
Subject: Re: does Dragonade have the bandwidth detection thing?

Posted by [Gen_Blacky](#) on Tue, 18 Apr 2017 04:35:27 GMT

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I have it in a da plugin. Without it players can abuse sbbo. I think it was just forgotten about.

Toggle Spoiler

```
void Functions::CheckBW()
{
    StringClass str;
    int BW = 0;
    int ID;
    for (SLNode<cPlayer>* PlayerIter = Get_Player_List()->Head(); (PlayerIter != NULL); PlayerIter =
    PlayerIter->Next())
    {
        cPlayer *p = PlayerIter->Data();
        ID = p->Get_Id();
        if (p->IsActive && Get_GameObj(ID))
        {
            BW = Get_Bandwidth(ID);
            int TheBW = PData[ID]->Bandwith;
            if (BandwidthDefault > 0) {
                TheBW = BandwidthDefault;
            }
            if (BW < TheBW)
            {
                Console_InputF("setbw %d %d", ID, TheBW);
                DA::Page_Player(ID,"Your bandwidth has dropped below the allowed amount. It has been
reset." );
                str.Format("Player %ls's bandwidth dropped below %d. Their bandwidth has been reset from
%d", p->Get_Name(), TheBW, BW);
                SSGMGameLog::Log_Message(str, "_ALERT");
            }
        }
    }
}
```

Every 30 seconds check the players is how its setup.

I was thinking about making a new system to include Set_Net_Update_Rate_Player

Unless someone can say why not to.
