

Forum:[Hack Forums](#)

Thread: [UNREALIRCD PROBLEM](#)

gandcc - May 5, 2018, 11:44 am

Hey, i cant load more then 1000 bots to my botnet channel, because i have limit 1000 bots connections.

Server log:

I have 603 clients and 0 servers

603 1000 Current local users 603, max 1000

603 751 Current global users 603, max 751

Someone can help me?

Toxcique - May 5, 2018, 2:07 pm

When compiling, change the max amount of concurrent sockets.

gandcc - May 6, 2018, 1:41 am

(May 5, 2018 02:07 PM)Toxcique Wrote: [\[CITE\]](#) When compiling, change the max amount of concurrent sockets.

maked, no profit

sssniperwolf - May 6, 2018, 4:01 am

(May 6, 2018 01:41 AM)codsecurity Wrote: [\[CITE\]](#) maked, no profit
recompile

Toxcique - May 6, 2018, 6:15 am

(May 6, 2018 01:41 AM)codsecurity Wrote: [\[CITE\]](#) maked, no profit

Have you even tried to do what i said, before bitching for help again? I know for a fact that what i said is the solution.

Deflate - May 6, 2018, 8:57 am

Can you give a part of your unrealircd.conf?

The new unrealircd have more complex stuff, but older like Unreal 4.0 Unreal 3.2 they can be edited via unrealircd.conf i think.

But if not try recompile your IRCd server and add more than 1000 connections.

Longdog - May 6, 2018, 10:36 am

ulimit -n 50000 or something i forget.

its been since 2014 since i touched that shit.

CallMeMonsTah - May 6, 2018, 3:28 pm

i have a whole tutorial on how to fix that , just hmu.

Whats ur skype??? i will video call u and help you

Mastor - May 7, 2018, 4:45 am

Ulimit doesn't do anything for IRC bot connections. Changing the max concurrent sockets like Toxcique recommended to you is the way to go depending on your file.

qdawg - May 7, 2018, 4:11 pm

edit unrealircd.conf and change the max

bkdscn - May 16, 2018, 1:37 pm

(May 5, 2018 11:44 AM)codsecurity Wrote: [\[CITE\]](#) Hey, i cant load more then 1000 bots to my botnet channel, because i have limit 1000 bots connections.

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Increase the FD Setsize

Unrealircd.conf 4096 max connections.

assuming you have make installed.

cd (root)

cd..

/usr/bits/include/ edit typesizes.h using nano change to 4096.

Recompile unreal.