

# Packet filtering

BaseIONetworkManager contains two fields: sendFilters and receiveFilters. You can filter packets just by adding your own filter to these filter sets. A filter is defined as `BiPredicate<Packet, NetworkManager>`. If the BiPredicate returns true the packet will be filtered and consequently no further processed. **For performance purposes you should always check for the correct packet type first.**

The `NetworkManager` instance is provided on purpose:

You can get Player connection information with

`((InetSocketAddress)net.getChannel().remoteAddress()).getAddress().getHostAddress()` (here: player's IP).

You can get the player object with

`((NetHandlerPlayServer)net.getNetHandler()).playerEntity`.

Keep in mind that depending on your packet you have other `INetHandler`s than `NetHandlerPlayServer`.

Example:

```
BaseIONetworkManager.receiveFilters.add((packet, networkManager) -> {
    if (packet instanceof CPacketLoginStart) {
        CPacketLoginStart packet = (CPacketLoginStart) p;
        GameProfile player = packet.getProfile();
        Logger.info("GameProfile " + player.toString() + " tries to connect");
    }
    return true;
});
```

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