



**NETLIMITER
PRO**

Setup

- [You can download a version of NetLimiter from here.](#)
- To set up a port to limit, go to the filter tab and press add filter.
- Call it whatever you want and make sure the filter type is Filter.
- Add a filter function and choose Remote port in range.
- Add in the port ranges from below and add the range then just press Save.
- Then right click on the filter and press add rule.
- Make sure everything in that menu corresponds to the information below on each port.
- If you want to add a hotkey, right click on the rule and press add hotkey.

Ports

3074 DL

- Used for damage if you 3074 while ticking something.
- Unloading doors by activating 3074 before hitting a load zone.
- Surviving final stand wipes (will still wipe you after a certain amount of time).

- Can be used to dunk some buffs like emanating force and voltaic motes.
- Spinach error code if held for too long without buffering, arugula error code if you buffer with too long intervals.
- 3074 1 b/s - In

3074 UL

- Used for damage if you 3074 while ticking something (health will update for other players unlike 3074 DL).
- Same error codes as 3074 DL.
- 3074 1 b/s - Out

30000 (30k)

- Used for preventing joining allies if activated before encounter pull.
- Soft disconnects you and spawns you at the default spawn for whatever load zone fireteam leader is in (to full disconnect kill all connections to 30k).
- Baboon or anteater error code if held too long.
- 30000 1 b/s - In

27000 (27k)

- Used for infinite resurrection tokens by limiting waiting a few seconds reviving then waiting again and unlimiting.
- If held you can anteater error code the whole lobby.
- Allows you to create solo strike instances.
- Players cannot join while you are limited.
- Beaver error code if held too long while not true host.
- 27015-27200 1 b/s - In

7500 (7.5k)

- Used for infinite rallying to flags if you limit wait a few seconds then rally and you can keep rallying, then unlimit when done.
- Can be used to infinitely open chests like terminal overlay key chests (good for levelling weapons) if you limit wait a second or so

then open the chest and keep opening it till you disconnect then unlimit.

- Weasel error code is held too long.
- 7500 1 b/s - In

Destiny 2 (Full Game)

- Used for dunking buffs like emanating force and voltaic motes.
- Weasel error code if held too long.
- Destiny 2 800 b/s - In (can be limited at 500 b/s or 811 b/s, depends on you)

Game Pauser

- Suspends D2 with a macro.
- Used to prevent joining allies.
- Bee error code if held too long, will not remove you from the instance (soft disconnect).

Damage

- Most common things to use when limiting damage are Chaos reach and TCrash shocks.
- TCrash does more damage (~30%) but Chaos reach is more used because it's easier to hit and Warlock is superior.
- To limit a Chaos reach you start the super on the boss limit then you can deactivate it because any damage from it after the initial limit does nothing.
- To limit a TCrash you super and limit on the sound of it hitting or when the shocks start.
- TCrash can be buffed by Synthoceps by having 3 enemies around you ~ around 50% buff.
- Once something is ticking on the boss you can damage the boss with other guns and abilities but if there is nothing ticking on the boss, damage will ghost.
- If you use a debuff, wait until the yellow numbers become white again. If there is no debuff, wait for the damage numbers to double. This does not bypass health gates like final stands.

Buffering

- Buffering means while limiting, unlimiting and relimiting again in quick succession to prevent you desyncing.
- If you desync the game cannot keep up with you and you have to either 30k disconnect yourself or leave the instance and rejoin.
- Based on how many enemies are in the loadzone.

Raids

Root of Nightmares (RON)

- You can pre-damage Explicator until final stand and make sure to unlimit before damage starts. If you damage past initial health pre-final then you softlock the next puzzle encounter.
- You can 3074 UL limit Nazarec damage phase.

Kings Fall (KF)

- You can double dunk entrance by limiting before you dunk then dunking and holding it for around 3-7 seconds and dunking again
- You can limit and pick up the brand very quickly and go and kill the starting ads over and over then unlimit and depo it all after someone takes the brand, you can also just get stacks and stand on the plate limit then infinitely deposit stacks until you need to be refreshed.
- You can pre-damage Warpriest with 3074 DL.
- You can limit damage while in a pool on Golgoth with 3074 DL.
- You can pick up the final brand to dunk on Sisters limit and dunk on the first sister then dunk on the second as well, make sure to unlimit while dunking on the second sister. Use 3074 DL for damage.
- You can 3074 UL damage Oryx.

Vow of the Disciple (VOW / VOTD)

- You can limit the entrance cart by picking up 3x knowledge and limiting 3074 DL before you touch the cart, then go and stand on it,

buffer every 7ish seconds (or before every stop and after every stop), there is a macro for it.

- You can limit 1-2 transitions by limiting before you hit CT load and walking through the door (this also unloads the stairs at CT final stand for 2-3 practice.
- You can 3074 UL damage Caretaker while on plate.
- You can limit relic dunks in Exhibition if someone is slow or you want to troll, just limit before you dunk then unlimit after dunking.
- You can either full game or 3074 DL dunks, just limit before dunking then dunk in both spots and unlimit after. Use 3074 UL for damage.

Vault of Glass (VOG)

- You can limit the flag down to the relic for Templar.
- You can do 3074 DL templar damage.
- You can 3074 UL and walk past gorgons undetected.
- You can do 3074 DL Atheon damage.
- You can 3074 UL then shoot all oracles on Atheon then unlimit if you have no calls.

Deep Stone Crypt (DSC)

- You can 3074 DL while in the container at the entrance so that doors don't spawn and you don't get frostbite, unlimit when you are past final doors.
- You can delete cores by 30king while holding a core, so if you have 3 more cores you can dunk the cores in all 4 locations because the game believes there are 4. It will bug the suppressor and you may be unable to dunk future cores. You will need to delete the other cores if that happens.
- You can pre-damage and you can do 3074 DL normal damage.

Garden of Salvation (GOS)

- You can full game or 3074 DL to dunk motes multiple times, limit wait a few seconds then start dunking then unlimit when done.
- You can do 3074 DL Consecrated damage.

Last Wish (LW)

- You can do 3074 DL damage at Kali.
- You can do 3074 DL damage at Shuro-Chi.
- You can do 3074 DL Morgeth damage.
- You can do 3074 DL damage.

Dungeons

Shattered Throne (ST)

- You can do 3074 DL damage at the Orge .
- You can do 3074 DL damage at Inacru.

Prophecy

- You can do 3074 DL damage at the Phalanx.
- You can pre-damage Kell Echo, 3074 UL damage.

Pit of Heresy (POH)

- You can pre-damage the final boss, 3074 UL damage.

Grasp of Avarice (GOA)

- Grab 2 riches then limit 3074 DL on the crystal for 20 seconds on Orge.
- Grab 2 riches then limit 3074 DL on the crystal for 10 seconds on Shield.
- Grab 2 riches then limit 3074 DL on the crystal for 35 seconds on boss.
- You can do 3074 DL damage to the Orge.
- You can do 3074 DL damage to the Captain.

Duality

- You can do 3074 DL damage at Gahlran.
- You can do 3074 UL damage at Caital.

Spire of the Watcher (SOTW)

- You can full game to shoot nodes without ads shooting you.
- You can do 3074 DL damage at Harpy.
- 30k kill connections and 3074 to bypass the door and fall down all the way to the red room. Unlimit to have the checkpoint, then you can do the boss.
- You can do 3074 DL damage at the Wyvern.

Pre-Damage

- To pre-damage, start damaging the boss with what you use to limit damage normally (you will tick immunes) then die somehow and wait for someone to resurrect you (you will have to buffer to be resurrected) after you are alive again you should be ticking real damage numbers. If you do it for too long the ticks may return to what they were before you 'killed' the boss (like if your ticks go doubled or white and they go normal or yellow again) and your damage will not count.

Misc

Perma Flags

- Place a flag and have LOS of it, 3074 DL and start the encounter then hold it for around 7 seconds or until other people have LOS of the flag, then unlimit.

PVP

- Fully limit 27k (0 b/s)

Resources

-  [How to setup NetLimiterPatch](#)
-  [How to setup a rule in NetLimiter](#)