Subject: connection broken
Posted by SODPaddy on Sun, 05 Feb 2012 20:07:36 GMT
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hello,

some problem...

all players lost connection on my server. i already reinstalled my ren server and and and ...

Quote:|20:57:57| <+AOW> Connection broken to client. 1
|20:57:57| <+AOW> Connection broken to client. 2
|20:57:57| <+AOW> Connection broken to client. 3
|20:57:57| <+AOW> Connection broken to client. 4
|20:57:57| <+AOW> Connection broken to client. 5
|20:57:57| <+AOW> Connection broken to client. 6
|20:57:57| <+AOW> Connection broken to client. 7
|20:57:57| <+AOW> Connection broken to client. 8
|20:57:57| <+AOW> Connection broken to client. 9
|20:57:57| <+AOW> Connection broken to client. 10
|20:57:57| <+AOW> Connection broken to client. 11
|20:57:57| <+AOW> Connection broken to client. 12
|20:57:57| <+AOW> Connection broken to client. 13
|20:57:57| <+AOW> Connection broken to client. 14
|20:57:57| <+AOW> Connection broken to client. 15

i think someone is usp flooding?

Subject: Re: connection broken
Posted by sla.ro(master) on Mon, 06 Feb 2012 09:31:44 GMT
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usp? never heard of that tbh..
maybe you talk about UDP who is a socket protocol used to transfer datagrams.

Subject: Re: connection broken
Posted by iRANian on Mon, 06 Feb 2012 11:45:29 GMT
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Looks like it, Jelly Marathon had the same issue, they would get flooded and within a matter of seconds everyone would disconnect with a "Connection broken to client" message.