
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

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

Posted by [Goztow](#) on Wed, 05 Jul 2006 06:45:03 GMT

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I think I won't mistake you with WD anymore now

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

Posted by [Goztow](#) on Wed, 05 Jul 2006 15:26:41 GMT

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Update: this causes my server to get "negotiating port with server" and to time out for everyone that wants to join.

Subject: Re: [BlackIntel] UDP Flood + Startbutton fix >here< (oh and some others

too)

Posted by [EvilWhiteDragon](#) on Wed, 05 Jul 2006 15:31:08 GMT

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Hmm weird, we'll take a look at it since it does work here.

Edit 1:

Hmm sorry, we made a mistake with the test scripts.dll, we will fix it ASAP.

Edit 2:

We missed some ASM code so yeah, it did crash, and because we used the wrong scripts.dll to test it we didn't noticed it . We dearly apologize for this

So download it again and it should work now, as we tested it with the right scripts.dll One that didn't already contains the fix

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

Posted by [PackHunter](#) on Wed, 05 Jul 2006 18:03:49 GMT

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If this works I think everybody will forgive you.

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.

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

Posted by [StealthEye](#) on Mon, 10 Jul 2006 11:28:18 GMT

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We have updated the package to include the start button fix. We had accidentally left it out before, things get messy when you've got a lot of server.dat's everywhere
Thanks to Goztow for telling us about it, it should be fixed now

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

Posted by [trooprm02](#) on Mon, 10 Jul 2006 23:03:03 GMT

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Wow, thanks for this!

After so many years of people getting no weherw ith the -multi problem... and now a fix!

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

Posted by [StealthEye](#) on Mon, 10 Jul 2006 23:18:12 GMT

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didn't it work? I just made this for myself to be able to test stuff better, before I knew about the +multi thing. The +multi has worked fine for me since I'm using it but thought to just leave the fix in. It seems that it wasn't a bad decision then

Working on another big fix right now, but it's pretty unstable (the game will crash for everyone not using a modified game(2).exe) I'm still thinking of a way to make it work for ppl without the client side mod to atleast work normally.

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

Posted by [trooprm02](#) on Tue, 11 Jul 2006 00:45:23 GMT

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StealthEye wrote on Mon, 10 July 2006 18:18didn't it work? I just made this for myself to be able to test stuff better, before I knew about the +multi thing. The +multi has worked fine for me since I'm using it but thought to just leave the fix in. It seems that it wasn't a bad decision then

Nope, it was never fixed, now people using the FDS to make a Gamespy server can join thier server too! Wow, that just alot for the community already. Another problem was that I have Win 2k Pro, and the Multi thing could be fixed by switching users, which I didn't have the ability to do

Thanks again

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

Posted by [silentevil](#) on Tue, 15 Aug 2006 12:53:40 GMT

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Hello

this fix (patch) Dont work wihtout you scripts.dll!

cu Miklo

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

Posted by [Zion](#) on Tue, 15 Aug 2006 14:44:41 GMT

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Renegade as a whole won't work without scripts.dll.

How the fuck did you find that out? do you run renegade without scripts.dll?

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

Posted by [EvilWhiteDragon](#) on Thu, 17 Aug 2006 16:21:31 GMT

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Miklo wrote on Tue, 15 August 2006 14:53Hello
this fix (patch) Dont work wihtout you scripts.dll!

cu Miklo

Errmm where are you talking about? You wont need any scripts.dll from us, just standard Core Patch 2, and even that might not be required

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

Posted by [rpgdude2](#) on Sun, 25 Mar 2007 22:20:15 GMT

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i cant download --> The webpage cannot be found

i also REALLY NEED that patch cuz some one keeps fucken my server up with fake packets and it crashes after it disconnects every 1 and they also do the start / quit bug to much....

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

Posted by [Goztow](#) on Mon, 26 Mar 2007 06:18:44 GMT

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www.black-intel.net -> downloads

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

Posted by [trooprm02](#) on Mon, 26 Mar 2007 21:38:58 GMT

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these dont work anyway. Not with SSGM and scripts 3.1.3 anyway. Only the start button fix server.dat works

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

Posted by [rpgdude2](#) on Mon, 26 Mar 2007 22:22:56 GMT

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Thx and do u know how to stop a hacker he keeps flooding my pc with fake packets also and we done talked to the ISP provider he cant help worth shit lol

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

Posted by [rpgdude2](#) on Mon, 26 Mar 2007 22:56:57 GMT

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also i need help with it now LOL>>><<< the patch makes only 1 player any more join and FDS crashes.....

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

Posted by [rpgdude2](#) on Tue, 27 Mar 2007 01:07:45 GMT

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well i figured y its crashing lol... im such a dumbass... XD (SSAOW.INI) => ; This is the character a player will spawn as when they first join or get killed. Cannot exceed 24 characters ; in length. Using an invalid preset will make the server crash. When the server is in snipers only mode this will ; always be set to Deadeye/Black Hand Sniper. - i made nod's char the SBH (stealth blach hand) and it was 24 chars and kept crashing FDS [i cant edit it keeps going away]

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

Posted by [EvilWhiteDragon](#) on Wed, 28 Mar 2007 15:19:25 GMT

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trooprm02 wrote on Mon, 26 March 2007 23:38these dont work anyway. Not with SSGM and

scripts 3.1.3 anyway. Only the start button fix server.dat works
Hmm I guess WD broke it
Anyway, we'll have a look, coz it should work.
