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Subject: Re: scripts.dll 2.4

Posted by [jonwil](#) on Tue, 31 Jan 2006 11:42:38 GMT

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So basicly the UDP flooding is where someone sends too many UDP packets to the renegade server and causes it to do what exactly? Crash? Freeze? Fail to accept normal connections?

Also, can anyone provide more information for the GDI vs NOD exploit /bug mentioned? Anyone know how to reproduce it?

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