
Subject: Re: How to disable raw sockets

Posted by [Vasily Tarasov](#) on Thu, 15 Jun 2006 13:28:29 GMT

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Finally I've got the reason...

Hunk 1:

Quote:DEV=eth0

```
tc qdisc del dev $DEV root
```

```
tc qdisc add dev $DEV root handle 1: cbq avpkt 1000 bandwidth 10mbit
```

```
tc class add dev $DEV parent 1: classid 1:1 cbq rate 512kbit allot 1500 prio 5 bounded isolated
```

```
tc filter add dev $DEV parent 1: protocol ip prio 16 u32 match ip src x.x.x.x flowid 1:1
```

```
tc qdisc add dev $DEV parent 1:1 sfq perturb 10
```

Hunk 2:

Quote:DEV2=venet0

```
tc qdisc del dev $DEV2 root
```

```
tc qdisc add dev $DEV2 root handle 1: cbq avpkt 1000 bandwidth 10mbit
```

```
tc class add dev $DEV2 parent 1: classid 1:1 cbq rate 512kbit allot 1500 prio 5 bounded isolated
```

```
tc filter add dev $DEV2 parent 1: protocol ip prio 16 u32 match ip dst x.x.x.x flowid 1:1
```

```
tc qdisc add dev $DEV2 parent 1:1 sfq perturb 10
```

Note, that both hunks work at egress of VE0!

Here is why wget is limited by traffic and ddos-attack tools aren't:

wget downloads from some node to VPS, for VE0 it's egress, so hunk 1 or hunk 2 work.

But ddos-attack tools emit(!) traffic. Thus for VE0 it's ingress traffic. Consequently hunk2 doesn't catch it!

If you want to solve your problem you can use this hunk 3 in addition to hunk2, hunk1:

Quote:DEV=venet0

```
tc filter add dev $DEV parent 1: protocol ip prio 20 u32 match u32 1 0x0000 police rate 2kbit  
buffer 10k drop flowid :1
```
