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Subject: Re: scripts.dll 2.4

Posted by [Cat998](#) on Tue, 31 Jan 2006 11:54:32 GMT

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jonwil wrote on Tue, 31 January 2006 12:42So 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?

Some1 floods the server's gameport with a simple udp flooder programm (a 0,5 Mbit connection can flood a 100 Mbit Server, so its a huge FDS bug),all players that are playing on the server lose connection then, get 9999 ping and get disconnected from the server.

Im thinking about a code injection that checks the udp packets, if they are valid, before they are reaching the normal FDS code. Something like this.

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