

Forum:[Hack Forums](#)

Thread: [Finding best method to stress test online game server](#)

crammy23 - May 4, 2026, 7:43 am

As far as I know Wireshark is used to get the IP/port while connected to the game, but what's the best method to try to overload an online game server? For example TCP (SYN, ACK, Socket, etc) or UDP (Race, PPS, etc.)

I'd like to test the server before I host my game on it publicly, but have no idea what the best method here is since I'm new to this.

MadScientist - May 4, 2026, 11:12 am

(May 4, 2026 07:43 AM)crammy23 Wrote: [\[CITE\]](#) As far as I know Wireshark is used to get the IP/port while connected to the game, but what's the best method to try to overload an online game server? For example TCP (SYN, ACK, Socket, etc) or UDP (Race, PPS, etc.)

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It's not going to be much of a stress test unless you employ a botnet in the DDoS. You wont be able to REALLY stress test with just your computer in any realistic way

crammy23 - May 4, 2026, 1:47 pm

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I found a few services online that range from \$20/month to \$1000+, I just need to know what method I need to be looking out for. TCP? UDP? How many gb/s?

MadScientist - May 4, 2026, 10:49 pm

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What service? Beware of scams