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Subject: [BlackIntel] UDP Flood + Startbutton fix >here< (oh and some others too)  
\*FIXED\*

Posted by [EvilWhiteDragon](#) on Tue, 04 Jul 2006 22:34:43 GMT

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It is fixed now, sorry for the inconvenience.

After just releasing the startbutton fix we thought it might be a good idea to release some more fixes.

The download bellow contains and udpflood fix, start button fix, a suppression for the runonce registry key that the fds wants to create and a small fix so you wont need the +multi when running fds and renegade at the same computer at the same time. We also made it not necessary to supply a startmap in the server config, it will now start at "MapName00=" so you can remove the "MapName=" part.

The UDP fix makes it nearly impossible to flood a server with false UDP packets as it wont process them when they are fake. I believe BHS(? or maybe someone else?) already made a fix for the messages that where to short, but this fix will work with any packet size.

In theory your server should be able to cope with 1500 false UDP packets. In a test we did we had a sfps of avg. 700 without flood and avg. 600 with 250pkt/s. When we used the normal SFPS of 60 we didn't noticed any framedrop. And even at 8 SFPS it was still playable when the server was flooded with 250pkt/s.

You can download all this at <http://blackintel.igotfree.com/index.php?page=downloads>

This server.dat will eradicate the need for external programs to check the UDP traffic to your server

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