
Subject: High Ping Bug

Posted by [wangtrip](#) on Thu, 09 Oct 2003 00:18:35 GMT

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I can't play renegade worth a crap now. Everytime I log on to WOL the ping times are over 1000. I read here

<http://forums.cncnz.com/viewtopic.php?t=85&sid=7be5fd41a6f646bd71ba173d0eeda4c0> that the problem is with my ISP no longer passing ICMP Ping request. Has anyone heard of this? Any solutions? Does everyone here hate EA? I do... but I love the Renegade. I can't live without it... please help...

Wangtrip

Subject: High Ping Bug

Posted by [xenneo](#) on Thu, 09 Oct 2003 05:48:05 GMT

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ICMP??!?! Are you joking?! Thats a DOS (Denial of Service) attack used by hackers to make your system inresponisve...

Also if you have WINXP and use dial up, and have updates recently this has been happening to people...

Subject: Re: High Ping Bug

Posted by [Bearxor](#) on Thu, 09 Oct 2003 10:34:02 GMT

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wangtripI can't play renegade worth a crap now. Everytime I log on to WOL the ping times are over 1000. I read here

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Wangtrip

Yes, that very well could cause a problem with pinging game servers. Is normal gameplay fine?

Subject: Ciscos Security Notification

Posted by [wangtrip](#) on Fri, 10 Oct 2003 01:03:59 GMT

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Game play is terrible, it added about a 2sec lag on every server. Respawning before I know what happened most times. Tried talking to my ISP, they think I am crazy, but I saw the Cisco

document attached below. It makes the ICMP thory possible. See below the Cisco stuff to see EA's official reply.

<http://www.cisco.com/warp/public/707/cisco-sn-20030814-blaster.shtml>

Cisco Security Notice: W32.BLASTER Worm Mitigation Recommendations

This section is focused on mitigation techniques for the W32.Blaster worm using existing Cisco products in your network. These techniques should be applied both inbound and outbound at the edge of network segments if it is determined they will not affect existing network functionality. Affected systems will still be infected and able to spread within contained sections of the network, therefore it is recommended that all affected servers be patched according to Microsoft's recommendations.

...The worm will attempt to send packets to random IP addresses, some of which may not exist. When that occurs, the router will reply with an "ICMP unreachable" packet. In some cases, replying to a large number of requests with invalid IP addresses may result in degradation of the router's performance. To prevent that from occurring, use the following command:

```
Router(config)# interface  
Router(if-config)# no ip unreachable
```

Caution: Common network configurations, such as certain types of tunnel structures, require the use of "ip unreachable". If the router must be able to send "ICMP unreachable" packets, you can rate limit the number of replies using the following command:

```
Router(config)# ip icmp rate-limit unreachable <millisecond>
```

Beginning with Cisco IOS Software Release 12.0, the default rate limiting is set to two packets per second (500 ms), a value of 2000 ms is commonly used.

This is EA Tech Support's Response to my asking about this:

Subject

I have the High Ping Bug in CnC Renegade, all ping times are over 1000ms and ...

Discussion Thread

Response (Box Carlos F.) - 10/09/2003 04:22 PM
Hello,

Thank you for contacting me about CnC: Renegade. I am sorry you are experiencing this issue. We have no information about a patch in development that will address this. You may wish to use GameSpy Aracde for online gaming. It is a free peer to peer service that allows you to play online.

Thank you,

Carlos F.
EA Tech Support

Doesn't that suck... I am on my third copy of this game, I got all my friends to play this game and EA wants me to go play some where else and not bother them. I believe the WOL login screen says that EA will support the game for as long as necessary. So that is not unexpected from them.

I realize that in the greater scheme of things this is not a tragic loss, but damn.

So to anyone on a server I am on, sorry, I am working on the lag thing.
