Subject: Is your WOL server crashing?
Posted by Alkaline on Thu, 26 Aug 2004 18:09:45 GMT
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heh then mgstpain don't know how to run a sniffer then :rolleyes:

I know for a fact last night thier were 2 idiot hackers...
1 UDP flooder... ping goes to 9999 people get kicked, you won't see a spike in your usage graphs either because a cable modem n00b can do it...

the other one is some new crackhead that is using some kinda of a new exploit, it has a similiar effect to the less than 4 byte packet attack (which the un server patch stops)... the server just quits.

I dunno if this new attack is wol IRC based or what, but it really sucks. Anyway tell mgstpain to look at the actuall data of the packets, normal renegade packets average 50-60 bytes in lengh. Attack packets are going to be differnt. I know because when my servers are getting hit I'm getting 2-9 bye packets at around 50-70 packets/second. Where as the average renegade client usually does about 10-15 packets/second at 55-45 bytes... Obviously you are getting attacked.

Since its udp packet you know it can be spoofed easily. :rolleyes:
Best thing to do is to block all incoming UDP traffic except for players playing on the server... some kind of an app or something...:/