Link : “ <http://docs2x.smartfoxserver.com/AdvancedTopics/client-error-messages> ”

# » Client error messages and their customization

The **SmartFoxServer 2X** client API fire a number of events which notify errors occurred during the interaction with the server, like: SFSEvent.ROOM\_CREATION\_ERROR, SFSEvent.ROOM\_JOIN\_ERROR, SFSEvent.ROOM\_NAME\_CHANGE\_ERROR, etc (check the **SFSEvent** documentation for more errors).  
Almost all error-related events contain the following two parameters:

* **errorMessage**: the error message in English
* **errorCode**: the numerical ID of the error

Error messages are built starting from a template text containing **placeholders** used to add specific details like Zone and Room names and more. It is possible to customize error messages, for example to translate them to other languages, by means of the SFSErrorCodes.setErrorMessage static method. The **SFSErrorCodes** class is contained in the following package depending on the client language:

* **(AS3)** com.smartfoxserver.v2.util
* **(C#)** Sfs2X.Util
* **(Java)** sfs2x.client.utils
* **(ObjC)** SFS2XAPIOSX/SFSErrorCodes.h
* **(JavaScript)** SFS2X.ErrorCodes

In order to customize the error, during the initialization of your application pass the error code and customized text to the above method, like in the following example. Make sure you keep the placeholders to avoid exceptions to be raised.

C# JS AS3

[**?**](http://docs2x.smartfoxserver.com/AdvancedTopics/client-error-messages)

|  |  |
| --- | --- |
| 1 | SFSErrorCodes.SetErrorMessage(13, "Le Groupe demandé n'est pas disponible - Salle: {0}; Groupe: {1}"); |

The following table lists all the possible error codes, the message templates and the content of the placeholders. Please note that in the Java client API, **%s** and **%d** are used instead of **{n}** placeholders (%s is used for strings, while %d is used for numerical values).

|  |  |  |
| --- | --- | --- |
| **Code** | **Message** | **Placeholders** |
| **0** | Client API version is obsolete: {0}; required version: {1} | 0: current API version 1: minimum API version required |
| **1** | Requested Zone {0} does not exist | 0: Zone name |
| **2** | User name {0} is not recognized | 0: user name |
| **3** | Wrong password for user {0} | 0: user name |
| **4** | User {0} is banned | 0: user name |
| **5** | Zone {0} is full | 0: Zone name |
| **6** | User {0} is already logged in Zone {1} | 0: user name 1: Zone name |
| **7** | The server is full | – |
| **8** | Zone {0} is currently inactive | 0: Zone name |
| **9** | User name {0} contains bad words; filtered: {1} | 0: passed user name 1: filtered user name |
| **10** | Guest users not allowed in Zone {0} | 0: Zone name |
| **11** | IP address {0} is banned | 0: banned IP address |
| **12** | A Room with the same name already exists: {0} | 0: Room name |
| **13** | Requested Group is not available - Room: {0}; Group: {1} | 0: Room name 1: Group name |
| **14** | Bad Room name length - Min: {0}; max: {1}; passed name length: {2} | 0: minimum Room name lenght 1: maximum Room name lenght 2: passed Room name lenght |
| **15** | Room name contains bad words: {0} | 0: Room name |
| **16** | Zone is full; can't add Rooms anymore | – |
| **17** | You have exceeded the number of Rooms that you can create per session: {0} | 0: maximum number of Rooms |
| **18** | Room creation failed, wrong parameter: {0} | 0: wrong parameter name |
| **19** | User {0} already joined in Room | 0: user name |
| **20** | Room {0} is full | 0: Room name |
| **21** | Wrong password for Room {0} | 0: Room name |
| **22** | Requested Room does not exist | – |
| **23** | Room {0} is locked | 0: Room name |
| **24** | Group {0} is already subscribed | 0: Group name |
| **25** | Group {0} does not exist | 0: Group name |
| **26** | Group {0} is not subscribed | 0: Group name |
| **27** | Group {0} does not exist | 0: Group name |
| **28** | {0} | 0: generic error message |
| **29** | Room permission error; Room {0} cannot be renamed | 0: Room name |
| **30** | Room permission error; Room {0} cannot change password state | 0: Room name |
| **31** | Room permission error; Room {0} cannot change capacity | 0: Room name |
| **32** | Switch user error; no player slots available in Room {0} | 0: Room name |
| **33** | Switch user error; no spectator slots available in Room {0} | 0: Room name |
| **34** | Switch user error; Room {0} is not a Game Room | 0: Room name |
| **35** | Switch user error; you are not joined in Room {0} | 0: Room name |
| **36** | Buddy Manager initialization error, could not load buddy list: {0} | 0: error message |
| **37** | Buddy Manager error, your buddy list is full; size is {0} | 0: maximum buddy list size |
| **38** | Buddy Manager error, was not able to block buddy {0} because offline | 0: buddy name |
| **39** | Buddy Manager error, you are attempting to set too many Buddy Variables; limit is {0} | 0: maximum number of Buddy Variables |
| **40** | Game {0} access denied, user does not match access criteria | 0: Game Room name |
| **41** | QuickJoinGame action failed: no matching Rooms were found | – |
| **42** | Your previous invitation reply was invalid or arrived too late | – |