The following files in time between contains my modifications for implement a countermeasure for a packet flood. Two places in .c file near 600 and 1500 and one place in .h at bottom. I added a visual comment before and after my code so it's easier to find.

It's not completed as I can’t find a way to differentiate between other nodes that send control messages frequently.

It seems to block any many that needs to do a hop. Which does remove the malicious node from the network but its not ideal.

In Number of packets contains the code to limit the number of packets by a threshold (default is 5) which gets reset after sometime (default is a minute). This limits the effect the attack can have on the network.