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Subject: Is your WOL server crashing?

Posted by [Blazer](#) on Tue, 24 Aug 2004 22:00:22 GMT

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msgtpain and I were talking and we have a loose theory that its only ServerMatrix hosts that are crashing. My own theory is that it could be their FloodGuard feature, and when it sees more than whatever it thinks is the normal amount of UDP traffic it drops that packets just like it would a DDOS.

Please report if your server has been crashing a lot lately (WOL disconnect), and what your ISP/hosting provider is. Please only server owners reply.

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Subject: Is your WOL server crashing?

Posted by [zunnie](#) on Tue, 24 Aug 2004 22:23:08 GMT

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We rent a few boxes at Server Matrix also.

They been crashing like every day, all day and usually like every 15-45mins of playing.

I dont think its gotto do anything with Servermatrix, not entirely sure though. I can remember saying "My home fds didnt crash yet" today. And guess what lol: Now my home FDS 14 Player aow server is also crashing all the out of the blue.

The servers listed on USA crash most so my guess is that someone on WOL irc has some bots going on or whatever and is exploiting a bug we dont know of yet.

No idea. Its just very gay. :/

[zunnie]

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Subject: Is your WOL server crashing?

Posted by [almor999](#) on Tue, 24 Aug 2004 23:32:59 GMT

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I have had my 8 player server crash. We have also had our bbfweb.com servers crash the same way. All servers have BRenBot.

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Subject: Is your WOL server crashing?

Posted by [Blazer](#) on Tue, 24 Aug 2004 23:37:00 GMT

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but are they hosted on servermatrix?

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Subject: Is your WOL server crashing?

Posted by [Deathgod](#) on Wed, 25 Aug 2004 01:58:57 GMT

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Ours has been for the past two or three days, and it's on StrikeServers.

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Subject: Is your WOL server crashing?

Posted by [Alkaline](#) on Wed, 25 Aug 2004 06:37:11 GMT

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Blazer

I know for a fact some jackass is doing this...

THESE CONSTANT CRASHES are happening mostly to WOL SERVERS, some ass has found a wol irc exploit that knocks servers offline.

This guy is from Europe, cuase of his ip is in the 12.xxx.xxx range, or he has botnets in that range.

Experiement, run your server on gsa, i did this for my fan maps server, it ran fine all day.

Also, I'm not running floodguard because that pos doesn't work at all.

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Subject: Is your WOL server crashing?

Posted by [almor999](#) on Wed, 25 Aug 2004 13:21:48 GMT

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Blazerbut are they hosted on servermatrix?

No, one is hosted by me, the other ones I can check but I doubt bbfweb.com is a SM reseller.

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Subject: Is your WOL server crashing?

Posted by [cheesesoda](#) on Wed, 25 Aug 2004 13:33:04 GMT

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It's been annoying as hell. Why the fuck do people think that it is fun to crash servers? Fucking lamers.

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Subject: Is your WOL server crashing?

Posted by [Alkaline](#) on Thu, 26 Aug 2004 06:35:18 GMT

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This only happens during night times, in the day your servers will run fine. the hacker(s) seem to appear at night.

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Subject: Is your WOL server crashing?

Posted by [Blazer](#) on Thu, 26 Aug 2004 06:49:10 GMT

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msgtpain ran a sniffer while his server crashed, and there are no nasty packets or anything out of the ordinary coming in when it happens...maybe they are attacking WOL itself?

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Subject: Is your WOL server crashing?

Posted by [Alkaline](#) on Thu, 26 Aug 2004 18:09:45 GMT

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heh then mgstpain don't know how to run a sniffer then :rolleyes:

I know for a fact last night thier were 2 idiot hackers...

1 UDP flooder... ping goes to 9999 people get kicked, you won't see a spike in your usage graphs either because a cable modem n00b can do it...

the other one is some new crackhead that is using some kinda of a new exploit, it has a similiar effect to the less than 4 byte packet attack (which the un server patch stops)... the server just quits.

I dunno if this new attack is wol IRC based or what, but it really sucks. Anyway tell mgstpain to look at the actual data of the packets, normal renegade packets average 50-60 bytes in length. Attack packets are going to be different. I know because when my servers are getting hit I'm getting 2-9 byte packets at around 50-70 packets/second. Whereas the average renegade client usually does about 10-15 packets/second at 55-45 bytes... Obviously you are getting attacked.

Since its udp packet you know it can be spoofed easily. :rolleyes:

Best thing to do is to block all incoming UDP traffic except for players playing on the server... some kind of an app or something...:/

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Subject: Is your WOL server crashing?

Posted by [msgtpain](#) on Thu, 26 Aug 2004 23:14:42 GMT

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They smelt like chocolate lime pecan pie.. that's how I knew the sniffer was running correctly, isn't that the right way? :rolleyes:

I'd be happy to share my ethereal dump with you, unless you think the packets are spoofing tcpdump in to not capturing them :rolleyes:

:rolleyes: :rolleyes: :rolleyes:

Can I get some more rolleys please?

:rolleyes: :rolleyes: :rolleyes:

Thank you..

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Subject: Is your WOL server crashing?  
Posted by [xptek](#) on Thu, 26 Aug 2004 23:18:39 GMT  
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My server is hosted by Servermatrix but there is no floodguard on it.

Doesn't happen when my server is on GSA.

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Subject: Is your WOL server crashing?  
Posted by [Nightma12](#) on Fri, 27 Aug 2004 07:19:16 GMT  
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hmmm, could this possibly be BrenBot related?

someone turned RG off on my server ( <\_< ) so i had just locked the table in brenbot.dat, and turned it back on and restarted BrenBot

as soon as it came back on..

\* AOE-BOT2 has joined #aoe2  
[AOE-BOT2] Reporting for Duty!  
[AOE-BOT2] BlazeRenbot 1.35 MSWin32  
[AOE-BOT2] !help for commands.  
\* ChanServ sets mode: +ao AOE-BOT2 AOE-BOT2  
[AOE-BOT2] 14Host: BlazeRegulator/BlazeRenBot 1.35 MSWin32 starting up...  
[AOE-BOT2] 14Host: Quitting due to Westwood Online connection loss.

=/

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Subject: Is your WOL server crashing?  
Posted by [VenomSpdr](#) on Fri, 27 Aug 2004 19:19:08 GMT  
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Im a server owner and my server has been crashing more than others I have noticed. We use Server Matrix and we are running BRenBot. I have installed all of the patches, they havent really helped at all. Now i can usually get thru 2 maps instead of 1. Anyhow this idiot is starting to take its toll on Renegade. We as a community need to do sumthing about this. Im not sure what to do yet but if we all keep each other informed maybe we can figure sumthin out. One other thing, the

only thing that seems to keep my server up longer is when i change the hostname to sumthin else new. Of course then it eventually will start happening again. And how come some servers seem to stay up a lot more than others?

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Subject: Is your WOL server crashing?  
Posted by [Deathgod](#) on Sat, 28 Aug 2004 07:57:00 GMT  
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We're not running any bots of any sort on our server, so it's probably not an issue with those.

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Subject: Is your WOL server crashing?  
Posted by [Alkaline](#) on Mon, 06 Sep 2004 06:20:19 GMT  
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Ok if you head over to non00bs.net you will find out just exactly what is happening...

basically its IRC flood kick, wol has an exploit, the join server screen where it list all the poeple, (using some tools \*relay\* you can get the server to postback this info like 200-300/second, thus creating a flood and being kicked off WOL IRC)

how stupid is wol, one learns everyday.

Move to gsa if you value your server

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Subject: Is your WOL server crashing?  
Posted by [Whitedragon](#) on Mon, 06 Sep 2004 19:28:05 GMT  
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This situation has hopefully been solved. Read my post in the Server Owners section to get full details.

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Subject: Is your WOL server crashing?  
Posted by [Jessica \[ERA\]](#) on Tue, 07 Sep 2004 00:58:21 GMT  
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Same Problem`s

BTW look at the ping gdi site all 12000 or above

[20:10] Total current bandwidth usage for players is 2074 kilobits per second

[20:10] FMHunty crushed SoQDrink (GDI Engineer VS Stealth Black Hand)  
 [20:10] sgamac: lol pistole couldnt rech^^  
 [20:10] Host: InGame Moderators: &SoQDrink +HERCULARIUM &FMHunty  
 [20:10] Westwood Online mode active since 9/3/2004 - 14:06:34 PM  
 [20:10] Gameplay in progress  
 [20:10] Map : C&C\_Walls\_Flying.mix  
 [20:10] Time : 0.20.46  
 [20:10] Fps : 56  
 [20:10] GDI : 14/30 players 16170 points  
 [20:10] NOD : 15/30 players 18965 points  
 [20:10]  
 [20:10] FMHunty: :Pd  
 [20:10] [Team] QUADXXL: allways steel flag give good points  
 [20:10] FMHunty is taking the dirt nap thanks to xontero (Sakura VS GDI Engineer)  
 [20:10] triladar: laaaaaaaag  
 [20:11] HERCULARIUM: !ping  
 [20:11] Connection broken to client. 2  
 [20:11] Player IForeseeNoEmergency left the game  
 [20:11]

Name      Score      -----Ping

[20:11] 1 reaper997    45    GDI 12903  
 [20:11] 3 jmren1989    2260    NOD 12552  
 [20:11] 4 vlos007      60    NOD 12764  
 [20:11] 5 SoQDrink     255    GDI 12837  
 [20:11] 6 Samicus      1520    GDI 0  
 [20:11] 7 triladar     1685    NOD 12297  
 [20:11] 8 xontero      2190    GDI 0  
 [20:11] 10 OmegaNova   120    NOD 12092  
 [20:11] 11 so11ibier    915    NOD 12921  
 [20:11] 12 eliraak     1390    GDI 12227  
 [20:11] 13 shiny101    10    GDI 0  
 [20:11] 14 {SOB}Heero\_Coz 620    GDI 12732  
 [20:11] 15 HERCULARIUM 1250    GDI 12819  
 [20:11] 16 chief1978   80    NOD 0  
 [20:11] 17 QUADXXL     770    GDI 14022  
 [20:11] 18 gangta333   720    NOD 12874  
 [20:11] 19 gregverm    2625    NOD 12786  
 [20:11] 20 martin84    6350    NOD 12857  
 [20:11] 21 sgamac      660    NOD 12903  
 [20:11] 22 moonwalk9   610    NOD 12808  
 [20:11] 23 OxygenHole   0    NOD 12633  
 [20:11] 24 robomaxime   0    GDI 12164  
 [20:11] 25 reyney      810    NOD 12854  
 [20:11] 26 FMHunty     235    NOD 0  
 [20:11] 27 morgmich    2310    GDI 0  
 [20:11] 28 kaliber00   0    GDI 0  
 [20:11] 29 bluewater2002 265    GDI 12943

[20:11] 30 regnboge 0 GDI 12804  
[20:11] Total current bandwidth usage for players is 3533 kilobits per second  
[20:11] Westwood Online mode active since 9/3/2004 - 14:06:34 PM  
[20:11] Gameplay in progress  
[20:11] Map : C&C\_Walls\_Flying.mix  
[20:11] Time : 0.20.23  
[20:11] Fps : 39  
[20:11] GDI : 14/30 players 16180 points  
[20:11] NOD : 14/30 players 18965 points  
[20:11]  
[20:11] Connection broken to client. 17  
[20:11] Player QUADXXL left the game  
[20:11] Connection broken to client. 5  
[20:11] Player SoQDrink left the game  
[20:11] Connection broken to client. 11  
[20:11] Player so11ibier left the game  
[20:11] Connection broken to client. 1  
[20:11] Player reaper997 left the game  
[20:11] Connection broken to client. 3  
[20:11] Player jmren1989 left the game  
[20:11] Connection broken to client. 7  
[20:11] Player triladar left the game  
[20:11] Connection broken to client. 12  
[20:11] Player eliraak left the game  
[20:11] Connection broken to client. 21  
[20:11] Player sgamac left the game  
[20:11] Connection broken to client. 26  
[20:11] Player FMHunty left the game  
[20:11] Connection broken to client. 28  
[20:11] Player kaliber00 left the game  
[20:11] Connection broken to client. 13  
[20:11] Player shiny101 left the game  
[20:11] Connection broken to client. 15  
[20:11] Player HERCULARIUM left the game  
[20:11] Connection broken to client. 16  
[20:11] Player chief1978 left the game  
[20:11] Connection broken to client. 19  
[20:11] Player gregverm left the game  
[20:11] Connection broken to client. 22  
[20:11] Player moonwalk9 left the game  
[20:11] Connection broken to client. 25  
[20:11] Player reyney left the game  
[20:11] Connection broken to client. 27  
[20:11] Player morgmich left the game  
[20:11] Connection broken to client. 29  
[20:11] Player bluewater2002 left the game  
[20:11] Connection broken to client. 30  
[20:11] Player regnboge left the game

[20:11] Connection broken to client. 4  
[20:11] Player vlos007 left the game  
[20:11] Connection broken to client. 18  
[20:11] Player gangta333 left the game  
[20:11] Connection broken to client. 20  
[20:11] Player martin84 left the game  
[20:11] Connection broken to client. 24  
[20:11] Player robomaxime left the game  
[20:11] Connection broken to client. 6  
[20:11] Player Samicus left the game  
[20:11] Connection broken to client. 10  
[20:11] Player OmegaNova left the game  
[20:11] Connection broken to client. 14  
[20:11] Player {SOB}Heero\_Coz left the game

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Subject: Is your WOL server crashing?  
Posted by [Jason8765](#) on Wed, 08 Sep 2004 12:13:05 GMT  
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WhitedragonThis situation has hopefully been solved. Read my post in the Server Owners section to get full details.  
i cant get in there  
do i need to ask someone or sommat?

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Subject: Is your WOL server crashing?  
Posted by [Dan](#) on Wed, 08 Sep 2004 13:26:47 GMT  
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You need to own and run a renegade server to be able to gain access.

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Subject: Is your WOL server crashing?  
Posted by [Jason8765](#) on Thu, 09 Sep 2004 15:46:27 GMT  
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DanYou need to own and run a renegade server to be able to gain access.  
i have a teeny weeny 6 player i run sometimes, does that count?  
or do i have to have a juicy 24 player

---

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Subject: Is your WOL server crashing?  
Posted by [spoonyrat](#) on Thu, 09 Sep 2004 16:36:17 GMT  
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I own and run quite a few servers... Can I get access?

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Subject: Is your WOL server crashing?

Posted by [c0nFuZ0r](#) on Thu, 09 Sep 2004 21:08:17 GMT

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Jason8765DanYou need to own and run a renegade server to be able to gain access.  
i have a teeny weeny 6 player i run sometimes, does that count?  
or do i have to have a juicy 24 player

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Subject: Is your WOL server crashing?

Posted by [VenomSpdr](#) on Sat, 18 Sep 2004 00:54:10 GMT

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I am the owner of xphaze and our server lost WOL connection 2 times tonite, can i please have access to the owners section to obtain the info on how to stop this. My WOL nick is GrnGobIn0

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Subject: Is your WOL server crashing?

Posted by [reborn](#) on Tue, 21 Sep 2004 01:16:16 GMT

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i have a 20 player player FDS with bren 1.35  
I am also at the start of next month going to rent another server (24 player) can i please have access to the server owner part of the forum please?

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Subject: Is your WOL server crashing?

Posted by [Blazea58](#) on Thu, 21 Oct 2004 13:49:33 GMT

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I dont own a server, but this should still count as its still crashing someones game on command.

I was hosting a game lastnight, and some guy named Bull88888 joined the game. The very first thing he started asking was if anyone used hacks. Everyone said no and we continued. As the next map came on, he started asking again if anyone used hacks. I started getting annoyed because i dont tolerate someone just joining to speak about such matters.

I said in all chat "Now i know who i will be banning first"

About 1 second later, my server crashed and i was brought back to wol.

Obviously this is just kids crashing servers though. Bull88888 definatly crashed my server, as the kbps was around 150 for 4 players, and 70 fps.

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Nobody complained about lag the entire time, and im positive it was what i said that made the guy do it.

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