

Reborn Console Messages

Overview

Reborn patch has a lot of features that make extensive use of game in-built logging to inform game server administrator about possible errors, warnings, crashes, crash attempts or cheat/hack attempts.

Sometimes it may be difficult for server administrators that just started to use Reborn patch, to know what certain console messages mean, and whether they can be ignored or took with special care and caution.

This list provides you with all console messages that can be produced by Reborn patch. You can follow links to some of the messages to get more information about symptoms and effects that may affect your MoH:AA Reborn powered server.

Most of the messages have variable parameters in them, which will be replaced by ? signs.

Some of the messages are deprecated or not used yet, and they will be presented as crossed out on the list.

List of all Reborn Console Messages

Information

Most of the messages in this group are not dangerous and serve as an informational audit log that server administrator can read to see what was going on the server during his absence, or to make sure that everything is working properly.

They don't need explanation at this moment.

Warnings

- Reborn WARNING: Potential KeyPressEvent System abuse! Name: ? | Clientnum: ? | IP: ?
- Reborn WARNING: KeyPressEvent with missing KeyID. Script error or potential system abuse!
- Reborn WARNING: Could not get entity for say filter check!
- Reborn WARNING: IP already exists in IPLookupTable - AntiFlood System!
- Reborn WARNING: Could not allocate memory for new IP entry in IPLookupTable - AntiFlood System!
- Reborn WARNING: Couldn't resolve reborn master server address

Errors

- Reborn ERROR: Failed to allocate memory during KeyPressEvent execution!
- Reborn ERROR: Failed to allocate memory during new ScriptCommands list initialization!
- Reborn ERROR: Failed to allocate memory during new PlayerScriptCommands list initialization!
- Reborn ERROR: Failed to allocate memory during fputs scriptCommand text buffer initialization! Try setting maximum buffer length lower.

- Reborn ERROR: Failed to allocate memory during ConnectedEvent callback initialization!
- Reborn ERROR: Failed to allocate memory during DisconnectedEvent callback initialization!
- Reborn ERROR: Failed to allocate memory during SpawnEvent callback initialization!
- Reborn ERROR: Failed to allocate memory during DamageEvent callback initialization!
- Reborn ERROR: Failed to allocate memory during KillEvent callback initialization!
- Reborn ERROR: Failed to allocate memory during KeypressEvent callback initialization!
- Reborn ERROR: Failed to allocate memory during IntermissionEvent callback initialization!
- ~~Reborn ERROR: Failed to allocate memory during SetTimer initialization!~~
- Reborn ERROR: Couldn't open shared memory file with inter-map settings!
- Reborn ERROR: Wrong ProtectedNamesSystem privileges entry in protectednamefilter.cfg file on line ?. Skipping!\n
- Reborn ERROR: Wrong AdminSystem privileges entry in admins.ini file on line ?. Skipping!

Script Errors

These errors occur only during execution of Reborn Scripting Functions (see [New Scripting Engine Functions](#)).

- Reborn SCRIPT ERROR: Player entity is NULL for getping!
- Reborn SCRIPT ERROR: Entity is probably not of player type - getping
- Reborn SCRIPT ERROR: Player entity is NULL for getclientnum!
- Reborn SCRIPT ERROR: Entity is probably not of player type - getclientnum
- Reborn SCRIPT ERROR: Wrong arguments count for ihuddraw_shader!
- Reborn SCRIPT ERROR: Player entity is NULL for ihuddraw_shader!
- Reborn SCRIPT ERROR: Wrong index for ihuddraw_shader!
- Reborn SCRIPT ERROR: Couldn't get correct client number for given player - ihuddraw_shader!
- Reborn SCRIPT ERROR: Wrong arguments count for ihuddraw_align!
- Reborn SCRIPT ERROR: Player entity is NULL for ihuddraw_align!
- Reborn SCRIPT ERROR: Wrong index for ihuddraw_align!
- Reborn SCRIPT ERROR: h_align is NULL for ihuddraw_align!
- Reborn SCRIPT ERROR: v_align is NULL for ihuddraw_align!
- Reborn SCRIPT ERROR: Couldn't get correct client number for given player - ihuddraw_align!
- Reborn SCRIPT ERROR: Wrong alignment h_align string for ihuddraw_align!
- Reborn SCRIPT ERROR: Wrong alignment v_align string for ihuddraw_align!
- Reborn SCRIPT ERROR: Wrong arguments count for ihuddraw_rect!
- Reborn SCRIPT ERROR: Player entity is NULL for ihuddraw_rect!
- Reborn SCRIPT ERROR: Wrong index for ihuddraw_rect!
- Reborn SCRIPT ERROR: Couldn't get correct client number for given player - ihuddraw_rect!
- Reborn SCRIPT ERROR: Wrong arguments count for ihuddraw_virtualsize!
- Reborn SCRIPT ERROR: Player entity is NULL for ihuddraw_virtualsize!

- Reborn SCRIPT ERROR: Wrong index for ihuddraw_virtualsize!
- Reborn SCRIPT ERROR: Couldn't get correct client number for given player - ihuddraw_virtualsize!
- Reborn SCRIPT ERROR: Wrong arguments count for ihuddraw_color!
- Reborn SCRIPT ERROR: Player entity is NULL for ihuddraw_color!
- Reborn SCRIPT ERROR: Wrong index for ihuddraw_color!
- Reborn SCRIPT ERROR: Couldn't get correct client number for given player - ihuddraw_color!
- Reborn SCRIPT ERROR: Wrong arguments count for ihuddraw_alpha!
- Reborn SCRIPT ERROR: Player entity is NULL for ihuddraw_alpha!
- Reborn SCRIPT ERROR: Wrong index for ihuddraw_alpha!
- Reborn SCRIPT ERROR: Couldn't get correct client number for given player - ihuddraw_alpha!
- Reborn SCRIPT ERROR: Wrong arguments count for ihuddraw_string!
- Reborn SCRIPT ERROR: Player entity is NULL for ihuddraw_string!
- Reborn SCRIPT ERROR: Wrong index for ihuddraw_string!
- Reborn SCRIPT ERROR: Couldn't get correct client number for given player - ihuddraw_string!
- Reborn SCRIPT ERROR: Wrong arguments count for ihuddraw_font!
- Reborn SCRIPT ERROR: Player entity is NULL for ihuddraw_font!
- Reborn SCRIPT ERROR: Wrong index for ihuddraw_font!
- Reborn SCRIPT ERROR: Couldn't get correct client number for given player - ihuddraw_font!
- Reborn SCRIPT ERROR: Wrong arguments count for fopen!
- Reborn SCRIPT ERROR: Maximum count (32) of opened files is reached. Close at least one of them, to open new file - fopen!
- Reborn SCRIPT ERROR: Wrong arguments count for fclose!
- Reborn SCRIPT ERROR: Wrong arguments count for feof!
- Reborn SCRIPT ERROR: Wrong arguments count for fseek!
- Reborn SCRIPT ERROR: Wrong file offset! Should be starting from 0. - fseek
- Reborn SCRIPT ERROR: Wrong file offset start! Should be between 0 - 2! - fseek
- Reborn SCRIPT ERROR: Wrong arguments count for ftell!
- Reborn SCRIPT ERROR: Wrong arguments count for frewind!
- Reborn SCRIPT ERROR: Wrong arguments count for fputc!
- Reborn SCRIPT ERROR: Wrong arguments count for fputs!
- Reborn SCRIPT ERROR: Wrong arguments count for fgetc!
- Reborn SCRIPT ERROR: Wrong arguments count for fgets!
- Reborn SCRIPT ERROR: Maximum buffer size should be higher than 0! - fgets
- Reborn SCRIPT ERROR: Wrong arguments count for ferror!
- Reborn SCRIPT ERROR: Wrong arguments count for fflush!
- Reborn SCRIPT ERROR: Wrong arguments count for registerev!
- Reborn SCRIPT ERROR: Wrong event type name for registerev!
- Reborn SCRIPT ERROR: Wrong arguments count for unregisterev!
- Reborn SCRIPT ERROR: Wrong event type name for unregisterev!
- ~~Reborn SCRIPT ERROR: Wrong arguments count for settimer!~~
- Reborn SCRIPT ERROR: Player entity is NULL for isadmin!
- Reborn SCRIPT ERROR: Entity is probably not of player type - isadmin
- Reborn SCRIPT ERROR: Player entity is NULL for getconnstate!
- Reborn SCRIPT ERROR: Entity is probably not of player type - getconnstate

- Reborn SCRIPT ERROR: Weaponhand number is out of allowed range 0 - 2 for getactiveweap!

Exceptions

Most of them are dangerous and mean that some internal patch errors occurred that could not be handled by any error routines in the patch.

You shouldn't be scared by the list length, because most of these exceptions never happened and some of them has more historical meaning, because patch stability has vastly increased and most of the exceptions are eliminated, but are here for reference.

- Reborn EXCEPTION: BulletAttack - PointersGet! EXCEPTION CODE: ?
- Reborn EXCEPTION: BulletAttack - PointersSet! EXCEPTION CODE: ?
- Reborn EXCEPTION: BulletAttack - GetMuzzle&Trace! EXCEPTION CODE: ?
- Reborn EXCEPTION: BulletAttack - SetViewkick! EXCEPTION CODE: ?
- Reborn EXCEPTION: BulletAttack - Calculation! EXCEPTION CODE: ?
- Reborn EXCEPTION: G_ClientBegin! EXCEPTION CODE: ?
- Reborn EXCEPTION: G_ClientConnect - Init! EXCEPTION CODE: ?
- Reborn EXCEPTION: G_ClientConnect - BanIPSys! EXCEPTION CODE: ?
- Reborn EXCEPTION: G_ClientConnect - FillInf! EXCEPTION CODE: ?
- Reborn EXCEPTION: G_ClientConnect - BanNameSys! EXCEPTION CODE: ?
- Reborn EXCEPTION: G_ClientConnect - NameProtectionSys! EXCEPTION CODE: ?
- Reborn EXCEPTION: G_ClientConnect - FloodCheck! EXCEPTION CODE: ?
- Reborn EXCEPTION: G_ClientConnect - FpsSkins! EXCEPTION CODE: ?
- Reborn EXCEPTION: G_ClientUserInfo - ClientSetup! EXCEPTION CODE: ?
- Reborn EXCEPTION: G_ClientUserInfo - FpsSkin! EXCEPTION CODE: ?
- Reborn EXCEPTION: G_ClientUserInfo - AdminSys! EXCEPTION CODE: ?
- Reborn EXCEPTION: G_ClientThink - Pointers! EXCEPTION CODE: ?
- Reborn EXCEPTION: G_ClientThink - EntPointer! EXCEPTION CODE: ?
- Reborn EXCEPTION: G_ClientThink - StufftextDetection! EXCEPTION CODE: ?
- Reborn EXCEPTION: G_ClientThink - KickPing! EXCEPTION CODE: ?
- Reborn EXCEPTION: G_ClientCommand - CmdFilter! EXCEPTION CODE: ?
- Reborn EXCEPTION: G_ClientCommand - CmdSys! EXCEPTION CODE: ?
- Reborn EXCEPTION: G_ConsoleCommand - ConsoleCMDSys! EXCEPTION CODE: ?
- Reborn EXCEPTION: G_Init - MainInitBlock! EXCEPTION CODE: ?
- Reborn EXCEPTION: G_Init - DetoursSetup! EXCEPTION CODE: ?
- Reborn EXCEPTION: G_Shutdown - DetourRemoval! EXCEPTION CODE: ?
- Reborn EXCEPTION: G_RunFrame - Recentering! EXCEPTION CODE: ?
- Reborn EXCEPTION: G_RunFrame - VisibilityCheckVer2! EXCEPTION CODE: ?
- Reborn EXCEPTION: G_Cleanup - ZeroingValues! EXCEPTION CODE: ?
- Reborn EXCEPTION: G_Disconnect - ClientSetup! EXCEPTION CODE: ?

Others

Most of these messages just highlight the possibility of some malicious behaviours, but should not be taken super-seriously, because some of them may be wrong and server administrators shouldn't take drastic actions based on these messages.

- Reborn Patch: Possible STWH Detected for ?! Damage set to 0!
- Reborn Patch: STWH Detected! Skipping BulletAttack!
- Reborn Patch: Possible NoRecoil Found! Recoil emulation turned on for ?
- Player connecting from IP address: ? sent malformed UserInfo DirectConnect string!
Possible crash attempt or too much setu Cvars set by player!