
Subject: does Dragonade have the bandwidth detection thing?

Posted by [iRANian](#) on Sun, 16 Apr 2017 13:31:24 GMT

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I was wondering because Xpert ported the ssgm 2.0.2 code for it to 4.0 years ago.

The bandwidth detection issue is when during the game the bandwidth of a player starts dropping..ssgm 2.0.2 had code to check for this every few seconds and to reset bandwidth if needed.

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

Posted by [Whitedragon](#) on Sun, 16 Apr 2017 13:41:00 GMT

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No

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

Posted by [iRANian](#) on Sun, 16 Apr 2017 13:56:46 GMT

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Is it needed?

BTW I can't get the blockfakebeacons=1 setting working

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

Posted by [Whitedragon](#) on Sun, 16 Apr 2017 22:03:10 GMT

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Not quite sure. I want to say something in TT made it not needed anymore?

Yes that setting doesn't seem to be working.

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

Posted by [iRANian](#) on Mon, 17 Apr 2017 09:35:19 GMT

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Well Xpert ported the ssgm 2.0.2 code to ssgm 4.0. I know that 4.0 is missing a bunch of things including some anti-cheat stuff.

I have no idea if it's needed.

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.

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

Posted by [iRANian](#) on Tue, 18 Apr 2017 08:17:42 GMT

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I was testing yesterday and it seems to be needed. I just added the code from Xpert's port of the SSGM 2.0.2 logic.

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

Posted by [dblancey1](#) on Tue, 18 Apr 2017 17:00:13 GMT

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The set_net_update_rate_player i recommend just running on join once. I do that on my server. It only affects updates sent from client to server. Not updates for server to client. Thats controlled by the servers net_update_rate. Its not really a good advantage like the sbbo exploit as setting a low value will make you easier to hit by other players and will make your movement slide a lot. Other characters on your screen will still move normally etc.

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

Posted by [iRANian](#) on Tue, 18 Apr 2017 20:52:35 GMT

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What values do you use?

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

Posted by [dblancey1](#) on Tue, 18 Apr 2017 22:37:27 GMT

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I use 30 which is the highest valid value. It also matches the update rate that most servers use for server to client.
