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

Posted by [EvilWhiteDragon](#) on Wed, 05 Jul 2006 20:54:43 GMT

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Well, as i said, it should be able to have up to 1500 false udp packets a second. And we tested with a server FPS of just 8 and it was still stable and you where not disconnected even when we send 250 PKT/s over network.

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