank you wanted these as well.

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