Subject: Re: A call to the Renegade Community experts
Posted by Ani on Sun, 14 Oct 2012 17:07:23 GMT

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EvilWhiteDragon wrote on Sun, 14 October 2012 07:20Ani wrote on Sat, 13 October 2012 23:30EvilWhiteDragon wrote on Sat, 13 October 2012 16:44Have you monitored BW usage? does it spike during the attack? If so, (D)DOS, if not, attack on the FDS in which case you should ask Seye for help (wiresark capture of the attack in that case).

It's not a [D]DoS at all, in fact, when this happens it doesn't even go above a 10th of what the upload speed is capable of. What does happen is the network hovers around 7Mbps consistently (from people ingame, etc), drops down to 0 and then shoots up to like 12Mbps, goes down to 2Mbps.

The 2Mbps represents the activity in teamspeak and another game server, all which is completely unaffected when this is all happening.

Wireshark is a resource hog and crashes after an hour or so of being running..
No need to be offensive if I explain how you can solve it. But in any case, have fun solving it then.

Also, it dropping to 0 implies something wrong with network/network config.

I wasn't trying to be offensive and I can't see how I was, but if I was then I apologize.

We've been using DUMeter btw, which may be buggy but it's definitely a good tool to have. Shows utilization (which is how I can tell it's not a DDoS) but doesn't specify what connections are made.