## Contents

1 Snort Overview .................................................. 9
   1.1 Getting Started ............................................. 9
   1.2 Sniffer Mode ............................................... 9
   1.3 Packet Logger Mode .................................... 10
   1.4 Network Intrusion Detection System Mode ............ 11
      1.4.1 NIDS Mode Output Options ...................... 11
      1.4.2 Understanding Standard Alert Output .......... 12
      1.4.3 High Performance Configuration .................. 12
      1.4.4 Changing Alert Order ....................... 13
   1.5 Packet Acquisition ................................... 13
      1.5.1 Configuration ..................................... 13
      1.5.2 pcap ............................................. 14
      1.5.3 AFPACKET ........................................ 15
      1.5.4 NFQ ............................................. 15
      1.5.5 IPQ ............................................. 16
      1.5.6 IPFW ............................................. 16
      1.5.7 Dump ............................................ 16
      1.5.8 Statistics Changes ............................ 17
   1.6 Reading pcap files .................................... 17
      1.6.1 Command line arguments ...................... 17
      1.6.2 Examples ....................................... 17
   1.7 Basic Output ............................................. 19
      1.7.1 Timing Statistics ................................ 19
      1.7.2 Packet I/O Totals ................................ 19
      1.7.3 Protocol Statistics ............................ 20
      1.7.4 Snort Memory Statistics ...................... 21
      1.7.5 Actions, Limits, and Verdicts ............. 21
   1.8 Tunneling Protocol Support .............................. 22
      1.8.1 Multiple Encapsulations ..................... 23
      1.8.2 Logging ........................................ 23
1.9 Miscellaneous ................................. 23
  1.9.1 Running Snort as a Daemon ................. 23
  1.9.2 Running in Rule Stub Creation Mode ........... 24
  1.9.3 Obfuscating IP Address Printouts .......... 24
  1.9.4 Specifying Multiple-Instance Identifiers ... 24
  1.9.5 Snort Modes ................................ 25
1.10 Control socket ............................... 26
1.11 Configure signal value ....................... 26
1.12 More Information ............................ 27

2 Configuring Snort ............................... 28
  2.1 Includes ....................................... 28
    2.1.1 Format .................................... 28
    2.1.2 Variables .................................. 28
    2.1.3 Config .................................... 31
  2.2 Preprocessors ................................. 40
    2.2.1 Frag3 ..................................... 40
    2.2.2 Session ................................... 43
    2.2.3 Stream ................................... 45
    2.2.4 sfPortscan ................................ 49
    2.2.5 RPC Decode ................................ 55
    2.2.6 Performance Monitor ....................... 55
    2.2.7 HTTP Inspect .............................. 60
    2.2.8 SMTP Preprocessor ......................... 75
    2.2.9 POP Preprocessor ......................... 80
    2.2.10 IMAP Preprocessor ......................... 83
    2.2.11 FTP/Telnet Preprocessor ................. 85
    2.2.12 SSH ....................................... 92
    2.2.13 DNS ........................................ 93
    2.2.14 SSL/TLS ................................... 94
    2.2.15 ARP Spoof Preprocessor .................. 96
    2.2.16 DCE/RPC 2 Preprocessor ................. 96
    2.2.17 Sensitive Data Preprocessor ............. 112
    2.2.18 Normalizer ................................ 114
    2.2.19 SIP Preprocessor ......................... 117
    2.2.20 Reputation Preprocessor .................. 123
    2.2.21 GTP Decoder and Preprocessor .............. 127
    2.2.22 Modbus Preprocessor ...................... 135
    2.2.23 DNP3 Preprocessor ....................... 138
<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>2.2.24 AppId Preprocessor</td>
<td>141</td>
</tr>
<tr>
<td>2.3 Decoder and Preprocessor Rules</td>
<td>145</td>
</tr>
<tr>
<td>2.3.1 Configuring</td>
<td>145</td>
</tr>
<tr>
<td>2.3.2 Reverting to original behavior</td>
<td>146</td>
</tr>
<tr>
<td>2.4 Event Processing</td>
<td>146</td>
</tr>
<tr>
<td>2.4.1 Rate Filtering</td>
<td>147</td>
</tr>
<tr>
<td>2.4.2 Event Filtering</td>
<td>149</td>
</tr>
<tr>
<td>2.4.3 Event Suppression</td>
<td>151</td>
</tr>
<tr>
<td>2.4.4 Event Logging</td>
<td>152</td>
</tr>
<tr>
<td>2.4.5 Event Trace</td>
<td>153</td>
</tr>
<tr>
<td>2.5 Performance Profiling</td>
<td>153</td>
</tr>
<tr>
<td>2.5.1 Rule Profiling</td>
<td>154</td>
</tr>
<tr>
<td>2.5.2 Preprocessor Profiling</td>
<td>155</td>
</tr>
<tr>
<td>2.5.3 Packet Performance Monitoring (PPM)</td>
<td>158</td>
</tr>
<tr>
<td>2.6 Output Modules</td>
<td>161</td>
</tr>
<tr>
<td>2.6.1 alert_syslog</td>
<td>161</td>
</tr>
<tr>
<td>2.6.2 alert_fast</td>
<td>163</td>
</tr>
<tr>
<td>2.6.3 alert_full</td>
<td>163</td>
</tr>
<tr>
<td>2.6.4 alert_unixsock</td>
<td>164</td>
</tr>
<tr>
<td>2.6.5 log_tcpdump</td>
<td>164</td>
</tr>
<tr>
<td>2.6.6 csv</td>
<td>164</td>
</tr>
<tr>
<td>2.6.7 unified 2</td>
<td>166</td>
</tr>
<tr>
<td>2.6.8 log null</td>
<td>168</td>
</tr>
<tr>
<td>2.6.9 Log Limits</td>
<td>169</td>
</tr>
<tr>
<td>2.7 Host Attribute Table</td>
<td>169</td>
</tr>
<tr>
<td>2.7.1 Rule evaluation</td>
<td>169</td>
</tr>
<tr>
<td>2.7.2 Snort Configuration</td>
<td>169</td>
</tr>
<tr>
<td>2.7.3 Host Attribute Table File Format</td>
<td>169</td>
</tr>
<tr>
<td>2.7.4 Attribute Table Example</td>
<td>171</td>
</tr>
<tr>
<td>2.7.5 Attribute Table Affect on preprocessors</td>
<td>172</td>
</tr>
<tr>
<td>2.8 Dynamic Modules</td>
<td>173</td>
</tr>
<tr>
<td>2.8.1 Format</td>
<td>173</td>
</tr>
<tr>
<td>2.8.2 Directives</td>
<td>173</td>
</tr>
<tr>
<td>2.9 Reloading a Snort Configuration</td>
<td>174</td>
</tr>
<tr>
<td>2.9.1 Enabling support</td>
<td>174</td>
</tr>
<tr>
<td>2.9.2 Reloading a configuration</td>
<td>174</td>
</tr>
<tr>
<td>2.9.3 Non-reloadable configuration options</td>
<td>174</td>
</tr>
<tr>
<td>2.10 Multiple Configurations</td>
<td>176</td>
</tr>
<tr>
<td>2.10.1 Creating Multiple Configurations</td>
<td>176</td>
</tr>
</tbody>
</table>
2.10.2 Configuration Specific Elements .................................................. 177
2.10.3 How Configuration is applied? ....................................................... 178
2.11 Active Response ............................................................................... 178
  2.11.1 Enabling Active Response ............................................................ 179
  2.11.2 Configure Sniping ......................................................................... 179
  2.11.3 Flexresp ....................................................................................... 179
  2.11.4 React ........................................................................................... 180
  2.11.5 Rule Actions ................................................................................. 181

3 Writing Snort Rules ............................................................................. 182
  3.1 The Basics ......................................................................................... 182
  3.2 Rules Headers .................................................................................... 182
    3.2.1 Rule Actions ................................................................................. 182
    3.2.2 Protocols ...................................................................................... 183
    3.2.3 IP Addresses ................................................................................ 183
    3.2.4 Port Numbers ................................................................................ 184
    3.2.5 The Direction Operator ................................................................. 184
    3.2.6 Activate/Dynamic Rules ................................................................. 185
  3.3 Rule Options ....................................................................................... 185
  3.4 General Rule Options ......................................................................... 185
    3.4.1 msg .............................................................................................. 185
    3.4.2 reference ....................................................................................... 185
    3.4.3 gid ............................................................................................... 186
    3.4.4 sid ............................................................................................... 187
    3.4.5 rev ............................................................................................... 187
    3.4.6 classtype ...................................................................................... 187
    3.4.7 priority ......................................................................................... 189
    3.4.8 metadata ...................................................................................... 189
    3.4.9 General Rule Quick Reference ..................................................... 190
  3.5 Payload Detection Rule Options ......................................................... 190
    3.5.1 content ......................................................................................... 190
    3.5.2 protected content ......................................................................... 191
    3.5.3 hash ............................................................................................. 192
    3.5.4 length ........................................................................................... 193
    3.5.5 nocase .......................................................................................... 193
    3.5.6 rawbytes ...................................................................................... 193
    3.5.7 depth ............................................................................................ 193
    3.5.8 offset ............................................................................................ 194
    3.5.9 distance ....................................................................................... 194
3.5.10 within ........................................ 195
3.5.11 http_client_body ............................. 195
3.5.12 http_cookie ..................................... 196
3.5.13 http_raw_cookie .............................. 196
3.5.14 http_header .................................... 197
3.5.15 http_raw_header ......................... 197
3.5.16 http_method ................................. 198
3.5.17 http_uri ........................................ 198
3.5.18 http_raw_uri ................................. 198
3.5.19 http_status_code ......................... 199
3.5.20 http_status_msg ............................. 199
3.5.21 http_encode ................................. 200
3.5.22 fast_pattern ................................. 201
3.5.23 uricontent ................................. 202
3.5.24 urilen ...................................... 203
3.5.25 isdataat .................................. 204
3.5.26 pcre ........................................ 204
3.5.27 pkt_data .................................... 205
3.5.28 file_data ..................................... 206
3.5.29 base64_decode ............................... 207
3.5.30 base64_data .................................. 208
3.5.31 byte_test .................................... 208
3.5.32 byte_jump ................................... 210
3.5.33 byte_extract ................................. 211
3.5.34 byte_math ................................... 213
3.5.35 ftp_bounce .................................. 215
3.5.36 asml ........................................ 215
3.5.37 cvs ........................................ 216
3.5.38 dce_iface ................................... 217
3.5.39 dce_opnum ................................ 217
3.5.40 dce_stub_data ................................ 217
3.5.41 sip_method .................................. 217
3.5.42 sip_status_code ............................. 217
3.5.43 sip_header .................................. 217
3.5.44 sip_body ..................................... 217
3.5.45 gtp_type .................................... 217
3.5.46 gtp_info ..................................... 217
3.5.47 gtp_version .................................. 217
3.5.48 ssl_version .................................. 217
3.5.49 ssl_state ........................................................................ 217
3.5.50 Payload Detection Quick Reference ................................. 218
3.6 Non-Payload Detection Rule Options .................................. 218
  3.6.1 fragoffset ................................................................. 218
  3.6.2 ttl ................................................................. 219
  3.6.3 tos ................................................................. 219
  3.6.4 id ................................................................. 220
  3.6.5 ipopts ............................................................... 220
  3.6.6 fragbits .............................................................. 221
  3.6.7 dsize ................................................................. 221
  3.6.8 flags ................................................................. 222
  3.6.9 flow ................................................................. 223
  3.6.10 flowbits ............................................................. 224
  3.6.11 seq ................................................................. 226
  3.6.12 ack ................................................................. 227
  3.6.13 window ............................................................. 227
  3.6.14 itype ................................................................. 227
  3.6.15 icode ................................................................. 228
  3.6.16 icmp_id ............................................................ 228
  3.6.17 icmp_seq .......................................................... 229
  3.6.18 rpc ................................................................. 229
  3.6.19 ip_proto ............................................................. 229
  3.6.20 sameip .............................................................. 230
  3.6.21 stream_reassemble .............................................. 230
  3.6.22 stream_size ......................................................... 230
  3.6.23 Non-Payload Detection Quick Reference ......................... 231
3.7 Post-Detection Rule Options ............................................. 232
  3.7.1 logto ................................................................. 232
  3.7.2 session ............................................................... 232
  3.7.3 resp ................................................................. 232
  3.7.4 react ................................................................. 233
  3.7.5 tag ................................................................. 233
  3.7.6 replace ............................................................... 234
  3.7.7 detection_filter .................................................... 234
  3.7.8 Post-Detection Quick Reference .................................. 235
3.8 Rule Thresholds ............................................................... 235
3.9 Writing Good Rules ........................................................... 236
  3.9.1 Content Matching .................................................. 236
  3.9.2 Catch the Vulnerability, Not the Exploit .......................... 236
3.9.3 Catch the Oddities of the Protocol in the Rule ........................................... 237
3.9.4 Optimizing Rules ......................................................................................... 237
3.9.5 Testing Numerical Values ............................................................................ 239

4 Dynamic Modules .............................................................................................. 242
4.1 Data Structures ............................................................................................... 242
  4.1.1 DynamicPluginMeta ................................................................................. 242
  4.1.2 DynamicPreprocessorData ...................................................................... 242
  4.1.3 DynamicEngineData .............................................................................. 243
  4.1.4 SFSnortPacket ......................................................................................... 243
  4.1.5 Dynamic Rules ......................................................................................... 244
4.2 Required Functions ......................................................................................... 250
  4.2.1 Preprocessors ........................................................................................... 251
  4.2.2 Detection Engine ..................................................................................... 251
  4.2.3 Rules ......................................................................................................... 253
4.3 Examples .......................................................................................................... 253
  4.3.1 Preprocessor Example ............................................................................. 253
  4.3.2 Rules ......................................................................................................... 255

5 Snort Development .............................................................................................. 258
5.1 Submitting Patches ......................................................................................... 258
5.2 Snort Data Flow .............................................................................................. 258
  5.2.1 Preprocessors ........................................................................................... 258
  5.2.2 Detection Plugins ..................................................................................... 259
  5.2.3 Output Plugins ........................................................................................ 259
5.3 Unified2 File Format ......................................................................................... 259
  5.3.1 Serial Unified2 Header ............................................................................. 259
  5.3.2 Unified2 Packet ......................................................................................... 260
  5.3.3 Unified2 IDS Event .................................................................................. 260
  5.3.4 Unified2 IDS Event IP6 ............................................................................ 260
  5.3.5 Unified2 IDS Event (Version 2) ................................................................. 261
  5.3.6 Unified2 IDS Event IP6 (Version 2) .......................................................... 261
  5.3.7 Unified2 Extra Data .................................................................................. 262
  5.3.8 Description of Fields .............................................................................. 262
5.4 Buffer dump utility ........................................................................................... 264
  5.4.1 Example Buffer Dump output ................................................................. 265
5.5 The Snort Team ............................................................................................... 266
Chapter 1

Snort Overview

This manual is based on *Writing Snort Rules* by Martin Roesch and further work from Chris Green <cmg@snort.org>. It was then maintained by Brian Caswell <bmc@snort.org> and now is maintained by the Snort Team. If you have a better way to say something or find that something in the documentation is outdated, drop us a line and we will update it. If you would like to submit patches for this document, you can find the latest version of the documentation in \LaTeX format in the most recent source tarball under `/doc/snort_manual.tex`. Small documentation updates are the easiest way to help out the Snort Project.

1.1 Getting Started

Snort really isn’t very hard to use, but there are a lot of command line options to play with, and it’s not always obvious which ones go together well. This file aims to make using Snort easier for new users.

Before we proceed, there are a few basic concepts you should understand about Snort. Snort can be configured to run in three modes:

- **Sniffer mode**, which simply reads the packets off of the network and displays them for you in a continuous stream on the console (screen).
- **Packet Logger mode**, which logs the packets to disk.
- **Network Intrusion Detection System (NIDS) mode**, which performs detection and analysis on network traffic. This is the most complex and configurable mode.

1.2 Sniffer Mode

First, let’s start with the basics. If you just want to print out the TCP/IP packet headers to the screen (i.e. sniffer mode), try this:

```
./snort -v
```

This command will run Snort and just show the IP and TCP/UDP/ICMP headers, nothing else. If you want to see the application data in transit, try the following:

```
./snort -vd
```

This instructs Snort to display the packet data as well as the headers. If you want an even more descriptive display, showing the data link layer headers, do this:
As an aside, notice that the command line switches can be listed separately or in a combined form. The last command could also be typed out as:

```
./snort -d -v -e
```

to produce the same result.

### 1.3 Packet Logger Mode

OK, all of these commands are pretty cool, but if you want to record the packets to the disk, you need to specify a logging directory and Snort will automatically know to go into packet logger mode:

```
./snort -dev -l ./log
```

Of course, this assumes you have a directory named `log` in the current directory. If you don’t, Snort will exit with an error message. When Snort runs in this mode, it collects every packet it sees and places it in a directory hierarchy based upon the IP address of one of the hosts in the datagram.

If you just specify a plain `-l` switch, you may notice that Snort sometimes uses the address of the remote computer as the directory in which it places packets and sometimes it uses the local host address. In order to log relative to the home network, you need to tell Snort which network is the home network:

```
./snort -dev -l ./log -h 192.168.1.0/24
```

This rule tells Snort that you want to print out the data link and TCP/IP headers as well as application data into the directory `./log`, and you want to log the packets relative to the 192.168.1.0 class C network. All incoming packets will be recorded into subdirectories of the log directory, with the directory names being based on the address of the remote (non-192.168.1) host.

⚠️ **NOTE**

Note that if both the source and destination hosts are on the home network, they are logged to a directory with a name based on the higher of the two port numbers or, in the case of a tie, the source address.

If you’re on a high speed network or you want to log the packets into a more compact form for later analysis, you should consider logging in binary mode. Binary mode logs the packets in tcpdump format to a single binary file in the logging directory:

```
./snort -l ./log -b
```

Note the command line changes here. We don’t need to specify a home network any longer because binary mode logs everything into a single file, which eliminates the need to tell it how to format the output directory structure. Additionally, you don’t need to run in verbose mode or specify the `-d` or `-e` switches because in binary mode the entire packet is logged, not just sections of it. All you really need to do to place Snort into logger mode is to specify a logging directory at the command line using the `-l` switch—the `-b` binary logging switch merely provides a modifier that tells Snort to log the packets in something other than the default output format of plain ASCII text.

Once the packets have been logged to the binary file, you can read the packets back out of the file with any sniffer that supports the tcpdump binary format (such as tcpdump or Ethereal). Snort can also read the packets back by using the `-r` switch, which puts it into playback mode. Packets from any tcpdump formatted file can be processed through Snort in any of its run modes. For example, if you wanted to run a binary log file through Snort in sniffer mode to dump the packets to the screen, you can try something like this:
You can manipulate the data in the file in a number of ways through Snort's packet logging and intrusion detection modes, as well as with the BPF interface that's available from the command line. For example, if you only wanted to see the ICMP packets from the log file, simply specify a BPF filter at the command line and Snort will only see the ICMP packets in the file:

```
./snort -dvr packet.log icmp
```

For more info on how to use the BPF interface, read the Snort and tcpdump man pages.

## 1.4 Network Intrusion Detection System Mode

To enable Network Intrusion Detection System (NIDS) mode so that you don't record every single packet sent down the wire, try this:

```
./snort -dev -l ./log -h 192.168.1.0/24 -c snort.conf
```

where `snort.conf` is the name of your snort configuration file. This will apply the rules configured in the `snort.conf` file to each packet to decide if an action based upon the rule type in the file should be taken. If you don't specify an output directory for the program, it will default to `/var/log/snort`.

One thing to note about the last command line is that if Snort is going to be used in a long term way as an IDS, the `-v` switch should be left off the command line for the sake of speed. The screen is a slow place to write data to, and packets can be dropped while writing to the display.

It's also not necessary to record the data link headers for most applications, so you can usually omit the `-e` switch, too.

```
./snort -d -h 192.168.1.0/24 -l ./log -c snort.conf
```

This will configure Snort to run in its most basic NIDS form, logging packets that trigger rules specified in the `snort.conf` in plain ASCII to disk using a hierarchical directory structure (just like packet logger mode).

### 1.4.1 NIDS Mode Output Options

There are a number of ways to configure the output of Snort in NIDS mode. The default logging and alerting mechanisms are to log in decoded ASCII format and use full alerts. The full alert mechanism prints out the alert message in addition to the full packet headers. There are several other alert output modes available at the command line, as well as two logging facilities.

Alert modes are somewhat more complex. There are seven alert modes available at the command line: full, fast, socket, syslog, console, cmg, and none. Six of these modes are accessed with the `-A` command line switch. These options are:

<table>
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<tr>
<th>Option</th>
<th>Description</th>
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<tbody>
<tr>
<td><code>-A fast</code></td>
<td>Fast alert mode. Writes the alert in a simple format with a timestamp, alert message, source and destination IPs/ports.</td>
</tr>
<tr>
<td><code>-A full</code></td>
<td>Full alert mode. This is the default alert mode and will be used automatically if you do not specify a mode.</td>
</tr>
<tr>
<td><code>-A unsock</code></td>
<td>Sends alerts to a UNIX socket that another program can listen on.</td>
</tr>
<tr>
<td><code>-A none</code></td>
<td>Turns off alerting.</td>
</tr>
<tr>
<td><code>-A console</code></td>
<td>Sends &quot;fast-style&quot; alerts to the console (screen).</td>
</tr>
<tr>
<td><code>-A cmg</code></td>
<td>Generates &quot;cmg style&quot; alerts.</td>
</tr>
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</table>
Packets can be logged to their default decoded ASCII format or to a binary log file via the -b command line switch. To disable packet logging altogether, use the -N command line switch.

For output modes available through the configuration file, see Section 2.6.

**NOTE**

Command line logging options override any output options specified in the configuration file. This allows debugging of configuration issues quickly via the command line.

To send alerts to syslog, use the -s switch. The default facilities for the syslog alerting mechanism are LOG_AUTHPRIV and LOG_ALERT. If you want to configure other facilities for syslog output, use the output plugin directives in snort.conf. See Section 2.6.1 for more details on configuring syslog output.

For example, use the following command line to log to default (decoded ASCII) facility and send alerts to syslog:

```
./snort -c snort.conf -l ./log -h 192.168.1.0/24 -s
```

As another example, use the following command line to log to the default facility in /var/log/snort and send alerts to a fast alert file:

```
./snort -c snort.conf -A fast -h 192.168.1.0/24
```

### 1.4.2 Understanding Standard Alert Output

When Snort generates an alert message, it will usually look like the following:

```
[**] [116:56:1] (snort_decoder): T/TCP Detected [**]
```

The first number is the Generator ID, this tells the user what component of Snort generated this alert. For a list of GIDs, please read etc/generators in the Snort source. In this case, we know that this event came from the “decode” (116) component of Snort.

The second number is the Snort ID (sometimes referred to as Signature ID). For a list of preprocessor SIDs, please see etc/gen-msg.map. Rule-based SIDs are written directly into the rules with the sid option. In this case, 56 represents a T/TCP event.

The third number is the revision ID. This number is primarily used when writing signatures, as each rendition of the rule should increment this number with the rev option.

### 1.4.3 High Performance Configuration

If you want Snort to go fast (like keep up with a 1000 Mbps connection), you need to use unified2 logging and a unified2 log reader such as barnyard2. This allows Snort to log alerts in a binary form as fast as possible while another program performs the slow actions, such as writing to a database.

If you want a text file that’s easily parsed, but still somewhat fast, try using binary logging with the “fast” output mechanism.

This will log packets in tcpdump format and produce minimal alerts. For example:

```
./snort -b -A fast -c snort.conf
```
1.4.4 Changing Alert Order

The default way in which Snort applies its rules to packets may not be appropriate for all installations. The Pass rules are applied first, then the Drop rules, then the Alert rules and finally, Log rules are applied.

⚠️ NOTE
Sometimes an errant pass rule could cause alerts to not show up, in which case you can change the default ordering to allow Alert rules to be applied before Pass rules. For more information, please refer to the --alert-before-pass option.

Several command line options are available to change the order in which rule actions are taken.

- --alert-before-pass option forces alert rules to take affect in favor of a pass rule.
- --treat-drop-as-alert causes drop and reject rules and any associated alerts to be logged as alerts, rather than the normal action. This allows use of an inline policy with passive/IDS mode. The sdrop rules are not loaded.
- --process-all-events option causes Snort to process every event associated with a packet, while taking the actions based on the rules ordering. Without this option (default case), only the events for the first action based on rules ordering are processed.

⚠️ NOTE
Pass rules are special cases here, in that the event processing is terminated when a pass rule is encountered, regardless of the use of --process-all-events.

1.5 Packet Acquisition

Snort 2.9 introduces the DAQ, or Data Acquisition library, for packet I/O. The DAQ replaces direct calls to libpcap functions with an abstraction layer that facilitates operation on a variety of hardware and software interfaces without requiring changes to Snort. It is possible to select the DAQ type and mode when invoking Snort to perform pcap readback or inline operation, etc.

⚠️ NOTE
Some network cards have features which can affect Snort. Two of these features are named “Large Receive Offload” (lro) and “Generic Receive Offload” (gro). With these features enabled, the network card performs packet reassembly before they’re processed by the kernel. By default, Snort will truncate packets larger than the default snaplen of 1518 bytes. In addition, LRO and GRO may cause issues with Stream target-based reassembly. We recommend that you turn off LRO and GRO. On Linux systems, you can run:

```bash
$ ethtool -K eth1 gro off
$ ethtool -K eth1 lro off
```

1.5.1 Configuration

Assuming that you did not disable static modules or change the default DAQ type, you can run Snort just as you always did for file readback or sniffing an interface. However, you can select and configure the DAQ when Snort is invoked as follows:
The DAQ type, mode, variable, and directory may be specified either via the command line or in the conf file. You may include as many variables and directories as needed by repeating the arg/config. DAQ type may be specified at most once in the conf and once on the command line; if configured in both places, the command line overrides the conf.

If the mode is not set explicitly, -Q will force it to inline, and if that hasn’t been set, -r will force it to read-file, and if that hasn’t been set, the mode defaults to passive. Also, -Q and –daq-mode inline are allowed, since there is no conflict, but -Q and any other DAQ mode will cause a fatal error at start-up.

Note that if Snort finds multiple versions of a given library, the most recent version is selected. This applies to static and dynamic versions of the same library.

The above commands search the specified directories for DAQ modules and print type, version, and attributes of each. This feature is not available in the conf. Snort stops processing after parsing –daq-list so if you want to add one or more directories add –daq-dir options before –daq-list on the command line. (Since the directory is optional to –daq-list, you must use an = without spaces for this option.)

### 1.5.2 pcap

pcap is the default DAQ. If snort is run w/o any DAQ arguments, it will operate as it always did using this module. These are equivalent:

```
./snort -i <device>
./snort -r <file>
```

```
./snort --daq pcap --daq-mode passive -i <device>
./snort --daq pcap --daq-mode read-file -r <file>
```

You can specify the buffer size pcap uses with:

```
./snort --daq pcap --daq-var buffer_size=<#bytes>
```

Note that the pcap DAQ does not count filtered packets.
1.5.3 AFPACKET

afpacket functions similar to the memory mapped pcap DAQ but no external library is required:

```
./snort --daq afpacket -i <device>
[--daq-var buffer_size_mb=<#MB>]
[--daq-var debug]
```

If you want to run afpacket in inline mode, you must set device to one or more interface pairs, where each member of a pair is separated by a single colon and each pair is separated by a double colon like this:

```
eth0:eth1
```
or this:

```
eth0:eth1::eth2:eth3
```

By default, the afpacket DAQ allocates 128MB for packet memory. You can change this with:

```
--daq-var buffer_size_mb=<#MB>
```

Note that the total allocated is actually higher, here’s why. Assuming the default packet memory with a snaplen of 1518, the numbers break down like this:

1. The frame size is 1518 (snaplen) + the size of the AFPacket header (66 bytes) = 1584 bytes.
2. The number of frames is 128 MB / 1518 = 84733.
3. The smallest block size that can fit at least one frame is 4 KB = 4096 bytes @ 2 frames per block.
4. As a result, we need 84733 / 2 = 42366 blocks.
5. Actual memory allocated is 42366 * 4 KB = 165.5 MB.

1.5.4 NFQ

NFQ is the new and improved way to process iptables packets:

```
./snort --daq nfq \n[--daq-var device=<dev>] \n[--daq-var proto=<proto>] \n[--daq-var queue=<qid>] \n[--daq-var queue_len=<qlen>]
```

Notes on iptables can be found in the DAQ distro README.
1.5.5 IPQ

IPQ is the old way to process iptables packets. It replaces the inline version available in pre-2.9 versions built with this:

```
./configure --enable-inline / -DGIDS
```

Start the IPQ DAQ as follows:

```
./snort --daq ipq \n   [--daq-var device=<dev>] \n   [--daq-var proto=<proto>] \n
<dev> ::= ip | eth0, etc; default is IP injection
<proto> ::= ip4 | ip6; default is ip4
```

1.5.6 IPFW

IPFW is available for BSD systems. It replaces the inline version available in pre-2.9 versions built with this:

```
./configure --enable-ipfw / -DGIDS -DIPFW
```

This command line argument is no longer supported:

```
./snort -J <port#>
```

Instead, start Snort like this:

```
./snort --daq ipfw [--daq-var port=<port>]

<port> ::= 1..65535; default is 8000
```

* IPFW only supports ip4 traffic.

1.5.7 Dump

The dump DAQ allows you to test the various inline mode features available in 2.9 Snort like injection and normalization.

```
./snort -i <device> --daq dump
./snort -r <pcap> --daq dump
```

By default a file named inline-out.pcap will be created containing all packets that passed through or were generated by snort. You can optionally specify a different name.

```
./snort --daq dump --daq-var file=<name>
```

dump uses the pcap daq for packet acquisition. It therefore does not count filtered packets.

Note that the dump DAQ inline mode is not an actual inline mode. Furthermore, you will probably want to have the pcap DAQ acquire in another mode like this:

```
./snort -r <pcap> -Q --daq dump --daq-var load-mode=read-file
./snort -i <device> -Q --daq dump --daq-var load-mode=passive
```
1.5.8 Statistics Changes

The Packet Wire Totals and Action Stats sections of Snort’s output include additional fields:

- **Filtered** count of packets filtered out and not handed to Snort for analysis.
- **Injected** packets Snort generated and sent, e.g. TCP resets.
- **Allow** packets Snort analyzed and did not take action on.
- **Block** packets Snort did not forward, e.g. due to a block rule.
- **Replace** packets Snort modified.
- **Whitelist** packets that caused Snort to allow a flow to pass w/o inspection by any analysis program.
- **Blacklist** packets that caused Snort to block a flow from passing.
- **Ignore** packets that caused Snort to allow a flow to pass w/o inspection by this instance of Snort.

The action stats show ”blocked” packets instead of ”dropped” packets to avoid confusion between dropped packets (those Snort didn’t actually see) and blocked packets (those Snort did not allow to pass).

1.6 Reading pcap files

Instead of having Snort listen on an interface, you can give it a packet capture to read. Snort will read and analyze the packets as if they came off the wire. This can be useful for testing and debugging Snort.

1.6.1 Command line arguments

Any of the below can be specified multiple times on the command line (-r included) and in addition to other Snort command line options. Note, however, that specifying --pcap-reset and --pcap-show multiple times has the same effect as specifying them once.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>-r &lt;file&gt;</td>
<td>Read a single pcap.</td>
</tr>
<tr>
<td>--pcap-single=&lt;file&gt;</td>
<td>Same as -r. Added for completeness.</td>
</tr>
<tr>
<td>--pcap-file=&lt;file&gt;</td>
<td>File that contains a list of pcap files to read. Can specify path to each pcap or directory to recurse to get pcaps.</td>
</tr>
<tr>
<td>--pcap-list=&quot;&lt;list&gt;&quot;</td>
<td>A space separated list of pcaps to read.</td>
</tr>
<tr>
<td>--pcap-dir=&lt;dir&gt;</td>
<td>A directory to recurse to look for pcaps. Sorted in ASCII order.</td>
</tr>
<tr>
<td>--pcap-filter=&lt;filter&gt;</td>
<td>Shell style filter to apply when getting pcaps from file or directory. This filter will apply to any --pcap-file or --pcap-dir arguments following. Use --pcap-no-filter to delete filter for following --pcap-file or --pcap-dir arguments or specify --pcap-filter again to forget previous filter and to apply to following --pcap-file or --pcap-dir arguments.</td>
</tr>
<tr>
<td>--pcap-no-filter</td>
<td>Reset to use no filter when getting pcaps from file or directory.</td>
</tr>
<tr>
<td>--pcap-reset</td>
<td>If reading multiple pcaps, reset snort to post-configuration state before reading next pcap. The default, i.e. without this option, is not to reset state.</td>
</tr>
<tr>
<td>--pcap-show</td>
<td>Print a line saying what pcap is currently being read.</td>
</tr>
</tbody>
</table>

1.6.2 Examples

**Read a single pcap**

```
$ snort -r foo.pcap
$ snort --pcap-single=foo.pcap
```
Read pcaps from a file

$ cat foo.txt
foo1.pcap
foo2.pcap
/home/foo/pcaps

$ snort --pcap-file=foo.txt

This will read foo1.pcap, foo2.pcap and all files under /home/foo/pcaps. Note that Snort will not try to determine whether the files under that directory are really pcap files or not.

Read pcaps from a command line list

$ snort --pcap-list="foo1.pcap foo2.pcap foo3.pcap"

This will read foo1.pcap, foo2.pcap and foo3.pcap.

Read pcaps under a directory

$ snort --pcap-dir="/home/foo/pcaps"

This will include all of the files under /home/foo/pcaps.

Using filters

$ cat foo.txt
foo1.pcap
foo2.pcap
/home/foo/pcaps

$ snort --pcap-filter="*.pcap" --pcap-file=foo.txt
$ snort --pcap-filter="*.pcap" --pcap-dir=/home/foo/pcaps

The above will only include files that match the shell pattern "*.pcap", in other words, any file ending in ".pcap".

$ snort --pcap-filter="*.pcap" --pcap-file=foo.txt \   
> --pcap-filter="*.cap" --pcap-dir=/home/foo/pcaps

In the above, the first filter "*.pcap" will only be applied to the pcaps in the file "foo.txt" (and any directories that are recursed in that file). The addition of the second filter "*.cap" will cause the first filter to be forgotten and then applied to the directory /home/foo/pcaps, so only files ending in ".cap" will be included from that directory.

$ snort --pcap-filter="*.pcap" --pcap-file=foo.txt \   
> --pcap-no-filter --pcap-dir=/home/foo/pcaps

In this example, the first filter will be applied to foo.txt, then no filter will be applied to the files found under /home/foo/pcaps, so all files found under /home/foo/pcaps will be included.

$ snort --pcap-filter="*.pcap" --pcap-file=foo.txt \   
> --pcap-no-filter --pcap-dir=/home/foo/pcaps \   
> --pcap-filter="*.cap" --pcap-dir=/home/foo/pcaps2

In this example, the first filter will be applied to foo.txt, then no filter will be applied to the files found under /home/foo/pcaps, so all files found under /home/foo/pcaps will be included, then the filter "*.cap" will be applied to files found under /home/foo/pcaps2.
Resetting state

$ snort --pcap-dir=/home/foo/pcaps --pcap-reset

The above example will read all of the files under /home/foo/pcaps, but after each pcap is read, Snort will be reset to a post-configuration state, meaning all buffers will be flushed, statistics reset, etc. For each pcap, it will be like Snort is seeing traffic for the first time.

Printing the pcap

$ snort --pcap-dir=/home/foo/pcaps --pcap-show

The above example will read all of the files under /home/foo/pcaps and will print a line indicating which pcap is currently being read.

1.7 Basic Output

Snort does a lot of work and outputs some useful statistics when it is done. Many of these are self-explanatory. The others are summarized below. This does not include all possible output data, just the basics.

1.7.1 Timing Statistics

This section provides basic timing statistics. It includes total seconds and packets as well as packet processing rates. The rates are based on whole seconds, minutes, etc. and only shown when non-zero.

Example:

===============================================================================
Run time for packet processing was 175.856509 seconds
Snort processed 3716022 packets.
Snort ran for 0 days 0 hours 2 minutes 55 seconds
  Pkts/min: 1858011
  Pkts/sec: 21234
===============================================================================

1.7.2 Packet I/O Totals

This section shows basic packet acquisition and injection peg counts obtained from the DAQ. If you are reading pcaps, the totals are for all pcaps combined, unless you use --pcap-reset, in which case it is shown per pcap.

- Outstanding indicates how many packets are buffered awaiting processing. The way this is counted varies per DAQ so the DAQ documentation should be consulted for more info.
- Filtered packets are not shown for pcap DAQs.
- Injected packets are the result of active response which can be configured for inline or passive modes.

Example:

===============================================================================
Packet I/O Totals:
  Received: 3716022
  Analyzed: 3716022 (100.000%)
===============================================================================

19
1.7.3 Protocol Statistics

Traffic for all the protocols decoded by Snort is summarized in the breakdown section. This traffic includes internal "pseudo-packets" if preprocessors such as frag3 and stream5 are enabled so the total may be greater than the number of analyzed packets in the packet I/O section.

- Disc counts are discards due to basic encoding integrity flaws that prevents Snort from decoding the packet.
- Other includes packets that contained an encapsulation that Snort doesn’t decode.
- S5 G 1/2 is the number of client/server sessions stream5 flushed due to cache limit, session timeout, session reset.

Example:

Breakdown by protocol (includes rebuilt packets):

<table>
<thead>
<tr>
<th>Protocol</th>
<th>Packets</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Eth</td>
<td>3722347</td>
<td>100.000%</td>
</tr>
<tr>
<td>VLAN</td>
<td>0</td>
<td>0.000%</td>
</tr>
<tr>
<td>IP4</td>
<td>1782394</td>
<td>47.884%</td>
</tr>
<tr>
<td>Frag</td>
<td>3839</td>
<td>0.103%</td>
</tr>
<tr>
<td>ICMP</td>
<td>38860</td>
<td>1.044%</td>
</tr>
<tr>
<td>UDP</td>
<td>137162</td>
<td>3.685%</td>
</tr>
<tr>
<td>TCP</td>
<td>1619621</td>
<td>43.511%</td>
</tr>
<tr>
<td>IP6</td>
<td>1781159</td>
<td>47.850%</td>
</tr>
<tr>
<td>IP6 Ext</td>
<td>1787327</td>
<td>48.016%</td>
</tr>
<tr>
<td>IP6 Opts</td>
<td>6168</td>
<td>0.166%</td>
</tr>
<tr>
<td>Frag6</td>
<td>3839</td>
<td>0.103%</td>
</tr>
<tr>
<td>ICMP6</td>
<td>1650</td>
<td>0.044%</td>
</tr>
<tr>
<td>UDP6</td>
<td>140446</td>
<td>3.773%</td>
</tr>
<tr>
<td>TCP6</td>
<td>1619633</td>
<td>43.511%</td>
</tr>
<tr>
<td>Teredo</td>
<td>18</td>
<td>0.000%</td>
</tr>
<tr>
<td>ICMP-IP</td>
<td>0</td>
<td>0.000%</td>
</tr>
<tr>
<td>EAPOL</td>
<td>0</td>
<td>0.000%</td>
</tr>
<tr>
<td>IP4/IP4</td>
<td>0</td>
<td>0.000%</td>
</tr>
<tr>
<td>IP4/IP6</td>
<td>0</td>
<td>0.000%</td>
</tr>
<tr>
<td>IP6/IP4</td>
<td>0</td>
<td>0.000%</td>
</tr>
<tr>
<td>IP6/IP6</td>
<td>0</td>
<td>0.000%</td>
</tr>
<tr>
<td>GRE</td>
<td>202</td>
<td>0.005%</td>
</tr>
<tr>
<td>GRE Eth</td>
<td>0</td>
<td>0.000%</td>
</tr>
<tr>
<td>GRE VLAN</td>
<td>0</td>
<td>0.000%</td>
</tr>
<tr>
<td>GRE IP4</td>
<td>0</td>
<td>0.000%</td>
</tr>
<tr>
<td>GRE IP6</td>
<td>0</td>
<td>0.000%</td>
</tr>
<tr>
<td>GRE IP6 Ext</td>
<td>0</td>
<td>0.000%</td>
</tr>
<tr>
<td>GRE PPTP</td>
<td>202</td>
<td>0.005%</td>
</tr>
<tr>
<td>GRE ARP</td>
<td>0</td>
<td>0.000%</td>
</tr>
<tr>
<td>GRE IPX</td>
<td>0</td>
<td>0.000%</td>
</tr>
<tr>
<td>GRE Loop</td>
<td>0</td>
<td>0.000%</td>
</tr>
<tr>
<td>MPLS</td>
<td>0</td>
<td>0.000%</td>
</tr>
<tr>
<td>ARP</td>
<td>104840</td>
<td>2.817%</td>
</tr>
</tbody>
</table>
1.7.4 Snort Memory Statistics

On systems with mallinfo (3), you will see additional statistics. Check the man page of mallinfo for details.

Example:

Memory usage summary:

<table>
<thead>
<tr>
<th>Category</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Total non-mmapped bytes (arena)</td>
<td>415481856</td>
</tr>
<tr>
<td>Bytes in mapped regions (hblkhd)</td>
<td>409612288</td>
</tr>
<tr>
<td>Total allocated space (uordblks)</td>
<td>92130384</td>
</tr>
<tr>
<td>Total free space (fordblks)</td>
<td>323351472</td>
</tr>
<tr>
<td>Topmost releasable block (keepcost)</td>
<td>3200</td>
</tr>
</tbody>
</table>

1.7.5 Actions, Limits, and Verdicts

Action and verdict counts show what Snort did with the packets it analyzed. This information is only output in IDS mode (when snort is run with the -c <conf> option).

- Alerts is the number of alert, and block actions processed as determined by the rule actions. Here block includes block, drop, and reject actions.

Limits arise due to real world constraints on processing time and available memory. These indicate potential actions that did not happen:

- Match Limit counts rule matches were not processed due to the config detection: max_queue_events setting. The default is 5.
- Queue Limit counts events couldn’t be stored in the event queue due to the config event_queue: max_queue setting. The default is 8.
- Log Limit counts events were not alerted due to the config event_queue: log setting. The default is 3.
- Event Limit counts events not alerted due to event_filter limits.
- Alert Limit counts events were not alerted because they already were triggered on the session.

Verdicts are rendered by Snort on each packet:
• Allow = packets Snort analyzed and did not take action on.
• Block = packets Snort did not forward, e.g. due to a block rule. "Block" is used instead of "Drop" to avoid confusion between dropped packets (those Snort didn’t actually see) and blocked packets (those Snort did not allow to pass).
• Replace = packets Snort modified, for example, due to normalization or replace rules. This can only happen in inline mode with a compatible DAQ.
• Whitelist = packets that caused Snort to allow a flow to pass w/o inspection by any analysis program. Like blacklist, this is done by the DAQ or by Snort on subsequent packets.
• Blacklist = packets that caused Snort to block a flow from passing. This is the case when a block TCP rule fires. If the DAQ supports this in hardware, no further packets will be seen by Snort for that session. If not, snort will block each packet and this count will be higher.
• Ignore = packets that caused Snort to allow a flow to pass w/o inspection by this instance of Snort. Like blacklist, this is done by the DAQ or by Snort on subsequent packets.
• Int Blklst = packets that are GTP, Teredo, 6in4 or 4in6 encapsulated that are being blocked. These packets could get the Blacklist verdict if \texttt{config tunnel\_verdicts} was set for the given protocol. Note that these counts are output only if non-zero. Also, this count is incremented on the first packet in the flow that alerts. The alerting packet and all following packets on the flow will be counted under Block.
• Int Whtlst = packets that are GTP, Teredo, 6in4 or 4in6 encapsulated that are being allowed. These packets could get the Whitelist verdict if \texttt{config tunnel\_verdicts} was set for the given protocol. Note that these counts are output only if non-zero. Also, this count is incremented for all packets on the flow starting with the alerting packet.

Example:

===============================================================================

\begin{verbatim}
Action Stats:
Alerts: 0 ( 0.000%)
Logged: 0 ( 0.000%)
Passed: 0 ( 0.000%)
Limits:
Match: 0
Queue: 0
Log: 0
Event: 0
Alert: 0
Verdicts:
  Allow: 3716022 (100.000%)
  Block: 0 ( 0.000%)
  Replace: 0 ( 0.000%)
  Whitelist: 0 ( 0.000%)
  Blacklist: 0 ( 0.000%)
  Ignore: 0 ( 0.000%)
===============================================================================
\end{verbatim}

1.8 Tunneling Protocol Support

Snort supports decoding of many tunneling protocols, including GRE, PPTP over GRE, MPLS, IP in IP, and ERSPAN, all of which are enabled by default.

To disable support for any GRE related encapsulation, PPTP over GRE, IPv4/IPv6 over GRE, and ERSPAN, an extra configuration option is necessary:
$ ./configure --disable-gre

To disable support for MPLS, an separate extra configuration option is necessary:

$ ./configure --disable-mpls

### 1.8.1 Multiple Encapsulations

Snort will not decode more than one encapsulation. Scenarios such as

```
Eth IPv4 GRE IPv4 GRE IPv4 TCP Payload
```

or

```
Eth IPv4 IPv6 IPv4 TCP Payload
```

will not be handled and will generate a decoder alert.

### 1.8.2 Logging

Currently, only the encapsulated part of the packet is logged, e.g.

```
Eth IP1 GRE IP2 TCP Payload
```

gets logged as

```
Eth IP2 TCP Payload
```

and

```
Eth IP1 IP2 TCP Payload
```

gets logged as

```
Eth IP2 TCP Payload
```

⚠️ **NOTE**

Decoding of PPTP, which utilizes GRE and PPP, is not currently supported on architectures that require word alignment such as SPARC.

### 1.9 Miscellaneous

#### 1.9.1 Running Snort as a Daemon

If you want to run Snort as a daemon, you can the add `-D` switch to any combination described in the previous sections. Please notice that if you want to be able to restart Snort by sending a SIGHUP signal to the daemon, you **must** specify the full path to the Snort binary when you start it, for example:

```
/usr/local/bin/snort -d -h 192.168.1.0/24 \ 
-1 /var/log/snortlogs -c /usr/local/etc/snort.conf -s -D
```

Relative paths are not supported due to security concerns.
Snort PID File

When Snort is run as a daemon, the daemon creates a PID file in the log directory. In Snort 2.6, the `--pid-path` command line switch causes Snort to write the PID file in the directory specified.

Additionally, the `--create-pidfile` switch can be used to force creation of a PID file even when not running in daemon mode.

The PID file will be locked so that other snort processes cannot start. Use the `--no-lock-pidfile` switch to not lock the PID file.

If you do not wish to include the name of the interface in the PID file, use the `--no-interface-pidfile` switch.

1.9.2 Running in Rule Stub Creation Mode

If you need to dump the shared object rules stub to a directory, you must use the `--dump-dynamic-rules` command line option. These rule stub files are used in conjunction with the shared object rules. The path can be relative or absolute.

```
/usr/local/bin/snort -c /usr/local/etc/snort.conf \
  --dump-dynamic-rules=/tmp
```

This path can also be configured in the `snort.conf` using the config option `dump-dynamic-rules-path` as follows:

```
config dump-dynamic-rules-path: /tmp/sorules
```

The path configured by command line has precedence over the one configured using `dump-dynamic-rules-path`.

```
/usr/local/bin/snort -c /usr/local/etc/snort.conf \
  --dump-dynamic-rules

snort.conf:
  config dump-dynamic-rules-path: /tmp/sorules
```

In the above mentioned scenario the dump path is set to /tmp/sorules.

1.9.3 Obfuscating IP Address Printouts

If you need to post packet logs to public mailing lists, you might want to use the `-O` switch. This switch obfuscates your IP addresses in packet printouts. This is handy if you don’t want people on the mailing list to know the IP addresses involved. You can also combine the `-O` switch with the `-h` switch to only obfuscate the IP addresses of hosts on the home network. For example, you could use the following command to read the packets from a log file and dump them to the screen, obfuscating only the addresses from the 192.168.1.0/24 class C network:

```
./snort -d -v -r snort.log -O -h 192.168.1.0/24
```

1.9.4 Specifying Multiple-Instance Identifiers

In Snort v2.4, the `-G` command line option was added that specifies an instance identifier for the event logs. This option can be used when running multiple instances of snort, either on different CPUs, or on the same CPU but a different interface. Each Snort instance will use the value specified to generate unique event IDs. Users can specify either a decimal value (`-G 1`) or hex value preceded by `0x` (`-G 0x11`). This is also supported via a long option `--logid`.
1.9.5 Snort Modes

Snort can operate in three different modes namely tap (passive), inline, and inline-test. Snort policies can be configured in these three modes too.

Explanation of Modes

- **Inline**

  When Snort is in Inline mode, it acts as an IPS allowing drop rules to trigger. Snort can be configured to run in inline mode using the command line argument `-Q` and snort config option `policy_mode` as follows:

  ```
  snort -Q
  config policy_mode:inline
  ```

- **Passive**

  When Snort is in Passive mode, it acts as a IDS. Drop rules are not loaded (without `--treat-drop-as-alert`). Snort can be configured to passive mode using the snort config option `policy_mode` as follows:

  ```
  config policy_mode:tap
  ```

- **Inline-Test**

  Inline-Test mode simulates the inline mode of snort, allowing evaluation of inline behavior without affecting traffic. The drop rules will be loaded and will be triggered as a Wdrop (Would Drop) alert. Snort can be configured to run in inline-test mode using the command line option `--enable-inline-test` or using the snort config option `policy_mode` as follows:

  ```
  snort --enable-inline-test
  config policy_mode:inline_test
  ```

⚠️ **NOTE**

Please note `--enable-inline-test` cannot be used in conjunction with `-Q`.

### Behavior of different modes with rule options

<table>
<thead>
<tr>
<th>Rule Option</th>
<th>Inline Mode</th>
<th>Passive Mode</th>
<th>Inline-Test Mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>reject</td>
<td>Drop + Response</td>
<td>Alert + Response</td>
<td>Wdrop + Response</td>
</tr>
<tr>
<td>react</td>
<td>Blocks and send notice</td>
<td>Blocks and send notice</td>
<td>Blocks and send notice</td>
</tr>
<tr>
<td>normalize</td>
<td>Normalizes packet</td>
<td>Doesn’t normalize</td>
<td>Doesn’t normalize</td>
</tr>
<tr>
<td>replace</td>
<td>replace content</td>
<td>Doesn’t replace</td>
<td>Doesn’t replace</td>
</tr>
<tr>
<td>respond</td>
<td>close session</td>
<td>close session</td>
<td>close session</td>
</tr>
</tbody>
</table>

### Behavior of different modes with rules actions
1.10 Control socket

Snort can be configured to provide a Unix socket that can be used to issue commands to the running process. You must build snort with the `--enable-control-socket` option. The control socket functionality is supported on Linux only.

Snort can be configured to use control socket using the command line argument `--cs-dir <path>` and snort config option `cs_dir` as follows:

```
  snort --cs-dir <path>
  config cs_dir:<path>
```

`<path>` specifies the directory for snort to create the socket. If relative path is used, the path is relative to pid path specified. If there is no pid path specified, it is relative to current working directory.

A command snort_control is made and installed along with snort in the same bin directory when configured with the `--enable-control-socket` option.

1.11 Configure signal value

On some systems, signal used by snort might be used by other functions. To avoid conflicts, users can change the default signal value through `./configure` options for non-Windows system.

These signals can be changed:

- `SIGNAL_SNORT_RELOAD`
- `SIGNAL_SNORT_DUMP_STATS`
- `SIGNAL_SNORT_ROTATE_STATS`
- `SIGNAL_SNORT_READ_ATTR_TBL`

Syntax:
You can set those signals to user defined values or known signal names in the system. The following example changes the rotate stats signal to 31 and reload attribute table to signal SIGUSR2:

```
./configure SIGNAL_SNORT_ROTATE_STATS=31 SIGNAL_SNORT_READ_ATTR_TBL=SIGUSR2
```

If the same signal is assigned more than once a warning will be logged during snort initialization. If a signal handler cannot be installed a warning will be logged and that has to be fixed, otherwise the functionality will be lost.

<table>
<thead>
<tr>
<th>Signal name</th>
<th>Default value</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>SIGTERM</td>
<td>SIGTERM</td>
<td>exit</td>
</tr>
<tr>
<td>SIGINT</td>
<td>SIGINT</td>
<td>exit</td>
</tr>
<tr>
<td>SIGQUIT</td>
<td>SIGQUIT</td>
<td>exit</td>
</tr>
<tr>
<td>SIGPIPE</td>
<td>SIGPIPE</td>
<td>ignore</td>
</tr>
<tr>
<td>SIGNAL_SNORT_RELOAD</td>
<td>SIGHUP</td>
<td>reload snort</td>
</tr>
<tr>
<td>SIGNAL_SNORT_DUMP_STATS</td>
<td>SIGUSR1</td>
<td>dump stats</td>
</tr>
<tr>
<td>SIGNAL_SNORT_ROTATE_STATS</td>
<td>SIGUSR2</td>
<td>rotate stats</td>
</tr>
<tr>
<td>SIGNAL_SNORT_READ_ATTR_TBL</td>
<td>SIGURG</td>
<td>reload attribute table</td>
</tr>
<tr>
<td>SIGNAL_SNORT_CHILD_READY</td>
<td>SIGCHLD</td>
<td>internal use in daemon mode</td>
</tr>
</tbody>
</table>

### 1.12 More Information

Chapter 2 contains much information about many configuration options available in the configuration file. The Snort manual page and the output of `snort --?` or `snort --help` contain information that can help you get Snort running in several different modes.

⚠️ **NOTE**

In many shells, a backslash (\) is needed to escape the ?, so you may have to type `snort -\?` instead of `snort --?` for a list of Snort command line options.

The Snort web page (http://www.snort.org) and the Snort Users mailing list:

http://marc.theaimsgroup.com/?l=snort-users

at snort-users@lists.sourceforge.net provide informative announcements as well as a venue for community discussion and support. There’s a lot to Snort, so sit back with a beverage of your choosing and read the documentation and mailing list archives.
Chapter 2

Configuring Snort

2.1 Includes

The include keyword allows other snort config files to be included within the snort.conf indicated on the Snort command line. It works much like an #include from the C programming language, reading the contents of the named file and adding the contents in the place where the include statement appears in the file.

2.1.1 Format

include <include file path/name>

⚠️ NOTE

Note that there is no semicolon at the end of this line.

Included files will substitute any predefined variable values into their own variable references. See Section 2.1.2 for more information on defining and using variables in Snort config files.

2.1.2 Variables

Three types of variables may be defined in Snort:

- var
- portvar
- ipvar

These are simple substitution variables set with the var, ipvar, or portvar keywords as follows:

var RULES_PATH rules/
portvar MY_PORTS [22, 80, 1024:1050]
ipvar MY_NET [192.168.1.0/24, 10.1.1.0/24]
alert tcp any any -> $MY_NET $MY_PORTS (flags:S; msg:"SYN packet");
include $RULE_PATH/example.rule
IP Variables and IP Lists

IPs may be specified individually, in a list, as a CIDR block, or any combination of the three. IP variables should be specified using 'ipvar' instead of 'var'. Using 'var' for an IP variable is still allowed for backward compatibility, but it will be deprecated in a future release.

IP variable name can begin with an alphanumeric character [A-Za-z0-9] or '_' and should be followed by characters and numbers. Only numbers are not accepted as variable names.

IPs, IP lists, and CIDR blocks may be negated with '!'. Negation is handled differently compared with Snort versions 2.7.x and earlier. Previously, each element in a list was logically OR'ed together. IP lists now OR non-negated elements and AND the result with the OR'ed negated elements.

The following example list will match the IP 1.1.1.1 and IP from 2.2.2.0 to 2.2.2.255, with the exception of IPs 2.2.2.2 and 2.2.2.3.

\[1.1.1.1,2.2.2.0/24,![2.2.2.2,2.2.2.3]\]

The order of the elements in the list does not matter. The element 'any' can be used to match all IPs, although '!any' is not allowed. Also, negated IP ranges that are more general than non-negated IP ranges are not allowed.

See below for some valid examples if IP variables and IP lists.

```
ipvar EXAMPLE [1.1.1.1,2.2.2.0/24,![2.2.2.2,2.2.2.3]]
alert tcp $EXAMPLE any -> any any (msg:"Example"; sid:1;)
alert tcp [1.0.0.0/8,!1.1.1.0/24] any -> any any (msg:"Example";sid:2;)
```

The following examples demonstrate some invalid uses of IP variables and IP lists.

Use of !any:

```
ipvar EXAMPLE any
alert tcp !$EXAMPLE any -> any any (msg:"Example";sid:3;)
```

Different use of !any:

```
ipvar EXAMPLE !any
alert tcp $EXAMPLE any -> any any (msg:"Example";sid:3;)
```

Logical contradictions:

```
ipvar EXAMPLE [1.1.1.1,1.1.1.1]
```

Nonsensical negations:

```
ipvar EXAMPLE [1.1.1.0/24,1.1.0.0/16]
```

Port Variables and Port Lists

Portlists supports the declaration and lookup of ports and the representation of lists and ranges of ports. Variables, ranges, or lists may all be negated with '!'. Also, 'any' will specify any ports, but '!any' is not allowed. Valid port ranges are from 0 to 65535.

Lists of ports must be enclosed in brackets and port ranges may be specified with a ':' , such as in:
Port variables should be specified using `portvar`. The use of `var` to declare a port variable will be deprecated in a future release. For backwards compatibility, a `var` can still be used to declare a port variable, provided the variable name either ends with `"PORT"` or begins with `"PORT"`

The following examples demonstrate several valid usages of both port variables and port lists.

```plaintext
portvar EXAMPLE1 80
var EXAMPLE2_PORT [80:90]
var PORT_EXAMPLE2 [1]
portvar EXAMPLE3 any
portvar EXAMPLE4 [%70:90]
portvar EXAMPLE5 [80,91:95,100:200]
alert tcp any $EXAMPLE1 -> any $EXAMPLE2_PORT (msg:"Example"; sid:1;)
alert tcp any $PORT_EXAMPLE2 -> any any (msg:"Example"; sid:2;)
alert tcp any 90 -> any [100:1000,9999:20000] (msg:"Example"; sid:3;)
```

Several invalid examples of port variables and port lists are demonstrated below:

**Use of !any:**

```plaintext
portvar EXAMPLE5 !any
var EXAMPLE5 !any
```

**Logical contradictions:**

```plaintext
portvar EXAMPLE6 [80,!80]
```

**Ports out of range:**

```plaintext
portvar EXAMPLE7 [65536]
```

**Incorrect declaration and use of a port variable:**

```plaintext
var EXAMPLE8 80
alert tcp any $EXAMPLE8 -> any any (msg:"Example"; sid:4;)
```

**Port variable used as an IP:**

```plaintext
alert tcp $EXAMPLE1 any -> any any (msg:"Example"; sid:5;)
```

### Variable Modifiers

Rule variable names can be modified in several ways. You can define meta-variables using the $ operator. These can be used with the variable modifier operators `?` and `-`, as described in the following table:
<table>
<thead>
<tr>
<th>Variable Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>var</td>
<td>Defines a meta-variable.</td>
</tr>
<tr>
<td>$(var) or $var</td>
<td>Replaces with the contents of variable var.</td>
</tr>
<tr>
<td>$(var:-default)</td>
<td>Replaces the contents of the variable var with “default” if var is undefined.</td>
</tr>
<tr>
<td>$(var:?message)</td>
<td>Replaces with the contents of variable var or prints out the error message and exits.</td>
</tr>
</tbody>
</table>

Here is an example of advanced variable usage in action:

```
ipvar MY_NET 192.168.1.0/24
log tcp any any -> $(MY_NET:?MY_NET is undefined!) 23
```

**Limitations**

When embedding variables, types can not be mixed. For instance, port variables can be defined in terms of other port variables, but old-style variables (with the ‘var’ keyword) can not be embedded inside a ‘portvar’.

Valid embedded variable:

```
portvar pvar1 80
portvar pvar2 [pvar1,90]
```

Invalid embedded variable:

```
var pvar1 80
portvar pvar2 [pvar1,90]
```

Likewise, variables can not be redefined if they were previously defined as a different type. They should be renamed instead:

Invalid redefinition:

```
var pvar 80
portvar pvar 90
```

### 2.1.3 Config

Many configuration and command line options of Snort can be specified in the configuration file.

**Format**

```
config <directive> [: <value>]
```
<table>
<thead>
<tr>
<th>Config Directive</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>config alert_with_interface_name</code></td>
<td>Appends interface name to alert (snort -I).</td>
</tr>
<tr>
<td><code>config alertfile: &lt;filename&gt;</code></td>
<td>Sets the alerts output file.</td>
</tr>
<tr>
<td><code>config asn1: &lt;max-nodes&gt;</code></td>
<td>Specifies the maximum number of nodes to track when doing ASN1 decoding. See Section 3.5.36 for more information and examples.</td>
</tr>
<tr>
<td><code>config autogenerate_preprocessor_decoder_rules</code></td>
<td>If Snort was configured to enable decoder and preprocessor rules, this option will cause Snort to revert back to its original behavior of alerting if the decoder or preprocessor generates an event.</td>
</tr>
<tr>
<td><code>config bpf_file: &lt;filename&gt;</code></td>
<td>Specifies BPF filters (snort -F).</td>
</tr>
<tr>
<td><code>config checksum_drop: &lt;types&gt;</code></td>
<td>Types of packets to drop if invalid checksums. Values: none, noip, notcp, nocmpl, noudp, ip, tcp, udp, icmp or all (only applicable in inline mode and for packets checked per checksum_mode config option).</td>
</tr>
<tr>
<td><code>config checksum_mode: &lt;types&gt;</code></td>
<td>Types of packets to calculate checksums. Values: none, noip, notcp, nocmpl, noudp, ip, tcp, udp, icmp or all.</td>
</tr>
<tr>
<td><code>config chroot: &lt;dir&gt;</code></td>
<td>Chroots to specified dir (snort -t).</td>
</tr>
<tr>
<td><code>config classification: &lt;class&gt;</code></td>
<td>See Table 3.2 for a list of classifications.</td>
</tr>
<tr>
<td><code>config cs_dir: &lt;path&gt;</code></td>
<td>configure snort to provide a Unix socket in the path that can be used to issue commands to the running process. See Section 1.10 for more details.</td>
</tr>
<tr>
<td><code>config daemon</code></td>
<td>Forks as a daemon (snort -D).</td>
</tr>
<tr>
<td><code>config decode_data_link</code></td>
<td>Decodes Layer2 headers (snort -e).</td>
</tr>
<tr>
<td><code>config default_rule_state: &lt;state&gt;</code></td>
<td>Global configuration directive to enable or disable the loading of rules into the detection engine. Default (with or without directive) is enabled. Specify disabled to disable loading rules.</td>
</tr>
<tr>
<td><code>config daq: &lt;type&gt;</code></td>
<td>Selects the type of DAQ to instantiate. The DAQ with the highest version of the given type is selected if there are multiple of the same type (this includes any built-in DAQs).</td>
</tr>
<tr>
<td><code>config daq_mode: &lt;mode&gt;</code></td>
<td>Select the DAQ mode: passive, inline, or read-file. Not all DAQs support modes. See the DAQ distro README for possible DAQ modes or list DAQ capabilities for a brief summary.</td>
</tr>
<tr>
<td><code>config daq_var: &lt;name=value&gt;</code></td>
<td>Set a DAQ specific variable. Snort just passes this information down to the DAQ. See the DAQ distro README for possible DAQ variables.</td>
</tr>
<tr>
<td><code>config daq_dir: &lt;dir&gt;</code></td>
<td>Tell Snort where to look for available dynamic DAQ modules. This can be repeated. The selected DAQ will be the one with the latest version.</td>
</tr>
<tr>
<td><code>config daq_list: [&lt;dir&gt;]</code></td>
<td>Tell Snort to dump basic DAQ capabilities and exit. You can optionally specify a directory to include any dynamic DAQs from that directory. You can also precede this option with extra DAQ directory options to look in multiple directories.</td>
</tr>
<tr>
<td>`config decode.esp: [enable</td>
<td>disable]`</td>
</tr>
</tbody>
</table>
Select type of fast pattern matcher algorithm to use.

- Queued match search methods - Matches are queued until the fast pattern matcher is finished with the payload, then evaluated. This was found to generally increase performance through fewer cache misses (evaluating each rule would generally blow away the fast pattern matcher state in the cache).
  
  * ac and ac-q - Aho-Corasick Full (high memory, best performance).
  * ac-bnfa and ac-bnfa-q - Aho-Corasick Binary NFA (low memory, high performance)
  * lowmem and lowmem-q - Low Memory Keyword Trie (low memory, moderate performance)
  * ac-split - Aho-Corasick Full with ANY-ANY port group evaluated separately (low memory, high performance). Note this is shorthand for search-method ac, split-any-any
  * intel-cpm - Intel CPM library (must have compiled Snort with location of libraries to enable this)

- No queue search methods - The "nq" option specifies that matches should not be queued and evaluated as they are found.
  
  * ac-nq - Aho-Corasick Full (high memory, best performance).
  * ac-bnfa-nq - Aho-Corasick Binary NFA (low memory, high performance). This is the default search method if none is specified.
  * lowmem-nq - Low Memory Keyword Trie (low memory, moderate performance)

- Other search methods (the above are considered superior to these)
  
  * ac-std - Aho-Corasick Standard (high memory, high performance)
  * acs - Aho-Corasick Sparse (high memory, moderate performance)
  * ac-banded - Aho-Corasick Banded (high memory, moderate performance)
  * ac-sparselbands - Aho-Corasick Sparse-Banded (high memory, moderate performance)
Other options that affect fast pattern matching.

- **split-any-any**

  - A memory/performance tradeoff. By default, ANY-ANY port rules are added to every non ANY-ANY port group so that only one port group rule evaluation needs to be done per packet. Not putting the ANY-ANY port rule group into every other port group can significantly reduce the memory footprint of the fast pattern matchers if there are many ANY-ANY port rules. But doing so may require two port group evaluations per packet - one for the specific port group and one for the ANY-ANY port group, thus potentially reducing performance. This option is generic and can be used with any search-method but was specifically intended for use with the ac search-method where the memory footprint is significantly reduced though overall fast pattern performance is better than ac-bnfa. Of note is that the lower memory footprint can also increase performance through fewer cache misses. Default is not to split the ANY-ANY port group.

- **search-optimize**

  - Optimizes fast pattern memory when used with search-method ac or ac-split by dynamically determining the size of a state based on the total number of states. When used with ac-bnfa, some fail-state resolution will be attempted, potentially increasing performance. Default is not to optimize.

- **max-pattern-len <integer>**

  - This is a memory optimization that specifies the maximum length of a pattern that will be put in the fast pattern matcher. Patterns longer than this length will be truncated to this length before inserting into the pattern matcher. Useful when there are very long contents being used and truncating the pattern won’t diminish the uniqueness of the patterns. Note that this may cause more false positive rule evaluations, i.e. rules that will be evaluated because a fast pattern was matched, but eventually fail, however CPU cache can play a part in performance so a smaller memory footprint of the fast pattern matcher can potentially increase performance. Default is to not set a maximum pattern length.
<table>
<thead>
<tr>
<th>config detection:</th>
<th>Other detection engine options.</th>
</tr>
</thead>
<tbody>
<tr>
<td>[no_stream_inserts]</td>
<td>• no_stream_inserts</td>
</tr>
<tr>
<td>[max_queue_events &lt;int&gt;]</td>
<td>– Specifies that stream inserted packets should not be evaluated against the detection engine. This is a potential performance improvement with the idea that the stream rebuilt packet will contain the payload in the inserted one so the stream inserted packet doesn’t need to be evaluated. Default is to inspect stream inserts.</td>
</tr>
<tr>
<td>[enable-single-rule-group]</td>
<td>• max_queue_events &lt;integer&gt;</td>
</tr>
<tr>
<td>[bleedover-port-limit]</td>
<td>– Specifies the maximum number of matching fast-pattern states to queue per packet. Default is 5 events.</td>
</tr>
<tr>
<td></td>
<td>• enable-single-rule-group</td>
</tr>
<tr>
<td></td>
<td>– Put all rules into one port group. Not recommended. Default is not to do this.</td>
</tr>
<tr>
<td></td>
<td>• bleedover-port-limit</td>
</tr>
<tr>
<td></td>
<td>– The maximum number of source or destination ports designated in a rule before the rule is considered an ANY-ANY port group rule. Default is 1024.</td>
</tr>
</tbody>
</table>
### Options for detection engine debugging.

- **debug**
  - Prints fast pattern information for a particular port group.
- **debug-print-nocontent-rule-tests**
  - Prints port group information during packet evaluation.
- **debug-print-rule-group-build-details**
  - Prints port group information during port group compilation.
- **debug-print-rule-groups-uncompiled**
  - Prints uncompiled port group information.
- **debug-print-rule-groups-compiled**
  - Prints compiled port group information.
- **debug-print-fast-pattern**
  - For each rule with fast pattern content, prints information about the content being used for the fast pattern matcher.
- **bleedover-warnings-enabled**
  - Prints a warning if the number of source or destination ports used in a rule exceed the bleedover-port-limit forcing the rule to be moved into the ANY-ANY port group.

<table>
<thead>
<tr>
<th>config</th>
<th>disable_decode_alerts</th>
<th>Turns off the alerts generated by the decode phase of Snort.</th>
</tr>
</thead>
<tbody>
<tr>
<td>config</td>
<td>disable_inline_init_failopen</td>
<td>Disables failopen thread that allows inline traffic to pass while Snort is starting up. Only useful if Snort was configured with <code>--enable-inline-init-failopen</code>. (snort <code>--disable-inline-init-failopen</code>)</td>
</tr>
<tr>
<td>config</td>
<td>disable_ipopt_alerts</td>
<td>Disables IP option length validation alerts.</td>
</tr>
<tr>
<td>config</td>
<td>disable_tcpopt_alerts</td>
<td>Disables option length validation alerts.</td>
</tr>
<tr>
<td>config</td>
<td>disable_tcpopt_experimental_alerts</td>
<td>Turns off alerts generated by experimental TCP options.</td>
</tr>
<tr>
<td>config</td>
<td>disable_tcpoptObsolete_alerts</td>
<td>Turns off alerts generated by obsolete TCP options.</td>
</tr>
<tr>
<td>config</td>
<td>disable_tcpopt_TCP_alerts</td>
<td>Turns off alerts generated by T/TCP options.</td>
</tr>
<tr>
<td>config</td>
<td>dump_chars_only</td>
<td>Turns on character dumps (snort <code>--C</code>).</td>
</tr>
<tr>
<td>config</td>
<td>dump_payload</td>
<td>Dumps application layer (snort <code>--d</code>).</td>
</tr>
<tr>
<td>config</td>
<td>dump_payload_verbose</td>
<td>Dumps raw packet starting at link layer (snort <code>--X</code>).</td>
</tr>
<tr>
<td>config</td>
<td>enable_decode_drops</td>
<td>Enables the dropping of bad packets identified by decoder (only applicable in inline mode).</td>
</tr>
<tr>
<td>config</td>
<td>enable_decode_oversized_alerts</td>
<td>Enable alerting on packets that have headers containing length fields for which the value is greater than the length of the packet.</td>
</tr>
<tr>
<td>Configuration</td>
<td>Description</td>
<td></td>
</tr>
<tr>
<td>---------------</td>
<td>-------------</td>
<td></td>
</tr>
<tr>
<td>config enable_decode_oversized_drops</td>
<td>Enable dropping packets that have headers containing length fields for which the value is greater than the length of the packet. <code>enable_decode_oversized_alerts</code> must also be enabled for this to be effective (only applicable in inline mode).</td>
<td></td>
</tr>
<tr>
<td>config enable_deep_teredo_inspection</td>
<td>Snort’s packet decoder only decodes Teredo (IPv6 over UDP over IPv4) traffic on UDP port 3544. This option makes Snort decode Teredo traffic on all UDP ports.</td>
<td></td>
</tr>
<tr>
<td>config enable_ipopt_drops</td>
<td>Enables the dropping of bad packets with bad/truncated IP options (only applicable in inline mode).</td>
<td></td>
</tr>
<tr>
<td>config enable_mpls_multicast</td>
<td>Enables support for MPLS multicast. This option is needed when the network allows MPLS multicast traffic. When this option is off and MPLS multicast traffic is detected, Snort will generate an alert. By default, it is off.</td>
<td></td>
</tr>
<tr>
<td>config enable_mpls_overlapping_ip</td>
<td>Enables support for overlapping IP addresses in an MPLS network. In a normal situation, where there are no overlapping IP addresses, this configuration option should not be turned on. However, there could be situations where two private networks share the same IP space and different MPLS labels are used to differentiate traffic from the two VPNs. In such a situation, this configuration option should be turned on. By default, it is off.</td>
<td></td>
</tr>
<tr>
<td>config enable_tcpopt_drops</td>
<td>Enables the dropping of bad packets with bad/truncated TCP options (only applicable in inline mode).</td>
<td></td>
</tr>
<tr>
<td>config enable_tcpopt_obsolete_drops</td>
<td>Enables the dropping of bad packets with obsolete TCP option. (only applicable in inline mode).</td>
<td></td>
</tr>
<tr>
<td>config enable_tcpopt_ttcp_drops</td>
<td>Enables the dropping of bad packets with T/TCP option. (only applicable in inline mode).</td>
<td></td>
</tr>
<tr>
<td>config enable_ttcp_drops</td>
<td>Enables the dropping of bad packets with T/TCP option. (only applicable in inline mode).</td>
<td></td>
</tr>
<tr>
<td>config event_filter: memcap &lt;bytes&gt;</td>
<td>Set global memcap in bytes for thresholding. Default is 1048576 bytes (1 megabyte).</td>
<td></td>
</tr>
<tr>
<td>config event_queue: [max_queue &lt;num&gt;] [log &lt;num&gt;] [order_events &lt;order&gt;]</td>
<td>Specifies conditions about Snort’s event queue. You can use the following options:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• max_queue &lt;integer&gt; (max events supported)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• log &lt;integer&gt; (number of events to log)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• order_events [priority</td>
<td>content</td>
</tr>
<tr>
<td>config flowbits_size: &lt;num-bits&gt;</td>
<td>Specifies the maximum number of flowbit tags that can be used within a rule set. The default is 1024 bits and maximum is 2048.</td>
<td></td>
</tr>
<tr>
<td>config ignore_ports: &lt;proto&gt;&lt;port-list&gt;</td>
<td>Specifies ports to ignore (useful for ignoring noisy NFS traffic). Specify the protocol (TCP, UDP, IP, or ICMP), followed by a list of ports. Port ranges are supported.</td>
<td></td>
</tr>
<tr>
<td>config interface: &lt;iface&gt;</td>
<td>Sets the network interface (<code>snort -i</code>).</td>
<td></td>
</tr>
<tr>
<td>Configuration Option</td>
<td>Description</td>
<td></td>
</tr>
<tr>
<td>----------------------</td>
<td>-------------</td>
<td></td>
</tr>
<tr>
<td>config ipv6_frag:</td>
<td>The following options can be used:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>- bsd_icmp_frag_alert on/off (Specify whether or not to alert. Default is on)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>- bad_ipv6_frag_alert on/off (Specify whether or not to alert. Default is on)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>- frag_timeout &lt;secs&gt; (Specify amount of time in seconds to timeout first frag in hash table)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>- max_frag_sessions &lt;integer&gt; (Specify the number of fragments to track in the hash table)</td>
<td></td>
</tr>
<tr>
<td>config logdir: &lt;dir&gt;</td>
<td>Sets the logdir (<code>snort -l</code>).</td>
<td></td>
</tr>
<tr>
<td>config log_ipv6_extra_data</td>
<td>Set Snort to log IPv6 source and destination addresses as unified2 extra data events.</td>
<td></td>
</tr>
<tr>
<td>config max_attribute_hosts: &lt;hosts&gt;</td>
<td>Sets a limit on the maximum number of hosts to read from the attribute table. Minimum value is 32 and the maximum is 524288 (512k). The default is 10000. If the number of hosts in the attribute table exceeds this value, an error is logged and the remainder of the hosts are ignored. This option is only supported with a Host Attribute Table (see section 2.7).</td>
<td></td>
</tr>
<tr>
<td>config max_attribute_services_per_host: &lt;hosts&gt;</td>
<td>Sets a per host limit on the maximum number of services to read from the attribute table. Minimum value is 1 and the maximum is 65535. The default is 100. For a given host, if the number of services in the attribute table exceeds this value, an error is logged and the remainder of the services for that host are ignored. This option is only supported with a Host Attribute Table (see section 2.7).</td>
<td></td>
</tr>
<tr>
<td>config max_mpls_labelchain_len: &lt;num-hdrs&gt;</td>
<td>Sets a Snort-wide limit on the number of MPLS headers a packet can have. Its default value is -1, which means that there is no limit on label chain length.</td>
<td></td>
</tr>
<tr>
<td>config max_ip6_extensions: &lt;num-extensions&gt;</td>
<td>Sets the maximum number of IPv6 extension headers that Snort will decode. Default is 8.</td>
<td></td>
</tr>
<tr>
<td>config min_ttl: &lt;ttl&gt;</td>
<td>Sets a Snort-wide minimum ttl to ignore all traffic.</td>
<td></td>
</tr>
<tr>
<td>config mpls_payload_type: ipv4</td>
<td>ipv6</td>
<td>ethernet</td>
</tr>
<tr>
<td>config no_promisc</td>
<td>Disables promiscuous mode (<code>snort -p</code>).</td>
<td></td>
</tr>
<tr>
<td>config nolog</td>
<td>Disables logging. Note: Alerts will still occur. (<code>snort -N</code>).</td>
<td></td>
</tr>
<tr>
<td>config nopcre</td>
<td>Disables pcre pattern matching.</td>
<td></td>
</tr>
<tr>
<td>config obfuscate</td>
<td>Obfuscates IP Addresses (<code>snort -O</code>).</td>
<td></td>
</tr>
<tr>
<td>config order: &lt;order&gt;</td>
<td>Changes the order that rules are evaluated, e.g.: pass alert log activation.</td>
<td></td>
</tr>
<tr>
<td>config pcre_match_limit: &lt;integer&gt;</td>
<td>Restricts the amount of backtracking a given PCRE option. For example, it will limit the number of nested repeats within a pattern. A value of -1 allows for unlimited PCRE, up to the PCRE library compiled limit (around 10 million). A value of 0 results in no PCRE evaluation. The snort default value is 1500.</td>
<td></td>
</tr>
<tr>
<td>config pcre_match_limit recursion: &lt;integer&gt;</td>
<td>Restricts the amount of stack used by a given PCRE option. A value of -1 allows for unlimited PCRE, up to the PCRE library compiled limit (around 10 million). A value of 0 results in no PCRE evaluation. The snort default value is 1500. This option is only useful if the value is less than the <code>pcre_match_limit</code>.</td>
<td></td>
</tr>
<tr>
<td>config pkt_count: &lt;N&gt;</td>
<td>Exits after N packets (<code>snort -n</code>).</td>
<td></td>
</tr>
<tr>
<td>config policy_version:</td>
<td>Supply versioning information to configuration files. Base version should be a string in all configuration files including included ones. In addition, binding version must be in any file configured with <code>config binding</code>. This option is used to avoid race conditions when modifying and loading a configuration within a short time span - before Snort has had a chance to load a previous configuration.</td>
<td></td>
</tr>
<tr>
<td>-----------------------</td>
<td>---------------------------------------------------------------------------------------------------</td>
<td></td>
</tr>
<tr>
<td>&lt;base-version-string&gt;</td>
<td>[&lt;binding-version-string&gt;]&gt;</td>
<td></td>
</tr>
<tr>
<td>config profile.preprocs</td>
<td>Print statistics on preprocessor performance. See Section 2.5.2 for more details.</td>
<td></td>
</tr>
<tr>
<td>config profile.rules</td>
<td>Print statistics on rule performance. See Section 2.5.1 for more details.</td>
<td></td>
</tr>
<tr>
<td>config protected.content: md5</td>
<td>sha256</td>
<td>sha512</td>
</tr>
<tr>
<td>config quiet</td>
<td>Disables banner and status reports (snort -q). NOTE: The command line switch -q takes effect immediately after processing the command line parameters, whereas using config quiet in snort.conf takes effect when the configuration line in snort.conf is parsed. That may occur after other configuration settings that result in output to console or syslog.</td>
<td></td>
</tr>
<tr>
<td>config reference: &lt;ref&gt;</td>
<td>Adds a new reference system to Snort, e.g.: myref <a href="http://myurl.com/?id=">http://myurl.com/?id=</a></td>
<td></td>
</tr>
<tr>
<td>config reference.net &lt;cidr&gt;</td>
<td>For IP obfuscation, the obfuscated net will be used if the packet contains an IP address in the reference net. Also used to determine how to set up the logging directory structure for the session post detection rule option and ASCII output plugin - an attempt is made to name the log directories after the IP address that is not in the reference net.</td>
<td></td>
</tr>
<tr>
<td>config response: [attempts &lt;count&gt;] [, device &lt;dev&gt;]</td>
<td>Set the number of strafing attempts per injected response and/or the device, such as eth0, from which to send responses. These options may appear in any order but must be comma separated. They are intended for passive mode.</td>
<td></td>
</tr>
<tr>
<td>config set.gid: &lt;gid&gt;</td>
<td>Changes GID to specified GID (snort -g).</td>
<td></td>
</tr>
<tr>
<td>config set.uid: &lt;uid&gt;</td>
<td>Sets UID to &lt;id&gt; (snort -u).</td>
<td></td>
</tr>
<tr>
<td>config show.year</td>
<td>Shows year in timestamps (snort -y).</td>
<td></td>
</tr>
<tr>
<td>config snaplen: &lt;bytes&gt;</td>
<td>Set the snaplength of packet, same effect as -P &lt;snaplen&gt; or --snaplen &lt;snaplen&gt; options.</td>
<td></td>
</tr>
<tr>
<td>config so_rule_memcap: &lt;bytes&gt;</td>
<td>Set global memcap in bytes for so rules that dynamically allocate memory for storing session data in the stream preprocessor. A value of 0 disables the memcap. Default is 0. Maximum value is the maximum value an unsigned 32 bit integer can hold which is 4294967295 or 4GB.</td>
<td></td>
</tr>
<tr>
<td>config stateful</td>
<td>Sets assurance mode for stream (stream is established).</td>
<td></td>
</tr>
<tr>
<td>config tagged.packet.limit: &lt;max-tag&gt;</td>
<td>When a metric other than packets is used in a tag option in a rule, this option sets the maximum number of packets to be tagged regardless of the amount defined by the other metric. See Section 3.7.5 on using the tag option when writing rules for more details. The default value when this option is not configured is 256 packets. Setting this option to a value of 0 will disable the packet limit.</td>
<td></td>
</tr>
<tr>
<td>config threshold: memcap &lt;bytes&gt;</td>
<td>Set global memcap in bytes for thresholding. Default is 1048576 bytes (1 megabyte). (This is deprecated. Use config event.filter instead.)</td>
<td></td>
</tr>
<tr>
<td>config umask: &lt;umask&gt;</td>
<td>Sets umask when running (snort -m).</td>
<td></td>
</tr>
<tr>
<td>config utc</td>
<td>Uses UTC instead of local time for timestamps (snort -U).</td>
<td></td>
</tr>
<tr>
<td>config verbose</td>
<td>Uses verbose logging to STDOUT (snort -v).</td>
<td></td>
</tr>
<tr>
<td>config vlan_agnostic</td>
<td>Causes Snort to ignore vlan headers for the purposes of connection and frag tracking. This option is only valid in the base configuration when using multiple configurations, and the default is off.</td>
<td></td>
</tr>
<tr>
<td>----------------------------</td>
<td>--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
<td></td>
</tr>
<tr>
<td>config address_space_agnostic</td>
<td>Causes Snort to ignore DAQ address space ID for the purposes of connection and frag tracking. This option is only valid in the base configuration when using multiple configurations, and the default is off.</td>
<td></td>
</tr>
<tr>
<td>config policy_mode:</td>
<td>Sets the policy mode to either passive, inline or inline_test.</td>
<td></td>
</tr>
<tr>
<td>tap</td>
<td>inline</td>
<td>inline_test</td>
</tr>
<tr>
<td>config tunnel_verdicts:</td>
<td>By default, whitelist and blacklist verdicts are handled internally by Snort for GTP, Teredo, 6in4 and 4in6 encapsulated traffic. This means Snort actually gives the DAQ a pass or block verdict instead. This is to workaround cases where the DAQ would apply the verdict to the whole tunnel instead of the individual session within the tunnel. If your DAQ decodes GTP, Teredo, 6in4 or 4in6 correctly, setting this config will allow the whitelist or blacklist verdict to go to the DAQ. There is a modest performance boost by doing this where possible since Snort won’t see the remaining packets on the session.</td>
<td></td>
</tr>
<tr>
<td>gtp</td>
<td>teredo</td>
<td>6in4</td>
</tr>
</tbody>
</table>

### 2.2 Preprocessors

Preprocessors were introduced in version 1.5 of Snort. They allow the functionality of Snort to be extended by allowing users and programmers to drop modular plugins into Snort fairly easily. Preprocessor code is run before the detection engine is called, but after the packet has been decoded. The packet can be modified or analyzed in an out-of-band manner using this mechanism.

Preprocessors are loaded and configured using the `preprocessor` keyword. The format of the preprocessor directive in the Snort config file is:

```
preprocessor <name>: <options>
```

#### 2.2.1 Frag3

The frag3 preprocessor is a target-based IP defragmentation module for Snort. Frag3 is designed with the following goals:

1. **Fast execution with less complex data management.**
2. **Target-based host modeling anti-evasion techniques.**

Frag3 uses the sfxhash data structure and linked lists for data handling internally which allows it to have much more predictable and deterministic performance in any environment which should aid us in managing heavily fragmented environments.

Target-based analysis is a relatively new concept in network-based intrusion detection. The idea of a target-based system is to model the actual targets on the network instead of merely modeling the protocols and looking for attacks within them. When IP stacks are written for different operating systems, they are usually implemented by people who read the RFCs and then write their interpretation of what the RFC outlines into code. Unfortunately, there are ambiguities in the way that the RFCs define some of the edge conditions that may occur and when this happens different people implement certain aspects of their IP stacks differently. For an IDS this is a big problem.
In an environment where the attacker can determine what style of IP defragmentation is being used on a particular target, the attacker can try to fragment packets such that the target will put them back together in a specific manner while any passive systems trying to model the host traffic have to guess which way the target OS is going to handle the overlaps and retransmits. As I like to say, if the attacker has more information about the targets on a network than the IDS does, it is possible to evade the IDS. This is where the idea for “target-based IDS” came from. For more detail on this issue and how it affects IDS, check out the famous Ptacek & Newsham paper at [http://www.snort.org/docs/idspaper/](http://www.snort.org/docs/idspaper/).

The basic idea behind target-based IDS is that we tell the IDS information about hosts on the network so that it can avoid Ptacek & Newsham style evasion attacks based on information about how an individual target IP stack operates. Vern Paxson and Umesh Shankar did a great paper on this very topic in 2003 that detailed mapping the hosts on a network and determining how their various IP stack implementations handled the types of problems seen in IP defragmentation and TCP stream reassembly. Check it out at [http://www.icir.org/vern/papers/activemap-oak03.pdf](http://www.icir.org/vern/papers/activemap-oak03.pdf).

We can also present the IDS with topology information to avoid TTL-based evasions and a variety of other issues, but that’s a topic for another day. Once we have this information we can start to really change the game for these complex modeling problems.

Frag3 was implemented to showcase and prototype a target-based module within Snort to test this idea.

**Frag3 Configuration**

There are at least two preprocessor directives required to activate frag3, a global configuration directive and an engine instantiation. There can be an arbitrary number of engines defined at startup with their own configuration, but only one global configuration.

**Global Configuration**

- Preprocessor name: `frag3_global`
- Available options: NOTE: Global configuration options are comma separated.
  - `max_frags <number>` - Maximum simultaneous fragments to track. Default is 8192.
  - `memcap <bytes>` - Memory cap for self preservation. Default is 4MB.
  - `prealloc_memcap <bytes>` - Alternate memory management mode, use preallocated fragment nodes based on a memory cap (faster in some situations).
  - `prealloc_frags <number>` - Alternate memory management mode, use preallocated fragment nodes (faster in some situations).
  - `disabled` - This optional keyword is allowed with any policy to avoid packet processing. This option disables the preprocessor for this config, but not for other instances of multiple configurations. Use the disable keyword in the base configuration to specify values for the options `memcap`, `prealloc_memcap`, and `prealloc_frags` without having the preprocessor inspect traffic for traffic applying to the base configuration. The other options are parsed but not used. Any valid configuration may have “disabled” added to it.

**Engine Configuration**

- Preprocessor name: `frag3_engine`
- Available options: NOTE: Engine configuration options are space separated.
  - `timeout <seconds>` - Timeout for fragments. Fragments in the engine for longer than this period will be automatically dropped. Default is 60 seconds.
  - `min_ttl <value>` - Minimum acceptable TTL value for a fragment packet. Default is 1. The accepted range for this option is 1 - 255.
  - `detect_anomalies` - Detect fragment anomalies.
- **bind_to <ip_list>** - IP List to bind this engine to. This engine will only run for packets with destination addresses contained within the IP List. Default value is `all`.
- **overlap_limit <number>** - Limits the number of overlapping fragments per packet. The default is "0" (unlimited). This config option takes values equal to or greater than zero. This is an optional parameter. `detect_anomalies` option must be configured for this option to take effect.
- **min_fragment_length <number>** - Defines smallest fragment size (payload size) that should be considered valid. Fragments smaller than or equal to this limit are considered malicious and an event is raised, if `detect_anomalies` is also configured. The default is "0" (unlimited), the minimum is "0". This is an optional parameter. `detect_anomalies` option must be configured for this option to take effect.
- **policy <type>** - Select a target-based defragmentation mode. Available types are first, last, bsd, bsd-right, linux, windows and solaris. Default type is bsd.

The Paxson Active Mapping paper introduced the terminology frag3 is using to describe policy types. The known mappings are as follows. Anyone who develops more mappings and would like to add to this list please feel free to send us an email!

<table>
<thead>
<tr>
<th>Platform</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>AIX 2</td>
<td>BSD</td>
</tr>
<tr>
<td>AIX 4.3 8.9.3</td>
<td>BSD</td>
</tr>
<tr>
<td>Cisco IOS</td>
<td>Last</td>
</tr>
<tr>
<td>FreeBSD</td>
<td>BSD</td>
</tr>
<tr>
<td>HP JetDirect (printer)</td>
<td>BSD-right</td>
</tr>
<tr>
<td>HP-UX B.10.20</td>
<td>BSD</td>
</tr>
<tr>
<td>HP-UX 11.00</td>
<td>First</td>
</tr>
<tr>
<td>IRIX 4.0.5F</td>
<td>BSD</td>
</tr>
<tr>
<td>IRIX 6.2</td>
<td>BSD</td>
</tr>
<tr>
<td>IRIX 6.3</td>
<td>BSD</td>
</tr>
<tr>
<td>IRIX64 6.4</td>
<td>BSD</td>
</tr>
<tr>
<td>Linux 2.2.10</td>
<td>linux</td>
</tr>
<tr>
<td>Linux 2.2.14-5.0</td>
<td>linux</td>
</tr>
<tr>
<td>Linux 2.2.16-3</td>
<td>linux</td>
</tr>
<tr>
<td>Linux 2.2.19-6.2.10smp</td>
<td>linux</td>
</tr>
<tr>
<td>Linux 2.4.7-10</td>
<td>linux</td>
</tr>
<tr>
<td>Linux 2.4.9-31SGI 1.0.2smp</td>
<td>linux</td>
</tr>
<tr>
<td>Linux 2.4 (RedHat 7.1-7.3)</td>
<td>linux</td>
</tr>
<tr>
<td>MacOS (version unknown)</td>
<td>First</td>
</tr>
<tr>
<td>NCD Thin Clients</td>
<td>BSD</td>
</tr>
<tr>
<td>OpenBSD (version unknown)</td>
<td>linux</td>
</tr>
<tr>
<td>OpenBSD (version unknown)</td>
<td>linux</td>
</tr>
<tr>
<td>OpenVMS 7.1</td>
<td>BSD</td>
</tr>
<tr>
<td>OS/2 (version unknown)</td>
<td>BSD</td>
</tr>
<tr>
<td>OSF1 V3.0</td>
<td>BSD</td>
</tr>
<tr>
<td>OSF1 V3.2</td>
<td>BSD</td>
</tr>
<tr>
<td>OSF1 V4.0.5.0.5.1</td>
<td>BSD</td>
</tr>
<tr>
<td>SunOS 4.1.4</td>
<td>BSD</td>
</tr>
<tr>
<td>SunOS 5.5.1,5.6,5.7,5.8</td>
<td>First</td>
</tr>
<tr>
<td>Tru64 Unix V5.0A, V5.1</td>
<td>BSD</td>
</tr>
<tr>
<td>Vax/VMS</td>
<td>BSD</td>
</tr>
<tr>
<td>Windows (95/98/NT4/W2K/XP)</td>
<td>Windows</td>
</tr>
</tbody>
</table>

**Format**

Note in the advanced configuration below that there are three engines specified running with Linux, first and last policies assigned. The first two engines are bound to specific IP address ranges and the last one applies to all other traffic. Packets that don’t fall within the address requirements of the first two engines automatically fall through to the third one.
Basic Configuration

preprocessor frag3_global
preprocessor frag3_engine

Advanced Configuration

preprocessor frag3_global: prealloc_nodes 8192
preprocessor frag3_engine: policy linux bind_to 192.168.1.0/24
preprocessor frag3_engine: policy first bind_to [10.1.47.0/24,172.16.8.0/24]
preprocessor frag3_engine: policy last detect_anomalies

Frag 3 Alert Output

Frag3 is capable of detecting eight different types of anomalies. Its event output is packet-based so it will work with all output modes of Snort. Read the documentation in the `doc/signatures` directory with filenames that begin with “123-” for information on the different event types.

2.2.2 Session

The Session preprocessor is a global stream session management module for Snort. It is derived from the session management functions that were part of the Stream5 preprocessor.

Since Session implements part of the functionality and API that was previously in Stream5 it cannot be used with Stream5 but must be used in conjunction with the new Stream preprocessor. Similarly, due to the API changes, the other preprocessors in Snort 2.9.7 work only with the new Session and Stream preprocessors.

Session API

Session provides an API to enable the creation and management of the session control block for a flow and the management of data and state that may be associated with that flow by service and application preprocessors (most of these functions were previously supported by the Stream5 API). These methods are called to identify sessions that may be ignored (large data transfers, etc), and update the identifying information about the session (application protocol, direction, etc) that can later be used by rules. API methods to enable preprocessors to register for dispatch for ports and services for which they should be called to process the packet have been added to the Session API. Session is required for the use of the ‘flow’ and ‘flowbits’ keywords.

Session Global Configuration

Global settings for the Session preprocessor.

```
preprocessor stream5_global: \n    [track_tcp <yes|no>], [max_tcp <number>], \n    [memcap <number bytes>], \n    [track_udp <yes|no>], [max_udp <number>], \n    [track_icmp <yes|no>], [max_icmp <number>], \n    [track_ip <yes|no>], [max_ip <number>], \n    [flush_on_alert], [show_rebuilt_packets], \n    [prune_log_max <number bytes>], [disabled], \n    [enable_ha]
```
### Session HA Configuration

Configuration for HA session state sharing.

```plaintext
preprocessor stream5_ha: [min_session_lifetime <num millisecs>], \ 
[min_sync_interval <num millisecs>], [startup_input_file <filename>], \ 
[runtime_output_file <filename>], [use_side_channel]
```

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>min_session_lifetime &lt;num millisecs&gt;</td>
<td>Minimum session lifetime in milliseconds. HA update messages will only be generated once a session has existed for at least this long. The default is 0, the minimum is 0, and the maximum is 65535.</td>
</tr>
<tr>
<td>min_sync_interval &lt;num millisecs&gt;</td>
<td>Minimum synchronization interval in milliseconds. HA update messages will not be generated more often than once per interval on a given session. The default is 0, the minimum is 0, and the maximum is 65535.</td>
</tr>
<tr>
<td>startup_input_file &lt;filename&gt;</td>
<td>The name of a file for snort to read HA messages from at startup.</td>
</tr>
<tr>
<td>runtime_output_file &lt;filename&gt;</td>
<td>The name of a file to which Snort will write all HA messages that are generated while it is running.</td>
</tr>
<tr>
<td>use_side_channel</td>
<td>Indicates that all HA messages should also be sent to the side channel for processing.</td>
</tr>
</tbody>
</table>

### Example Configurations

1. This example configuration sets a maximum number of TCP session control blocks to 8192, enables tracking of TCP and UDP sessions, and disables tracking of ICMP sessions. The number of UDP session control blocks will be set to the compiled default.
preprocessor stream5_global: \
  max_tcp 8192, track_tcp yes, track_udp yes, track_icmp no

preprocessor stream5_tcp: \
  policy first, use_static_footprint_sizes

preprocessor stream5_udp: \
  ignore_any_rules

2.2.3 Stream

The Stream preprocessor is a target-based TCP reassembly module for Snort. It is capable of tracking sessions for both TCP and UDP.

Transport Protocols

TCP sessions are identified via the classic TCP "connection". UDP sessions are established as the result of a series of UDP packets from two end points via the same set of ports. ICMP messages are tracked for the purposes of checking for unreachable and service unavailable messages, which effectively terminate a TCP or UDP session.

Target-Based

Stream, like Frag3, introduces target-based actions for handling of overlapping data and other TCP anomalies. The methods for handling overlapping data, TCP Timestamps, Data on SYN, FIN and Reset sequence numbers, etc. and the policies supported by Stream are the results of extensive research with many target operating systems.

Stream API

Stream supports the modified Stream API that is now focused on functions specific to reassembly and protocol aware flushing operations. Session management functions have been moved to the Session API. The remaining API functions enable other protocol normalizers/preprocessors to dynamically configure reassembly behavior as required by the application layer protocol.

Anomaly Detection

TCP protocol anomalies, such as data on SYN packets, data received outside the TCP window, etc are configured via the detect_anomalies option to the TCP configuration. Some of these anomalies are detected on a per-target basis. For example, a few operating systems allow data in TCP SYN packets, while others do not.

Protocol Aware Flushing

Protocol aware flushing of HTTP, SMB and DCE/RPC can be enabled with this option:

config paf_max: <max-pdu>

where <max-pdu> is between zero (off) and 63780. This allows Snort to statefully scan a stream and reassemble a complete PDU regardless of segmentation. For example, multiple PDUs within a single TCP segment, as well as one PDU spanning multiple TCP segments will be reassembled into one PDU per packet for each PDU. PDUs larger than the configured maximum will be split into multiple packets.
Stream TCP Configuration

Provides a means on a per IP address target to configure TCP policy. This can have multiple occurrences, per policy that is bound to an IP address or network. One default policy must be specified, and that policy is not bound to an IP address or network.

```bash
preprocessor stream5_tcp: \n  [log_asymmetric_traffic <yes|no>], \n  [bind_to <ip_addr>], \n  [timeout <number secs>], [policy <policy_id>], \n  [overlap_limit <number>], [max_window <number>], \n  [require_3whs [<number secs>]], [detect_anomalies], \n  [check_session_hijacking], [use_static_footprint_sizes], \n  [dont_store_large_packets], [dont_reassemble_async], \n  [max_queued_bytes <bytes>], [max_queued_segs <number segs>], \n  [small_segments <number> bytes <number> [ignore_ports number [number]* [!number]*]], \n  [ports <client|server|both> <all|number|!number [number]* [!number]*]], \n  [protocol <client|server|both> <all|service name [service name]*>], \n  [ignore_any_rules], [flush_factor <number segs>]
```

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>bind_to &lt;ip_addr&gt;</td>
<td>IP address or network for this policy. The default is set to any.</td>
</tr>
<tr>
<td>timeout &lt;num seconds&gt;</td>
<td>Session timeout. The default is &quot;30&quot;, the minimum is &quot;1&quot;, and the maximum is &quot;86400&quot; (approximately 1 day).</td>
</tr>
<tr>
<td>policy &lt;policy_id&gt;</td>
<td>The Operating System policy for the target OS. The policy_id can be one of the following:</td>
</tr>
<tr>
<td></td>
<td>Policy Name</td>
</tr>
<tr>
<td></td>
<td>first</td>
</tr>
<tr>
<td></td>
<td>last</td>
</tr>
<tr>
<td></td>
<td>bsd</td>
</tr>
<tr>
<td></td>
<td>linux</td>
</tr>
<tr>
<td></td>
<td>old-linux</td>
</tr>
<tr>
<td></td>
<td>windows</td>
</tr>
<tr>
<td></td>
<td>win2003</td>
</tr>
<tr>
<td></td>
<td>vista</td>
</tr>
<tr>
<td></td>
<td>solaris</td>
</tr>
<tr>
<td></td>
<td>hpux10</td>
</tr>
<tr>
<td></td>
<td>irix</td>
</tr>
<tr>
<td></td>
<td>macos</td>
</tr>
<tr>
<td>overlap_limit &lt;number&gt;</td>
<td>Limits the number of overlapping packets per session. The default is &quot;0&quot; (unlimited), the minimum is &quot;0&quot;, and the maximum is &quot;255&quot;.</td>
</tr>
<tr>
<td>max_window &lt;number&gt;</td>
<td>Maximum TCP window allowed. The default is &quot;0&quot; (unlimited), the minimum is &quot;0&quot;, and the maximum is &quot;1073725440&quot; (65535 left shift 14). That is the highest possible TCP window per RFCs. This option is intended to prevent a DoS against Stream by an attacker using an abnormally large window, so using a value near the maximum is discouraged.</td>
</tr>
<tr>
<td>require_3whs [&lt;number seconds&gt;]</td>
<td>Establish sessions only on completion of a SYN/SYN-ACK/ACK handshake. The default is set to off. The optional number of seconds specifies a startup timeout. This allows a grace period for existing sessions to be considered established during that interval immediately after Snort is started. The default is &quot;0&quot; (don't consider existing sessions established), the minimum is &quot;0&quot;, and the maximum is &quot;86400&quot; (approximately 1 day).</td>
</tr>
<tr>
<td><strong>detect_anomalies</strong></td>
<td>Detect and alert on TCP protocol anomalies. The default is set to off.</td>
</tr>
<tr>
<td>----------------------</td>
<td>---------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>check_session_hijacking</strong></td>
<td>Check for TCP session hijacking. This check validates the hardware (MAC) address from both sides of the connection - as established on the 3-way handshake against subsequent packets received on the session. If an ethernet layer is not part of the protocol stack received by Snort, there are no checks performed. Alerts are generated (per 'detect_anomalies' option) for either the client or server when the MAC address for one side or the other does not match. The default is set to off.</td>
</tr>
<tr>
<td><strong>use_static_footprint_sizes</strong></td>
<td>Use static values for determining when to build a reassembled packet to allow for repeatable tests. This option should not be used in production environments. The default is set to off.</td>
</tr>
<tr>
<td><strong>dont_store_large_packets</strong></td>
<td>Performance improvement to not queue large packets in reassembly buffer. The default is set to off. Using this option may result in missed attacks.</td>
</tr>
<tr>
<td><strong>dont_reassemble_async</strong></td>
<td>Don’t queue packets for reassembly if traffic has not been seen in both directions. The default is set to queue packets.</td>
</tr>
<tr>
<td><strong>max_queued_bytes &lt;bytes&gt;</strong></td>
<td>Limit the number of bytes queued for reassembly on a given TCP session to bytes. Default is &quot;1048576&quot; (1MB). A value of &quot;0&quot; means unlimited, with a non-zero minimum of &quot;1024&quot;, and a maximum of &quot;1073741824&quot; (1GB). A message is written to console/syslog when this limit is enforced.</td>
</tr>
<tr>
<td><strong>max_queued_segs &lt;num&gt;</strong></td>
<td>Limit the number of segments queued for reassembly on a given TCP session. The default is &quot;2621&quot;, derived based on an average size of 400 bytes. A value of &quot;0&quot; means unlimited, with a non-zero minimum of &quot;2&quot;, and a maximum of &quot;1073741824&quot; (1GB). A message is written to console/syslog when this limit is enforced.</td>
</tr>
<tr>
<td><strong>small_segments &lt;number&gt; bytes &lt;number&gt; [ignore_ports &lt;number(s)&gt; ]</strong></td>
<td>Configure the maximum small segments queued. This feature requires that detect_anomalies be enabled. The first number is the number of consecutive segments that will trigger the detection rule. The default value is &quot;0&quot; (disabled), with a maximum of &quot;2048&quot;. The second number is the minimum bytes for a segment to be considered &quot;small&quot;. The default value is &quot;0&quot; (disabled), with a maximum of &quot;2048&quot;. ignore_ports is optional, defines the list of ports in which will be ignored for this rule. The number of ports can be up to &quot;65535&quot;. A message is written to console/syslog when this limit is enforced.</td>
</tr>
<tr>
<td>**ports &lt;client</td>
<td>server</td>
</tr>
<tr>
<td>**protocol &lt;client</td>
<td>server</td>
</tr>
<tr>
<td><strong>ignore_any_rules</strong></td>
<td>Don’t process any -&gt; any (ports) rules for TCP that attempt to match payload if there are no port specific rules for the src or destination port. Rules that have flow or flowbits will never be ignored. This is a performance improvement and may result in missed attacks. Using this does not affect rules that look at protocol headers, only those with content, PCRE, or byte test options. The default is &quot;off&quot;. This option can be used only in default policy.</td>
</tr>
<tr>
<td><strong>flush_factor</strong></td>
<td>Useful in ips mode to flush upon seeing a drop in segment size after N segments of non-decreasing size. The drop in size often indicates an end of request or response.</td>
</tr>
</tbody>
</table>

**NOTE**
If no options are specified for a given TCP policy, that is the default TCP policy. If only a bind_to option is used with no other options that TCP policy uses all of the default values.

Stream UDP Configuration

Configuration for UDP session tracking. Since there is no target based binding, there should be only one occurrence of the UDP configuration.

```plaintext
preprocessor stream5_udp: [timeout <number secs>], [ignore_any_rules]
```

<table>
<thead>
<tr>
<th><strong>Option</strong></th>
<th><strong>Description</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><code>timeout &lt;num seconds&gt;</code></td>
<td>Session timeout. The default is &quot;30&quot;, the minimum is &quot;1&quot;, and the maximum is &quot;86400&quot; (approximately 1 day).</td>
</tr>
<tr>
<td><code>ignore_any_rules</code></td>
<td>Don’t process any -&gt; any (ports) rules for UDP that attempt to match payload if there are no port specific rules for the src or destination port. Rules that have flow or flowbits will never be ignored. This is a performance improvement and may result in missed attacks. Using this does not affect rules that look at protocol headers, only those with content, PCRE, or byte test options. The default is &quot;off&quot;.</td>
</tr>
</tbody>
</table>

**NOTE**
With the `ignore_any_rules` option, a UDP rule will be ignored except when there is another port specific rule that may be applied to the traffic. For example, if a UDP rule specifies destination port 53, the 'ignored' any -> any rule will be applied to traffic to/from port 53, but NOT to any other source or destination port. A list of rule SIDs affected by this option are printed at Snort’s startup.

**NOTE**
With the `ignore_any_rules` option, if a UDP rule that uses any -> any ports includes either flow or flowbits, the `ignore_any_rules` option is effectively pointless. Because of the potential impact of disabling a flowbits rule, the `ignore_any_rules` option will be disabled in this case.

Stream ICMP Configuration

Configuration for ICMP session tracking. Since there is no target based binding, there should be only one occurrence of the ICMP configuration.

```plaintext
preprocessor stream5_icmp: [timeout <number secs>]
```

<table>
<thead>
<tr>
<th><strong>Option</strong></th>
<th><strong>Description</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><code>timeout &lt;num seconds&gt;</code></td>
<td>Session timeout. The default is &quot;30&quot;, the minimum is &quot;1&quot;, and the maximum is &quot;86400&quot; (approximately 1 day).</td>
</tr>
</tbody>
</table>

**NOTE**
ICMP is currently untested, in minimal code form and is NOT ready for use in production networks. It is not turned on by default.
Stream IP Configuration

Configuration for IP session tracking. Since there is no target based binding, there should be only one occurrence of the IP configuration.

⚠️ NOTE

"IP" includes all non-TCP/UDP traffic over IP including ICMP if ICMP not otherwise configured. It is not turned on by default.

preprocessor stream5_ip: [timeout <number secs>]

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>timeout &lt;num seconds&gt;</td>
<td>Session timeout. The default is &quot;30&quot;, the minimum is &quot;1&quot;, and the maximum is &quot;86400&quot; (approximately 1 day).</td>
</tr>
</tbody>
</table>

Example Configurations

1. This example configuration is the default configuration in snort.conf and can be used for repeatable tests of stream reassembly in readback mode.

preprocessor stream5_global: \  
  max_tcp 8192, track_tcp yes, track_udp yes, track_icmp no

preprocessor stream5_tcp: \  
  policy first, use_static_footprint_sizes

preprocessor stream5_udp: \  
  ignore_any_rules

2. This configuration maps two network segments to different OS policies, one for Windows and one for Linux, with all other traffic going to the default policy of Solaris.

preprocessor stream5_global: track_tcp yes
preprocessor stream5_tcp: bind_to 192.168.1.0/24, policy windows
preprocessor stream5_tcp: bind_to 10.1.1.0/24, policy linux
preprocessor stream5_tcp: policy solaris

2.2.4 sfPortscan

The sfPortscan module, developed by Sourcefire, is designed to detect the first phase in a network attack: Reconnaissance. In the Reconnaissance phase, an attacker determines what types of network protocols or services a host supports. This is the traditional place where a portscan takes place. This phase assumes the attacking host has no prior knowledge of what protocols or services are supported by the target; otherwise, this phase would not be necessary.

As the attacker has no beforehand knowledge of its intended target, most queries sent by the attacker will be negative (meaning that the service ports are closed). In the nature of legitimate network communications, negative responses from hosts are rare, and rarer still are multiple negative responses within a given amount of time. Our primary objective in detecting portscans is to detect and track these negative responses.

One of the most common portscanning tools in use today is Nmap. Nmap encompasses many, if not all, of the current portscanning techniques. sfPortscan was designed to be able to detect the different types of scans Nmap can produce. sfPortscan will currently alert for the following types of Nmap scans:

- TCP Portscan
- UDP Portscan
- IP Portscan

These alerts are for one→one portscans, which are the traditional types of scans; one host scans multiple ports on another host. Most of the port queries will be negative, since most hosts have relatively few services available.

sfPortscan also alerts for the following types of decoy portscans:

- TCP Decoy Portscan
- UDP Decoy Portscan
- IP Decoy Portscan

Decoy portscans are much like the Nmap portscans described above, only the attacker has a spoofed source address inter-mixed with the real scanning address. This tactic helps hide the true identity of the attacker.

sfPortscan alerts for the following types of distributed portscans:

- TCP Distributed Portscan
- UDP Distributed Portscan
- IP Distributed Portscan

These are many→one portscans. Distributed portscans occur when multiple hosts query one host for open services. This is used to evade an IDS and obfuscate command and control hosts.

⚠️ NOTE
Negative queries will be distributed among scanning hosts, so we track this type of scan through the scanned host.

sfPortscan alerts for the following types of portsweeps:

- TCP Portsweep
- UDP Portsweep
- IP Portsweep
- ICMP Portsweep

These alerts are for one→many portsweeps. One host scans a single port on multiple hosts. This usually occurs when a new exploit comes out and the attacker is looking for a specific service.

⚠️ NOTE
The characteristics of a portsweep scan may not result in many negative responses. For example, if an attacker portsweeps a web farm for port 80, we will most likely not see many negative responses.

sfPortscan alerts on the following filtered portscans and portsweeps:

- TCP Filtered Portscan
- UDP Filtered Portscan
- IP Filtered Portscan
TCP Filtered Decoy Portscan
UDP Filtered Decoy Portscan
IP Filtered Decoy Portscan
TCP Filtered Portscan
UDP Filtered Portscan
IP Filtered Portscan
ICMP Filtered Portscan
TCP Filtered Distributed Portscan
UDP Filtered Distributed Portscan
IP Filtered Distributed Portscan

“Filtered” alerts indicate that there were no network errors (ICMP unreachables or TCP RSTs) or responses on closed ports have been suppressed. It’s also a good indicator of whether the alert is just a very active legitimate host. Active hosts, such as NATs, can trigger these alerts because they can send out many connection attempts within a very small amount of time. A filtered alert may go off before responses from the remote hosts are received.

sfPortscan only generates one alert for each host pair in question during the time window (more on windows below). On TCP scan alerts, sfPortscan will also display any open ports that were scanned. On TCP sweep alerts however, sfPortscan will only track open ports after the alert has been triggered. Open port events are not individual alerts, but tags based on the original scan alert.

sfPortscan Configuration

Use of the Stream preprocessor is required for sfPortscan. Stream gives portscan direction in the case of connectionless protocols like ICMP and UDP. You should enable the Stream preprocessor in your snort.conf, as described in Section 2.2.3.

The parameters you can use to configure the portscan module are:

1. **proto <protocol>**
   Available options:
   - TCP
   - UDP
   - ICMP
   - ip,proto
   - all

2. **scan_type <scan_type>**
   Available options:
   - portscan
   - portsweep
   - decoy_portscan
   - distributed_portscan
   - all

3. **sense_level <level>**
   Available options:
• **low** - “Low” alerts are only generated on error packets sent from the target host, and because of the nature of error responses, this setting should see very few false positives. However, this setting will never trigger a Filtered Scan alert because of a lack of error responses. This setting is based on a static time window of 60 seconds, after which this window is reset.

• **medium** - “Medium” alerts track connection counts, and so will generate filtered scan alerts. This setting may false positive on active hosts (NATs, proxies, DNS caches, etc), so the user may need to deploy the use of Ignore directives to properly tune this directive.

• **high** - “High” alerts continuously track hosts on a network using a time window to evaluate portscan statistics for that host. A “High” setting will catch some slow scans because of the continuous monitoring, but is very sensitive to active hosts. This most definitely will require the user to tune sfPortscan.

4. **watch_ip <ip1/ip2/cidr [port|port2-port3]>**
   Defines which IPs, networks, and specific ports on those hosts to watch. The list is a comma separated list of IP addresses, IP address using CIDR notation. Optionally, ports are specified after the IP address/CIDR using a space and can be either a single port or a range denoted by a dash. IPs or networks not falling into this range are ignored if this option is used.

5. **ignore_scanners <ip1/ip2/cidr [port|port2-port3]>**
   Ignores the source of scan alerts. The parameter is the same format as that of watch_ip.

6. **ignore_scanned <ip1/ip2/cidr [port|port2-port3]>**
   Ignores the destination of scan alerts. The parameter is the same format as that of watch_ip.

7. **logfile <file>**
   This option will output portscan events to the file specified. If file does not contain a leading slash, this file will be placed in the Snort config dir.

8. **include_midstream**
   This option will include sessions picked up in midstream by Stream. This can lead to false alerts, especially under heavy load with dropped packets; which is why the option is off by default.

9. **detect_ack_scans**
   This option will include sessions picked up in midstream by the stream module, which is necessary to detect ACK scans. However, this can lead to false alerts, especially under heavy load with dropped packets; which is why the option is off by default.

10. **disabled**
    This optional keyword is allowed with any policy to avoid packet processing. This option disables the preprocessor. When the preprocessor is disabled only the memcap option is applied when specified with the configuration. The other options are parsed but not used. Any valid configuration may have "disabled" added to it.

**Format**

```plaintext
preprocessor sfportscan: proto <protocols> \ 
  scan_type <portscan|portsweep|decoy_portscan|distributed_portscan|all> \ 
  sense_level <low|medium|high> \ 
  watch_ip <IP or IP/CIDR> \ 
  ignore_scanners <IP list> \ 
  ignore_scanned <IP list> \ 
  logfile <path and filename> \ 
  disabled
```
Example

```plaintext
preprocessor flow: stats_interval 0 hash 2
preprocessor sfportscan:
    proto { all } \ 
    scan_type { all } \ 
    sense_level { low }
```

sfPortscan Alert Output

**Unified Output**  In order to get all the portscan information logged with the alert, snort generates a pseudo-packet and uses the payload portion to store the additional portscan information of priority count, connection count, IP count, port count, IP range, and port range. The characteristics of the packet are:

```plaintext
Src/Dst MAC Addr == MACDAD
IP Protocol == 255
IP TTL == 0
```

Other than that, the packet looks like the IP portion of the packet that caused the portscan alert to be generated. This includes any IP options, etc. The payload and payload size of the packet are equal to the length of the additional portscan information that is logged. The size tends to be around 100 - 200 bytes.

Open port alerts differ from the other portscan alerts, because open port alerts utilize the tagged packet output system. This means that if an output system that doesn’t print tagged packets is used, then the user won’t see open port alerts. The open port information is stored in the IP payload and contains the port that is open.

The sfPortscan alert output was designed to work with unified2 packet logging, so it is possible to extend favorite Snort GUIs to display portscan alerts and the additional information in the IP payload using the above packet characteristics.

**Log File Output**  Log file output is displayed in the following format, and explained further below:

```
Time: 09/08-15:07:31.603880
event_id: 2
192.168.169.3 -> 192.168.169.5 (portscan) TCP Filtered Portscan
Priority Count: 0
Connection Count: 200
IP Count: 2
Scanner IP Range: 192.168.169.3:192.168.169.4
Port/Proto Count: 200
Port/Proto Range: 20:47557
```

If there are open ports on the target, one or more additional tagged packet(s) will be appended:

```
Time: 09/08-15:07:31.603881
event_ref: 2
192.168.169.3 -> 192.168.169.5 (portscan) Open Port
Open Port: 38458
```

1. **Event_id/Event_ref**  These fields are used to link an alert with the corresponding Open Port tagged packet

2. **Priority Count**  Priority Count keeps track of bad responses (resets, unreachables). The higher the priority count, the more bad responses have been received.
3. **Connection Count**

Connection Count lists how many connections are active on the hosts (src or dst). This is accurate for connection-based protocols, and is more of an estimate for others. Whether or not a portscan was filtered is determined here. High connection count and low priority count would indicate filtered (no response received from target).

4. **IP Count**

IP Count keeps track of the last IP to contact a host, and increments the count if the next IP is different. For one-to-one scans, this is a low number. For active hosts this number will be high regardless, and one-to-one scans may appear as a distributed scan.

5. **Scanned/Scanner IP Range**

This field changes depending on the type of alert. Portsweep (one-to-many) scans display the scanned IP range; Portscans (one-to-one) display the scanner IP.

6. **Port Count**

Port Count keeps track of the last port contacted and increments this number when that changes. We use this count (along with IP Count) to determine the difference between one-to-one portscans and one-to-one decoys.

**Tuning sfPortscan**

The most important aspect in detecting portscans is tuning the detection engine for your network(s). Here are some tuning tips:

1. **Use the watch\_ip, ignore\_scanners, and ignore\_scanned options.**

   It’s important to correctly set these options. The watch\_ip option is easy to understand. The analyst should set this option to the list of CIDR blocks and IPs that they want to watch. If no watch\_ip is defined, sfPortscan will watch all network traffic.

   The ignore\_scanners and ignore\_scanned options come into play in weeding out legitimate hosts that are very active on your network. Some of the most common examples are NAT IPs, DNS cache servers, syslog servers, and nfs servers. sfPortscan may not generate false positives for these types of hosts, but be aware when first tuning sfPortscan for these IPs. Depending on the type of alert that the host generates, the analyst will know which to ignore it as. If the host is generating portsweep events, then add it to the ignore\_scanners option. If the host is generating portscan alerts (and is the host that is being scanned), add it to the ignore\_scanned option.

2. **Filtered scan alerts are much more prone to false positives.**

   When determining false positives, the alert type is very important. Most of the false positives that sfPortscan may generate are of the filtered scan alert type. So be much more suspicious of filtered portscans. Many times this just indicates that a host was very active during the time period in question. If the host continually generates these types of alerts, add it to the ignore\_scanners list or use a lower sensitivity level.

3. **Make use of the Priority Count, Connection Count, IP Count, Port Count, IP Range, and Port Range to determine false positives.**

   The portscan alert details are vital in determining the scope of a portscan and also the confidence of the portscan. In the future, we hope to automate much of this analysis in assigning a scope level and confidence level, but for now the user must manually do this. The easiest way to determine false positives is through simple ratio estimations. The following is a list of ratios to estimate and the associated values that indicate a legitimate scan and not a false positive.

   **Connection Count / IP Count:** This ratio indicates an estimated average of connections per IP. For portscans, this ratio should be high, the higher the better. For portsweeps, this ratio should be low.

   **Port Count / IP Count:** This ratio indicates an estimated average of ports connected to per IP. For portscans, this ratio should be high and indicates that the scanned host's ports were connected to by fewer IPs. For portsweeps, this ratio should be low, indicating that the scanning host connected to few ports but on many hosts.
**Connection Count / Port Count:** This ratio indicates an estimated average of connections per port. For portscans, this ratio should be low. This indicates that each connection was to a different port. For portsweeps, this ratio should be high. This indicates that there were many connections to the same port.

The reason that **Priority Count** is not included, is because the priority count is included in the connection count and the above comparisons take that into consideration. The Priority Count play an important role in tuning because the higher the priority count the more likely it is a real portscan or portsweep (unless the host is firewalled).

4. **If all else fails, lower the sensitivity level.**

If none of these other tuning techniques work or the analyst doesn’t have the time for tuning, lower the sensitivity level. You get the best protection the higher the sensitivity level, but it’s also important that the portscan detection engine generate alerts that the analyst will find informative. The low sensitivity level only generates alerts based on error responses. These responses indicate a portscan and the alerts generated by the low sensitivity level are highly accurate and require the least tuning. The low sensitivity level does not catch filtered scans; since these are more prone to false positives.

**2.2.5 RPC Decode**

The rpc_decode preprocessor normalizes RPC multiple fragmented records into a single un-fragmented record. It does this by normalizing the packet into the packet buffer. If stream5 is enabled, it will only process client-side traffic. By default, it runs against traffic on ports 111 and 32771.

**Format**

```plaintext
preprocessor rpc_decode: \ 
  <ports> [ alert_fragments ] \ 
  [no_alert_multiple_requests] \ 
  [no_alert_large_fragments] \ 
  [no_alert_incomplete]
```

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>alert_fragments</td>
<td>Alert on any fragmented RPC record.</td>
</tr>
<tr>
<td>no_alert_multiple_requests</td>
<td>Don’t alert when there are multiple records in one packet.</td>
</tr>
<tr>
<td>no_alert_large_fragments</td>
<td>Don’t alert when the sum of fragmented records exceeds one packet.</td>
</tr>
<tr>
<td>no_alert_incomplete</td>
<td>Don’t alert when a single fragment record exceeds the size of one packet.</td>
</tr>
</tbody>
</table>

**2.2.6 Performance Monitor**

This preprocessor measures Snort’s real-time and theoretical maximum performance. Whenever this preprocessor is turned on, it should have an output mode enabled, either “console” which prints statistics to the console window or “file” with a file name, where statistics get printed to the specified file name. By default, Snort’s real-time statistics are processed. This includes:

- Time Stamp
- Drop Rate
- Mbits/Sec (wire) [duplicated below for easy comparison with other rates]
- Alerts/Sec
- K-Pkts/Sec (wire) [duplicated below for easy comparison with other rates]
- Avg Bytes/Pkt (wire) [duplicated below for easy comparison with other rates]
• Pat-Matched [percent of data received that Snort processes in pattern matching]
• Syns/Sec
• SynAcks/Sec
• New Sessions Cached/Sec
• Sessions Del fr Cache/Sec
• Current Cached Sessions
• Max Cached Sessions
• Stream Flashes/Sec
• Stream Session Cache Faults
• Stream Session Cache Timeouts
• New Frag Trackers/Sec
• Frag-Completes/Sec
• Frag-Inserts/Sec
• Frag-Deletes/Sec
• Frag-Auto Deletes/Sec [memory DoS protection]
• Frag-Flushes/Sec
• Frag-Current [number of current Frag Trackers]
• Frag-Max [max number of Frag Trackers at any time]
• Frag-Timeouts
• Frag-Faults
• Number of CPUs [*** Only if compiled with LINUX_SMP ***, the next three appear for each CPU]
• CPU usage (user)
• CPU usage (sys)
• CPU usage (Idle)
• Mbits/Sec (wire) [average mbits of total traffic]
• Mbits/Sec (ipfrag) [average mbits of IP fragmented traffic]
• Mbits/Sec (ipreass) [average mbits Snort injects after IP reassembly]
• Mbits/Sec (tcprebuilt) [average mbits Snort injects after TCP reassembly]
• Mbits/Sec (applayer) [average mbits seen by rules and protocol decoders]
• Avg Bytes/Pkt (wire)
• Avg Bytes/Pkt (ipfrag)
• Avg Bytes/Pkt (ipreass)
• Avg Bytes/Pkt (tcprebuilt)
• Avg Bytes/Pkt (applayer)
• K-Pkts/Sec (wire)
K-Pkts/Sec (ipfrag)
K-Pkts/Sec (ipreass)
K-Pkts/Sec (tcprebuilt)
K-Pkts/Sec (applayer)
Total Packets Received
Total Packets Dropped (not processed)
Total Packets Blocked (inline)
Percentage of Packets Dropped
Total Filtered TCP Packets
Total Filtered UDP Packets
Midstream TCP Sessions/Sec
Closed TCP Sessions/Sec
Pruned TCP Sessions/Sec
TimedOut TCP Sessions/Sec
Dropped Async TCP Sessions/Sec
TCP Sessions Initializing
TCP Sessions Established
TCP Sessions Closing
Max TCP Sessions (interval)
New Cached UDP Sessions/Sec
Cached UDP Ssns Del/Sec
Current Cached UDP Sessions
Max Cached UDP Sessions
Current Attribute Table Hosts (Target Based)
Attribute Table Reloads (Target Based)
Mbits/Sec (Snort)
Mbits/Sec (sniffing)
Mbits/Sec (combined)
uSeconds/Pkt (Snort)
uSeconds/Pkt (sniffing)
uSeconds/Pkt (combined)
KPkts/Sec (Snort)
KPkts/Sec (sniffing)
KPkts/Sec (combined)
There are over 100 individual statistics included. A header line is output at startup and rollover that labels each column. The following options can be used with the performance monitor:

- **flow** - Prints out statistics about the type and amount of traffic and protocol distributions that Snort is seeing. This option can produce large amounts of output.

- **flow-file** - Prints flow statistics in a comma-delimited format to the file that is specified.
  
  - Timestamp
  - Total % TCP bytes
  - Total % UDP bytes
  - Total % ICMP bytes
  - Total % OTHER bytes
  - Number of Packet length entries
  - Packet length entries - bytes,%total
  - Number of TCP port flow entries
  - TCP port flow entries : port,%total,%src,%dst
  - % TCP high port to high port
  - Number of UDP port flow entries
  - UDP port flow entries : port,%total,%src,%dst
  - % UDP high port to high port
  - Number of ICMP type entries
  - ICMP type entries : type,%total

  Specifying this option implicitly enables flow statistics.

- **events** - Turns on event reporting. This prints out statistics as to the number of rules that were evaluated and didn’t match (non-qualified events) vs. the number of rules that were evaluated and matched (qualified events). A high non-qualified event to qualified event ratio can indicate there are many rules with either minimal content or no content that are being evaluated without success. The fast pattern matcher is used to select a set of rules for evaluation based on the longest content or a content modified with the fast pattern rule option in a rule. Rules with short, generic contents are more likely to be selected for evaluation than those with longer, more unique contents. Rules without content are not filtered via the fast pattern matcher and are always evaluated, so if possible, adding a content rule option to those rules can decrease the number of times they need to be evaluated and improve performance.

- **max** - Turns on the theoretical maximum performance that Snort calculates given the processor speed and current performance. This is only valid for uniprocessor machines, since many operating systems don’t keep accurate kernel statistics for multiple CPUs.

- **console** - Prints statistics at the console.

- **file** - Prints statistics in a comma-delimited format to the file that is specified. Not all statistics are output to this file. You may also use snortfile which will output into your defined Snort log directory. Both of these directives can be overridden on the command line with the -Z or --perfmon-file options. At startup, Snort will log a distinctive line to this file with a timestamp to all readers to easily identify gaps in the stats caused by Snort not running.

- **pktcnt** - Adjusts the number of packets to process before checking for the time sample. This boosts performance, since checking the time sample reduces Snort’s performance. By default, this is 10000.

- **time** - Represents the number of seconds between intervals.

- **accumulate** or **reset** - Defines which type of drop statistics are kept by the operating system. By default, **reset** is used.
- **atexitonly** - Dump stats for entire life of Snort. One or more of the following arguments can be given to specify specific statistic types to dump at exit:
  - base-stats
  - flow-stats
  - flow-ip-stats
  - events-stats
  Without any arguments, all enabled stats will be dumped only when Snort exits.

- **max_file_size** - Defines the maximum size of the comma-delimited file. Before the file exceeds this size, it will be rolled into a new date stamped file of the format YYYY-MM-DD, followed by YYYY-MM-DD.x, where x will be incremented each time the comma delimited file is rolled over. The minimum is 4096 bytes and the maximum is 2147483648 bytes (2GB). The default is the same as the maximum.

- **flow-ip** - Collects IP traffic distribution statistics based on host pairs. For each pair of hosts for which IP traffic has been seen, the following statistics are collected for both directions (A to B and B to A):
  - TCP Packets
  - TCP Traffic in Bytes
  - TCP Sessions Established
  - TCP Sessions Closed
  - UDP Packets
  - UDP Traffic in Bytes
  - UDP Sessions Created
  - Other IP Packets
  - Other IP Traffic in Bytes

  These statistics are printed and reset at the end of each interval.

- **flow-ip-file** - Prints the flow IP statistics in a comma-delimited format to the file that is specified. All of the statistics mentioned above, as well as the IP addresses of the host pairs in human-readable format, are included. Each line in the file will have its values correspond (in order) to those below:
  - IP Address A (String)
  - IP Address B (String)
  - TCP Packets from A to B
  - TCP Traffic in Bytes from A to B
  - TCP Packets from B to A
  - TCP Traffic in Bytes from B to A
  - UDP Packets from A to B
  - UDP Traffic in Bytes from A to B
  - UDP Packets from B to A
  - UDP Traffic in Bytes from B to A
  - Other IP Packets from A to B
  - Other IP Traffic in Bytes from A to B
  - Other IP Packets from B to A
  - Other IP Traffic in Bytes from B to A
  - TCP Sessions Established
  - TCP Sessions Closed
  - UDP Sessions Created

- **flow-ip-memcap** - Sets the memory cap on the hash table used to store IP traffic statistics for host pairs. Once the cap has been reached, the table will start to prune the statistics for the least recently seen host pairs to free memory. This value is in bytes and the default value is 52428800 (50MB).
Examples

```plaintext
preprocessor perfmonitor: \  
  time 30 events flow file stats.profile max console pktcnt 10000

preprocessor perfmonitor: \  
  time 300 file /var/tmp/snortstat pktcnt 10000

preprocessor perfmonitor: \  
  time 30 flow-ip flow-ip-file flow-ip-stats.csv pktcnt 1000

preprocessor perfmonitor: \  
  time 30 pktcnt 1000 snortfile base.csv flow-file flows.csv atexitonly flow-stats

preprocessor perfmonitor: \  
  time 30 pktcnt 1000 flow events atexitonly base-stats flow-stats console
```

2.2.7 HTTP Inspect

HTTP Inspect is a generic HTTP decoder for user applications. Given a data buffer, HTTP Inspect will decode the buffer, find HTTP fields, and normalize the fields. HTTP Inspect works on both client requests and server responses.

HTTP Inspect has a very “rich” user configuration. Users can configure individual HTTP servers with a variety of options, which should allow the user to emulate any type of web server. Within HTTP Inspect, there are two areas of configuration: global and server.

Global Configuration

The global configuration deals with configuration options that determine the global functioning of HTTP Inspect. The following example gives the generic global configuration format:

Format

```plaintext
preprocessor http_inspect: \  
  global \  
    iis_unicode_map <map_filename> \  
    codemap <integer> \  
    [detect_anomalous_servers] \  
    [proxy_alert] \  
    [max_gzip_mem <num>] \  
    [compress_depth <num>] [decompress_depth <num>] \  
    [memcap <num>] \  
  disabled
```

You can only have a single global configuration, you’ll get an error if you try otherwise.

Configuration

1. iis_unicode_map <map_filename> [codemap <integer>]

   This is the global iis_unicode_map file. The iis_unicode_map is a required configuration parameter. The map file can reside in the same directory as snort.conf or be specified via a fully-qualified path to the map file.

   The iis_unicode_map file is a Unicode codepoint map which tells HTTP Inspect which codepage to use when decoding Unicode characters. For US servers, the codemap is usually 1252.
A Microsoft US Unicode codepoint map is provided in the Snort source etc directory by default. It is called unicode.map and should be used if no other codepoint map is available. A tool is supplied with Snort to generate custom Unicode maps—ms_unicode_generator.c, which is available at http://www.snort.org/dl/contrib/.

⚠️ NOTE

Remember that this configuration is for the global IIS Unicode map, individual servers can reference their own IIS Unicode map.

2. detect_anomalous_servers

This global configuration option enables generic HTTP server traffic inspection on non-HTTP configured ports, and alerts if HTTP traffic is seen. Don’t turn this on if you don’t have a default server configuration that encompasses all of the HTTP server ports that your users might access. In the future, we want to limit this to specific networks so it’s more useful, but for right now, this inspects all network traffic. This option is turned off by default.

3. proxy_alert

This enables global alerting on HTTP server proxy usage. By configuring HTTP Inspect servers and enabling allow_proxy_use, you will only receive proxy use alerts for web users that aren’t using the configured proxies or are using a rogue proxy server.

Please note that if users aren’t required to configure web proxy use, then you may get a lot of proxy alerts. So, please only use this feature with traditional proxy environments. Blind firewall proxies don’t count.

4. compress_depth <integer>

This option specifies the maximum amount of packet payload to decompress. This value can be set from 1 to 65535. The default for this option is 1460.

⚠️ NOTE

Please note, in case of multiple policies, the value specified in the default policy is used and this value overwrites the values specified in the other policies. In case of unlimited_decompress this should be set to its max value. This value should be specified in the default policy even when the HTTP inspect preprocessor is turned off using the disabled keyword.

5. decompress_depth <integer>

This option specifies the maximum amount of decompressed data to obtain from the compressed packet payload. This value can be set from 1 to 65535. The default for this option is 2920.

⚠️ NOTE

Please note, in case of multiple policies, the value specified in the default policy is used and this value overwrites the values specified in the other policies. In case of unlimited_decompress this should be set to its max value. This value should be specified in the default policy even when the HTTP inspect preprocessor is turned off using the disabled keyword.

6. max_gzip_mem <integer>

This option determines (in bytes) the maximum amount of memory the HTTP Inspect preprocessor will use for decompression. The minimum allowed value for this option is 3276 bytes. This option determines the number of concurrent sessions that can be decompressed at any given instant. The default value for this option is 838860. This value is also used for the optional SWF/PDF file decompression. If these modes are enabled this same value sets the maximum about of memory used for file decompression session state information.

⚠️ NOTE

This value should be specified in the default policy even when the HTTP inspect preprocessor is turned off using the disabled keyword.
7. **memcap <integer>**

This option determines (in bytes) the maximum amount of memory the HTTP Inspect preprocessor will use for logging the URI and Hostname data. This value can be set from 2304 to 603979776 (576 MB). This option along with the maximum uri and hostname logging size (which is defined in snort) will determine the maximum HTTP sessions that will log the URI and hostname data at any given instant. The maximum size for logging URI data is 2048 and for hostname is 256. The default value for this option is 150994944 (144 MB).

⚠️ **NOTE**

This value should be specified in the default policy even when the HTTP inspect preprocessor is turned off using the `disabled` keyword. In case of multiple policies, the value specified in the default policy will overwrite the value specified in other policies.

\[
\text{max http sessions logged} = \frac{\text{memcap}}{(\text{max uri logging size} + \text{max hostname logging size})}
\]

max uri logging size defined in snort : 2048
max hostname logging size defined in snort : 256

8. **disabled**

This optional keyword is allowed with any policy to avoid packet processing. This option disables the preprocessor. When the preprocessor is disabled only the "memcap", "max_gzpmem", "compress_depth" and "decompress_depth" options are applied when specified with the configuration. Other options are parsed but not used. Any valid configuration may have "disabled" added to it.

**Example Global Configuration**

```plaintext
preprocessor http_inspect: \
  global iis_unicode_map unicode.map 1252
```

**Server Configuration**

There are two types of server configurations: default and by IP address.

**Default** This configuration supplies the default server configuration for any server that is not individually configured. Most of your web servers will most likely end up using the default configuration.

**Example Default Configuration**

```plaintext
preprocessor http_inspect_server: \
  server default profile all ports { 80 }
```

**Configuration by IP Address** This format is very similar to “default”, the only difference being that specific IPs can be configured.

**Example IP Configuration**

```plaintext
preprocessor http_inspect_server: \
  server 10.1.1.1 profile all ports { 80 }
```

**Configuration by Multiple IP Addresses** This format is very similar to “Configuration by IP Address”, the only difference being that multiple IPs can be specified via a space separated list. There is a limit of 40 IP addresses or CIDR notations per `http_inspect_server` line.
Example Multiple IP Configuration

preprocessor http_inspect_server: \\server { 10.1.1.1 10.2.2.0/24 } profile all ports { 80 }

Server Configuration Options

Important: Some configuration options have an argument of ‘yes’ or ‘no’. This argument specifies whether the user wants the configuration option to generate an HTTP Inspect alert or not. The ‘yes/no’ argument does not specify whether the configuration option itself is on or off, only the alerting functionality. In other words, whether set to ‘yes’ or ‘no’, HTTP normalization will still occur, and rules based on HTTP traffic will still trigger.

1. profile <all|apache|iis|iis5_|iis4_>

Users can configure HTTP Inspect by using pre-defined HTTP server profiles. Profiles allow the user to easily configure the preprocessor for a certain type of server, but are not required for proper operation.

There are five profiles available: all, apache, iis, iis5_0, and iis4_0.

1-A. all

The all profile is meant to normalize the URI using most of the common tricks available. We alert on the more serious forms of evasions. This is a great profile for detecting all types of attacks, regardless of the HTTP server. profile all sets the configuration options described in Table 2.3.

Table 2.3: Options for the “all” Profile

<table>
<thead>
<tr>
<th>Option</th>
<th>Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>server_flow_depth</td>
<td>300</td>
</tr>
<tr>
<td>client_flow_depth</td>
<td>300</td>
</tr>
<tr>
<td>post_depth</td>
<td>0</td>
</tr>
<tr>
<td>chunk encoding</td>
<td>alert on chunks larger than 500000 bytes</td>
</tr>
<tr>
<td>iis_unicode_map</td>
<td>codepoint map in the global configuration</td>
</tr>
<tr>
<td>ASCII decoding</td>
<td>on, alert off</td>
</tr>
<tr>
<td>multiple slash</td>
<td>on, alert off</td>
</tr>
<tr>
<td>directory normalization</td>
<td>on, alert off</td>
</tr>
<tr>
<td>apache whitespace</td>
<td>on, alert off</td>
</tr>
<tr>
<td>double decoding</td>
<td>on, alert on</td>
</tr>
<tr>
<td>%u decoding</td>
<td>on, alert on</td>
</tr>
<tr>
<td>bare byte decoding</td>
<td>on, alert on</td>
</tr>
<tr>
<td>iis unicode codepoints</td>
<td>on, alert on</td>
</tr>
<tr>
<td>iis backslash</td>
<td>on, alert off</td>
</tr>
<tr>
<td>iis delimiter</td>
<td>on, alert off</td>
</tr>
<tr>
<td>webroot</td>
<td>on, alert on</td>
</tr>
<tr>
<td>non_strict URL parsing</td>
<td>on</td>
</tr>
<tr>
<td>tab_uri_delimiter</td>
<td>is set</td>
</tr>
<tr>
<td>max_header_length</td>
<td>0, header length not checked</td>
</tr>
<tr>
<td>max_spaces</td>
<td>200</td>
</tr>
<tr>
<td>max_headers</td>
<td>0, number of headers not checked</td>
</tr>
</tbody>
</table>

1-B. apache

The apache profile is used for Apache web servers. This differs from the iis profile by only accepting UTF-8 standard Unicode encoding and not accepting backslashes as legitimate slashes, like IIS does. Apache also accepts tabs as whitespace. profile apache sets the configuration options described in Table 2.4.

1-C. iis
Table 2.4: Options for the apache Profile

<table>
<thead>
<tr>
<th>Option</th>
<th>Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>server_flow_depth</td>
<td>300</td>
</tr>
<tr>
<td>client_flow_depth</td>
<td>300</td>
</tr>
<tr>
<td>post_depth</td>
<td>0</td>
</tr>
<tr>
<td>chunk encoding</td>
<td>alert on chunks larger than 500000 bytes</td>
</tr>
<tr>
<td>ASCII decoding</td>
<td>on, alert off</td>
</tr>
<tr>
<td>multiple slash</td>
<td>on, alert off</td>
</tr>
<tr>
<td>directory normalization</td>
<td>on, alert off</td>
</tr>
<tr>
<td>webroot</td>
<td>on, alert on</td>
</tr>
<tr>
<td>apache whitespace</td>
<td>on, alert on</td>
</tr>
<tr>
<td>utf_8 encoding</td>
<td>on, alert off</td>
</tr>
<tr>
<td>non_strict url parsing</td>
<td>on</td>
</tr>
<tr>
<td>tab_uri_delimiter</td>
<td>is set</td>
</tr>
<tr>
<td>max_header_length</td>
<td>0, header length not checked</td>
</tr>
<tr>
<td>max_spaces</td>
<td>200</td>
</tr>
<tr>
<td>max_headers</td>
<td>0, number of headers not checked</td>
</tr>
</tbody>
</table>

The iis profile mimics IIS servers. So that means we use IIS Unicode codemaps for each server, %u encoding, bare-byte encoding, double decoding, backslashes, etc. profile iis sets the configuration options described in Table 2.5.

Table 2.5: Options for the iis Profile

<table>
<thead>
<tr>
<th>Option</th>
<th>Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>server_flow_depth</td>
<td>300</td>
</tr>
<tr>
<td>client_flow_depth</td>
<td>300</td>
</tr>
<tr>
<td>post_depth</td>
<td>-1</td>
</tr>
<tr>
<td>chunk encoding</td>
<td>alert on chunks larger than 500000 bytes</td>
</tr>
<tr>
<td>iis_unicode_map</td>
<td>codepoint map in the global configuration</td>
</tr>
<tr>
<td>ASCII decoding</td>
<td>on, alert off</td>
</tr>
<tr>
<td>multiple slash</td>
<td>on, alert off</td>
</tr>
<tr>
<td>directory normalization</td>
<td>on, alert off</td>
</tr>
<tr>
<td>webroot</td>
<td>on, alert on</td>
</tr>
<tr>
<td>double decoding</td>
<td>on, alert on</td>
</tr>
<tr>
<td>%u decoding</td>
<td>on, alert on</td>
</tr>
<tr>
<td>bare byte decoding</td>
<td>on, alert on</td>
</tr>
<tr>
<td>iis unicode codepoints</td>
<td>on, alert on</td>
</tr>
<tr>
<td>iis backslash</td>
<td>on, alert off</td>
</tr>
<tr>
<td>iis delimiter</td>
<td>on, alert on</td>
</tr>
<tr>
<td>apache whitespace</td>
<td>on, alert on</td>
</tr>
<tr>
<td>non_strict URL parsing</td>
<td>on</td>
</tr>
<tr>
<td>max_header_length</td>
<td>0, header length not checked</td>
</tr>
<tr>
<td>max_spaces</td>
<td>200</td>
</tr>
<tr>
<td>max_headers</td>
<td>0, number of headers not checked</td>
</tr>
</tbody>
</table>

1-D. iis4_0, iis5_0

In IIS 4.0 and IIS 5.0, there was a double decoding vulnerability. These two profiles are identical to iis, except they will alert by default if a URL has a double encoding. Double decode is not supported in IIS 5.1 and beyond, so it’s disabled by default.

1-E. default, no profile

The default options used by HTTP Inspect do not use a profile and are described in Table 2.6. Profiles must be specified as the first server option and cannot be combined with any other options except:
Table 2.6: Default HTTP Inspect Options

<table>
<thead>
<tr>
<th>Option</th>
<th>Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>port</td>
<td>80</td>
</tr>
<tr>
<td>server_flow_depth</td>
<td>300</td>
</tr>
<tr>
<td>client_flow_depth</td>
<td>300</td>
</tr>
<tr>
<td>post_depth</td>
<td>-1</td>
</tr>
<tr>
<td>chunk encoding</td>
<td>alert on chunks larger than 500000 bytes</td>
</tr>
<tr>
<td>ASCII decoding</td>
<td>on, alert off</td>
</tr>
<tr>
<td>utf8 encoding</td>
<td>on, alert off</td>
</tr>
<tr>
<td>multiple slash</td>
<td>on, alert off</td>
</tr>
<tr>
<td>directory normalization</td>
<td>on, alert off</td>
</tr>
<tr>
<td>webroot</td>
<td>on, alert on</td>
</tr>
<tr>
<td>iis backslash</td>
<td>on, alert off</td>
</tr>
<tr>
<td>apache whitespace</td>
<td>on, alert off</td>
</tr>
<tr>
<td>iis delimiter</td>
<td>on, alert off</td>
</tr>
<tr>
<td>non_strict URL parsing</td>
<td>on</td>
</tr>
<tr>
<td>max_header_length</td>
<td>0, header length not checked</td>
</tr>
<tr>
<td>max_spaces</td>
<td>200</td>
</tr>
<tr>
<td>max_headers</td>
<td>0, number of headers not checked</td>
</tr>
</tbody>
</table>

- ports
- iis.unicode.map
- allow_proxy.use
- server_flow_depth
- client_flow_depth
- post_depth
- no_alerts
- inspect.uri.only
- oversize_dir_length
- normalize_headers
- normalize_cookies
- normalize_utf
- max_header_length
- max_spaces
- max_headers
- extended_response_inspection
- enable_cookie
- inspect_gzip
- unlimited_decompress
- normalize_javascript
- max/javascript_whitespaces
- enable_xff
- http_methods
- log.uri
- log.hostname
- small_chunk_length
- decompress_swf
- decompress_pdf
- legacy_mode

These options must be specified after the `profile` option.
Example

```plaintext
preprocessor http_inspect_server: \n    server 1.1.1.1 profile all ports ( 80 3128 )
```
not combined while inspecting). Also the amount of decompressed data that will be inspected depends on the 'server.flow.depth' configured.

Http Inspect generates a preprocessor alert with gid 120 and sid 6 when the decompression fails. When the decompression fails due to a CRC error encountered by zlib, HTTP Inspect will also provide the detection module with the data that was decompressed by zlib.

7. unlimited_decompress
This option enables the user to decompress unlimited gzip data (across multiple packets). Decompression will stop when the compressed data ends or when a out of sequence packet is received. To ensure unlimited decompression, user should set the 'compress_depth' and 'decompress_depth' to its maximum values in the default policy. The decompression in a single packet is still limited by the 'compress_depth' and 'decompress_depth'.

8. decompress_swf {mode}
This option will enable decompression of compressed SWF (Adobe Flash content) files encountered as the HTTP Response body in a GET transaction. The available decompression modes are 'deflate' and 'lzma'. A prerequisite is enabling extended response inspection (described above). When enabled, the preprocessor will examine the response body for the corresponding file signature, 'CWS' for Deflate/ZLIB compressed and 'ZWS' for LZMA compressed. Each decompression mode can be individually enabled. e.g. lzma or deflate. The compressed content is decompressed 'in-place' with the content made available to the detection/rules 'file_data' option. If enabled and located, the compressed SWF file signature is converted to 'FWS' to indicate an uncompressed file.

The 'decompress_depth', 'compress_depth', and 'unlimited_decompress' are optionally used to place limits on the decompression process. The semantics for SWF files are similar to the gzip decompression process.

During the decompression process, the preprocessor may generate alert 120:12 if Deflate decompression fails or alert 120:13 if LZMA decompression fails.

⚠️ NOTE

LZMA decompression is only available if Snort is built with the liblzma package present and functional. If the LZMA package is not present, then the lzma option will indicate a fatal parsing error. If the liblzma package IS present, but one desires to disable LZMA support, then the --disable-lzma option on configure will disable usage of the library.

9. decompress_pdf {mode}
This option will enable decompression of the compressed portions of PDF files encountered as the HTTP Response body in a GETtransaction. A prerequisite is enabling extended response inspection (described above). When enabled, the preprocessor will examine the response body for the 'PDF files are then parsed, locating PDF 'streams' with a single '/FlateDecode' filter. These streams are decompressed in-place, replacing the compressed content.

The 'decompress_depth', 'compress_depth', and 'unlimited_decompress' are optionally used to place limits on the decompression process. The semantics for PDF files are similar to the gzip decompression process.

During the file parsing/decompression process, the preprocessor may generate several alerts:

<table>
<thead>
<tr>
<th>Alert</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>120:14</td>
<td>Deflate decompression failure</td>
</tr>
<tr>
<td>120:15</td>
<td>Located a 'stream' with an unsupported compression ('/Filter') algorithm</td>
</tr>
<tr>
<td>120:16</td>
<td>Located a 'stream' with unsupported cascaded '/FlateDecode' options, e.g.:</td>
</tr>
<tr>
<td></td>
<td>/Filter [ /FlateDecode /FlateDecode ]</td>
</tr>
<tr>
<td>120:17</td>
<td>PDF File parsing error</td>
</tr>
</tbody>
</table>

10. normalize_javascript This option enables the normalization of Javascript within the HTTP response body. You should select the config option extended_response_inspection before configuring this option. When this
option is turned on, Http Inspect searches for a Javascript within the HTTP response body by searching for the
<script> tags and starts normalizing it. When Http Inspect sees the <script> tag without a type, it is considered
as a javascript. The obfuscated data within the javascript functions such as unescape, String.fromCharCode,
decodeURI, decodeURIComponent will be normalized. The different encodings handled within the unescape/
decodeURI/decodeURIComponent are %XX, %uXXXX, XX and
uXXXXi. Apart from these encodings, Http Inspect will also detect the consecutive whitespaces and normalize
it to a single space. Http Inspect will also normalize the plus and concatenate the strings. The rule option
file_data can be used to access this normalized buffer from the rule. A preprocessor alert with SID 9 and GID
120 is generated when the obfuscation levels within the Http Inspect is equal to or greater than 2.

Example:

HTTP/1.1 200 OK\r\nDate: Wed, 29 Jul 2009 13:35:26 GMT\r\nServer: Apache/2.2.3 (Debian) PHP/5.2.0-8+etch10 mod_ssl/2.2.3 OpenSSL/0.9.8c\r\nLast-Modified: Sun, 20 Jan 2008 12:01:21 GMT\r\nAccept-Ranges: bytes\r\nContent-Length: 214\r\nKeep-Alive: timeout=15, max=99\r\nConnection: Keep-Alive\r\nContent-Type: application/octet-stream
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<title>FIXME</title>
</head>
<body>
<script>document.write(unescape(unescape("%48%65%6C%6C%6F%2C%20%73%6E%6F%74%20%74%65%61%6D%21")));</script>
</body>
</html>

The above javascript will generate the preprocessor alert with SID 9 and GIDF 120 when normalize_javascript
is turned on.

Http Inspect will also generate a preprocessor alert with GID 120 and SID 11 when there are more than one type
of encodings within the escaped/encoded data.

For example:

unescape("%48%65%6C%6C%6F%2C%20%73%6E%6F%74%20%74%65%61%6D%21");
String.fromCharCode(0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x2c, 0x20, 0x73, 0x6e, 0x6f, 0x74, 0x20, 0x74, 0x65, 0x61, 0x6d, 0x21); 

The above obfuscation will generate the preprocessor alert with GID 120 and SID 11.
This option is turned off by default in HTTP Inspect.

11. max_javascript_whitespaces <positive integer up to 65535> This option takes an integer as an argu-
ment. The integer determines the maximum number of consecutive whitespaces allowed within the Javascript
obfuscated data in a HTTP response body. The config option normalize_javascript should be turned on be-
fore configuring this config option. When the whitespaces in the javascript obfuscated data is equal to or more
than this value a preprocessor alert with GID 120 and SID 10 is generated. The default value for this option is
200. To enable, specify an integer argument to max_javascript_spaces of 1 to 65535. Specifying a value of 0
is treated as disabling the alert.
12. **enable_xff**

This option enables Snort to parse and log the original client IP present in the X-Forwarded-For or True-Client-IP HTTP request headers along with the generated events. The XFF/True-Client-IP Original client IP address is logged only with unified2 output and is not logged with console (-A cmg) output.

13. **xff_headers**

If/When the `enable_xff` option is present, the `xff_headers` option specifies a set of custom 'xff' headers. This option allows the definition of up to six custom headers in addition to the two default (and always present) X-Forwarded-For and True-Client-IP headers. The option permits both the custom and default headers to be prioritized. The headers/priority pairs are specified as a list. Lower numerical values imply a higher priority. The headers do not need to be specified in priority order. Nor do the priorities need to be contiguous. Priority values can range from 1 to 255. The priority values and header names must be unique. The header names must not collide with known http headers such as 'host', 'cookie', 'content-length', etc.

A example of the `xff_headers` syntax is:

```
xff_headers { [ x-forwarded-highest-priority 1 ] [ x-forwarded-second-highest-priority 2 ] \ [ x-forwarded-lowest-priority-custom 3 ] }
```

The default X-Forwarded-For and True-Client-IP headers are always present. They may be explicitly specified in the `xff_headers` config in order to determine their priority. If not specified, they will be automatically added to the xff list as the lowest priority headers.

For example, let us say that we have the following (abbreviated) HTTP request header:

```

... Host: www.snort.org X-Forwarded-For: 192.168.1.1 X-Was-Originally-Forwarded-From: 10.1.1.1 ...
```

With the default xff behavior (no `xff_headers`), the 'X-Forwarded-For' header would be used to provide a 192.168.1.1 Original Client IP address in the unified2 log. Custom headers are not parsed.

With:

```
xff_headers { [ x-was-originally-forwarded-from 1 ] [ x-another-forwarding-header 2 ] \ [ x-forwarded-for 3 ] }
```

The X-Was-Originally-Forwarded-From header is the highest priority present and its value of 10.1.1.1 will be logged as the Original Client IP in the unified2 log.

But with:

```
xff_headers { [ x-was-originally-forwarded-from 3 ] [ x-another-forwarding-header 2 ] \ [ x-forwarded-for 1 ] }
```

Now the X-Forwarded-For header is the highest priority and its value of 192.168.1.1 is logged.

⚠️ **NOTE**

The original client IP from XFF/True-Client-IP in unified2 logs can be viewed using the tool u2spewfoo. This tool is present in the tools/u2spewfoo directory of snort source tree.

14. **server_flow_depth <integer>**

This specifies the amount of server response payload to inspect. When `extended_response_inspection` is turned on, it is applied to the HTTP response body (decompressed data when `inspect_gzip` is turned on) and not the HTTP headers. When `extended_response_inspection` is turned off the `server_flow_depth` is applied to the entire HTTP response (including headers). Unlike `client_flow_depth` this option is applied
per TCP session. This option can be used to balance the needs of IDS performance and level of inspection of HTTP server response data. Snort rules are targeted at HTTP server response traffic and when used with a small flow_depth value may cause false negatives. Most of these rules target either the HTTP header, or the content that is likely to be in the first hundred or so bytes of non-header data. Headers are usually under 300 bytes long, but your mileage may vary. It is suggested to set the server_flow_depth to its maximum value.

This value can be set from -1 to 65535. A value of -1 causes Snort to ignore all server side traffic for ports defined in ports when extended_response_inspection is turned off. When the extended_response_inspection is turned on, value of -1 causes Snort to ignore the HTTP response body data and not the HTTP headers. Inversely, a value of 0 causes Snort to inspect all HTTP server payloads defined in "ports" (note that this will likely slow down IDS performance). Values above 0 tell Snort the number of bytes to inspect of the server response (excluding the HTTP headers when extended_response_inspection is turned on) in a given HTTP session. Only packets payloads starting with 'HTTP' will be considered as the first packet of a server response. If less than flow_depth bytes are in the payload of the HTTP response packets in a given session, the entire payload will be inspected. If more than flow_depth bytes are in the payload of the HTTP response packet in a session only flow_depth bytes of the payload will be inspected for that session. Rules that are meant to inspect data in the payload of the HTTP response packets in a session beyond 65535 bytes will be ineffective unless flow_depth is set to 0. The default value for server_flow_depth is 300. Note that the 65535 byte maximum flow_depth applies to stream reassembled packets as well. It is suggested to set the server_flow_depth to its maximum value.

⚠️ NOTE

server_flow_depth is the same as the old flow_depth option, which will be deprecated in a future release.

15. client_flow_depth <integer>

This specifies the amount of raw client request payload to inspect. This value can be set from -1 to 1460. Unlike server_flow_depth this value is applied to the first packet of the HTTP request. It is not a session based flow depth. It has a default value of 300. It primarily eliminates Snort from inspecting larger HTTP Cookies that appear at the end of many client request Headers.

A value of -1 causes Snort to ignore all client side traffic for ports defined in "ports." Inversely, a value of 0 causes Snort to inspect all HTTP client side traffic defined in "ports" (note that this will likely slow down IDS performance). Values above 0 tell Snort the number of bytes to inspect in the first packet of the client request. If less than flow_depth bytes are in the TCP payload (HTTP request) of the first packet, the entire payload will be inspected. If more than flow_depth bytes are in the payload of the first packet only flow_depth bytes of the payload will be inspected. Rules that are meant to inspect data in the payload of the first packet of a client request beyond 1460 bytes will be ineffective unless flow_depth is set to 0. Note that the 1460 byte maximum flow_depth applies to stream reassembled packets as well. It is suggested to set the client_flow_depth to its maximum value.

16. post_depth <integer>

This specifies the amount of data to inspect in a client post message. The value can be set from -1 to 65495. The default value is -1. A value of -1 causes Snort to ignore all the data in the post message. Inversely, a value of 0 causes Snort to inspect all the client post message. This increases the performance by inspecting only specified bytes in the post message.

17. ascii <yes|no>

The ascii decode option tells us whether to decode encoded ASCII chars, a.k.a %2f = /, %2c = .. etc. It is normal to see ASCII encoding usage in URLs, so it is recommended that you disable HTTP Inspect alerting for this option.

18. extended_ascii_uri

This option enables the support for extended ASCII codes in the HTTP request URI. This option is turned off by default and is not supported with any of the profiles.

19. utf_8 <yes|no>
The utf-8 decode option tells HTTP Inspect to decode standard UTF-8 Unicode sequences that are in the URI. This abides by the Unicode standard and only uses % encoding. Apache uses this standard, so for any Apache servers, make sure you have this option turned on. As for alerting, you may be interested in knowing when you have a UTF-8 encoded URI, but this will be prone to false positives as legitimate web clients use this type of encoding. When utf_8 is enabled, ASCII decoding is also enabled to enforce correct functioning.

20. u_encode <yes|no>
This option emulates the IIS %u encoding scheme. How the %u encoding scheme works is as follows: the encoding scheme is started by a %u followed by 4 characters, like %uxxxx. The xxxx is a hex-encoded value that correlates to an IIS Unicode codepoint. This value can most definitely be ASCII. An ASCII character is encoded like %u002f = /, %u002e = ., etc. If no iis_unicode_map is specified before or after this option, the default codemap is used.
You should alert on %u encodings, because we are not aware of any legitimate clients that use this encoding. So it is most likely someone trying to be covert.

21. bare_byte <yes|no>
Bare byte encoding is an IIS trick that uses non-ASCII characters as valid values when decoding UTF-8 values. This is not in the HTTP standard, as all non-ASCII values have to be encoded with a %. Bare byte encoding allows the user to emulate an IIS server and interpret non-standard encodings correctly.
The alert on this decoding should be enabled, because there are no legitimate clients that encode UTF-8 this way since it is non-standard.

22. iis_unicode <yes|no>
The iis_unicode option turns on the Unicode codepoint mapping. If there is no iis_unicode_map option specified with the server config, iis_unicode uses the default codemap. The iis_unicode option handles the mapping of non-ASCII codepoints that the IIS server accepts and decodes normal UTF-8 requests.
You should alert on the iis_unicode option, because it is seen mainly in attacks and evasion attempts. When iis_unicode is enabled, ASCII and UTF-8 decoding are also enabled to enforce correct decoding. To alert on UTF-8 decoding, you must enable also enable utf_8 yes.

23. double_decode <yes|no>
The double_decode option is once again IIS-specific and emulates IIS functionality. How this works is that IIS does two passes through the request URI, doing decodes in each one. In the first pass, it seems that all types of iis encoding is done: utf-8 unicode, ASCII, bare byte, and %u. In the second pass, the following encodings are done: ASCII, bare byte, and %u. We leave out utf-8 because I think how this works is that the % encoded utf-8 is decoded to the Unicode byte in the first pass, and then UTF-8 is decoded in the second stage. Anyway, this is really complex and adds tons of different encodings for one character. When double_decode is enabled, so ASCII is also enabled to enforce correct decoding.

24. non_rfc_char {<byte><byte> ...}>
This option lets users receive an alert if certain non-RFC chars are used in a request URI. For instance, a user may not want to see null bytes in the request URI and we can alert on that. Please use this option with care, because you could configure it to say, alert on all ‘/’ or something like that. It’s flexible, so be careful.

25. multi_slash <yes|no>
This option normalizes multiple slashes in a row, so something like: “foo////////bar” get normalized to “foo/bar.” If you want an alert when multiple slashes are seen, then configure with a yes; otherwise, use no.

26. iis_backslash <yes|no>
Normalizes backslashes to slashes. This is again an IIS emulation. So a request URI of “/foo\bar” gets normalized to “/foo/bar.”

27. directory <yes|no>
This option normalizes directory traversals and self-referential directories.
The directory:
gets normalized to:

/foo/bar

The directory:

/foo/./bar

gets normalized to:

/foo/bar

If you want to configure an alert, specify yes, otherwise, specify no. This alert may give false positives, since some web sites refer to files using directory traversals.

28. apache_whitespace <yes|no>

This option deals with the non-RFC standard of using tab for a space delimiter. Apache uses this, so if the emulated web server is Apache, enable this option. Alerts on this option may be interesting, but may also be false positive prone.

29. iis_delimiter <yes|no>

This started out being IIS-specific, but Apache takes this non-standard delimiter was well. Since this is common, we always take this as standard since the most popular web servers accept it. But you can still get an alert on this option.

30. chunk_length <non-zero positive integer>

This option is an anomaly detector for abnormally large chunk sizes. This picks up the Apache chunk encoding exploits, and may also alert on HTTP tunneling that uses chunk encoding.

31. small_chunk_length { <chunk size> <consecutive chunks> }

This option is an evasion detector for consecutive small chunk sizes when either the client or server use Transfer-Encoding: chunked. <chunk size> specifies the maximum chunk size for which a chunk will be considered small. <consecutive chunks> specifies the number of consecutive small chunks <= <chunk size> before an event will be generated. This option is turned off by default. Maximum values for each are 255 and a <chunk size> of 0 disables. Events generated are gid:119, sid:26 for client small chunks and gid:120, sid:7 for server small chunks.

Example:

small_chunk_length { 10 5 }

Meaning alert if we see 5 consecutive chunk sizes of 10 or less.

32. no_pipeline_req

This option turns HTTP pipeline decoding off, and is a performance enhancement if needed. By default, pipeline requests are inspected for attacks, but when this option is enabled, pipeline requests are not decoded and analyzed per HTTP protocol field. It is only inspected with the generic pattern matching.

33. non_strict

This option turns on non-strict URI parsing for the broken way in which Apache servers will decode a URI. Only use this option on servers that will accept URIs like this: "get /index.html alsjdfk alsj l j a j l a jsj s \n". The non_strict option assumes the URI is between the first and second space even if there is no valid HTTP identifier after the second space.
34. **allow_proxy_use**

By specifying this keyword, the user is allowing proxy use on this server. This means that no alert will be generated if the proxy_alert global keyword has been used. If the proxy_alert keyword is not enabled, then this option does nothing. The allow_proxy_use keyword is just a way to suppress unauthorized proxy use for an authorized server.

35. **no_alerts**

This option turns off all alerts that are generated by the HTTP Inspect preprocessor module. This has no effect on HTTP rules in the rule set. No argument is specified.

36. **oversize_dir_length <non-zero positive integer>**

This option takes a non-zero positive integer as an argument. The argument specifies the max char directory length for URL directory. If a url directory is larger than this argument size, an alert is generated. A good argument value is 300 characters. This should limit the alerts to IDS evasion type attacks, like whisker -i 4.

37. **inspect_uri_only**

This is a performance optimization. When enabled, only the URI portion of HTTP requests will be inspected for attacks. As this field usually contains 90-95% of the web attacks, you’ll catch most of the attacks. So if you need extra performance, enable this optimization. It’s important to note that if this option is used without any uricontent rules, then no inspection will take place. This is obvious since the URI is only inspected with uricontent rules, and if there are none available, then there is nothing to inspect.

For example, if we have the following rule set:

```
alert tcp any any -> any 80 ( msg:"content"; content: "foo"; )
```

and the we inspect the following URI:

```
get /foo.htm http/1.0\r\n\n
```

No alert will be generated when inspect_uri_only is enabled. The inspect_uri_only configuration turns off all forms of detection except uricontent inspection.

38. **max_header_length <positive integer up to 65535>**

This option takes an integer as an argument. The integer is the maximum length allowed for an HTTP client request header field. Requests that exceed this length will cause a "Long Header" alert. This alert is off by default. To enable, specify an integer argument to max_header_length of 1 to 65535. Specifying a value of 0 is treated as disabling the alert.

39. **max_spaces <positive integer up to 65535>**

This option takes an integer as an argument. The integer determines the maximum number of whitespaces allowed with HTTP client request line folding. Requests headers folded with whitespaces equal to or more than this value will cause a "Space Saturation" alert with SID 26 and GID 119. The default value for this option is 200. To enable, specify an integer argument to max_spaces of 1 to 65535. Specifying a value of 0 is treated as disabling the alert.

40. **webroot <yes|no>**

This option generates an alert when a directory traversal traverses past the web server root directory. This generates much fewer false positives than the directory option, because it doesn’t alert on directory traversals that stay within the web server directory structure. It only alerts when the directory traversals go past the web server root directory, which is associated with certain web attacks.

41. **tab_uri_delimiter**

This option turns on the use of the tab character (0x09) as a delimiter for a URI. Apache accepts tab as a delimiter; IIS does not. For IIS, a tab in the URI should be treated as any other character. Whether this option is on or not, a tab is treated as whitespace if a space character (0x20) precedes it. No argument is specified.
42. **normalize_headers**
   This option turns on normalization for HTTP Header Fields, not including Cookies (using the same configuration parameters as the URI normalization (i.e., multi-slash, directory, etc.). It is useful for normalizing Referrer URIs that may appear in the HTTP Header.

43. **normalize_cookies**
   This option turns on normalization for HTTP Cookie Fields (using the same configuration parameters as the URI normalization (i.e., multi-slash, directory, etc.). It is useful for normalizing data in HTTP Cookies that may be encoded.

44. **normalize_utf**
   This option turns on normalization of HTTP response bodies where the Content-Type header lists the character set as "utf-16le", "utf-16be", "utf-32le", or "utf-32be". HTTP Inspect will attempt to normalize these back into 8-bit encoding, generating an alert if the extra bytes are non-zero.

45. **max_headers <positive integer up to 1024>**
   This option takes an integer as an argument. The integer is the maximum number of HTTP client request header fields. Requests that contain more HTTP Headers than this value will cause a "Max Header” alert. The alert is off by default. To enable, specify an integer argument to max_headers of 1 to 1024. Specifying a value of 0 is treated as disabling the alert.

46. **http_methods {cmd[cmd]}** This specifies additional HTTP Request Methods outside of those checked by default within the preprocessor (GET and POST). The list should be enclosed within braces and delimited by spaces, tabs, line feed or carriage return. The config option, braces and methods also needs to be separated by braces.

   ```
   http_methods { PUT CONNECT }
   ```

   \[NOTE\]
   Please note the maximum length for a method name is 256.

47. **log_uri**
   This option enables HTTP Inspect preprocessor to parse the URI data from the HTTP request and log it along with all the generated events for that session. Stream reassembly needs to be turned on HTTP ports to enable the logging. If there are multiple HTTP requests in the session, the URI data of the most recent HTTP request during the alert will be logged. The maximum URI logged is 2048.

   \[NOTE\]
   Please note, this is logged only with the unified2 output and is not logged with console output (-A cmg). u2spewfoo can be used to read this data from the unified2.

48. **log_hostname**
   This option enables HTTP Inspect preprocessor to parse the hostname data from the "Host" header of the HTTP request and log it along with all the generated events for that session. Stream reassembly needs to be turned on HTTP ports to enable the logging. If there are multiple HTTP requests in the session, the Hostname data of the most recent HTTP request during the alert will be logged. In case of multiple "Host" headers within one HTTP request, a preprocessor alert with sid 24 is generated. The maximum hostname length logged is 256.

   \[NOTE\]
   Please note, this is logged only with the unified2 output and is not logged with console output (-A cmg). u2spewfoo can be used to read this data from the unified2.
legacy_mode By default, HTTP2 traffic is not supported. You can use "legacy_mode no" to enable HTTP2 support. If http legacy mode is configured, HTTP2 inspection is disabled.

Examples

preprocessor http_inspect_server: 
  server 10.1.1.1 
  ports { 80 3128 8080 } 
  server.flow_depth 0 
  ascii no 
  double_decode yes 
  non_rfc_char { 0x00 } 
  chunk_length 500000 
  non_strict 
  no_alerts

preprocessor http_inspect_server: 
  server default 
  ports { 80 3128 } 
  non_strict 
  non_rfc_char { 0x00 } 
  server.flow_depth 300 
  apache_whitespace yes 
  directory no 
  iis_backslash no 
  u_encode yes 
  ascii no 
  chunk_length 500000 
  bare_byte yes 
  double_decode yes 
  iis_unicode yes 
  iis_delimiter yes 
  multi_slash no

preprocessor http_inspect_server: 
  server default 
  profile all 
  ports { 80 8080 }

2.2.8 SMTP Preprocessor

The SMTP preprocessor is an SMTP decoder for user applications. Given a data buffer, SMTP will decode the buffer and find SMTP commands and responses. It will also mark the command, data header data body sections, and TLS data.

SMTP handles stateless and stateful processing. It saves state between individual packets. However maintaining correct state is dependent on the reassembly of the client side of the stream (i.e., a loss of coherent stream data results in a loss of state).
Configuration

SMTP has the usual configuration items, such as port and inspection_type. Also, SMTP command lines can be normalized to remove extraneous spaces. TLS-encrypted traffic can be ignored, which improves performance. In addition, regular mail data can be ignored for an additional performance boost. Since so few (none in the current snort rule set) exploits are against mail data, this is relatively safe to do and can improve the performance of data inspection.

The configuration options are described below:

1. ports { <port> [<port>] ... }
   This specifies on what ports to check for SMTP data. Typically, this will include 25 and possibly 465, for encrypted SMTP.
2. inspection_type <stateful | stateless>
   Indicate whether to operate in stateful or stateless mode.
3. normalize <all | none | cmds>
   This turns on normalization. Normalization checks for more than one space character after a command. Space characters are defined as space (ASCII 0x20) or tab (ASCII 0x09).
   - all checks all commands
   - none turns off normalization for all commands.
   - cmds just checks normalization for all commands.
4. ignore_data
   Ignore data section of mail (except for mail headers) when processing rules.
5. ignore_tls_data
   Ignore TLS-encrypted data when processing rules.
6. max_command_line_len <int>
   Alert if an SMTP command line is longer than this value. Absence of this option or a "0" means never alert on command line length. RFC 2821 recommends 512 as a maximum command line length.
7. max_header_line_len <int>
   Alert if an SMTP DATA header line is longer than this value. Absence of this option or a "0" means never alert on data header line length. RFC 2821 recommends 1024 as a maximum data header line length.
8. max_response_line_len <int>
   Alert if an SMTP response line is longer than this value. Absence of this option or a "0" means never alert on response line length. RFC 2821 recommends 512 as a maximum response line length.
9. alt_max_command_line_len <int> { <cmd> [cmd] }
   Overrides max_command_line_len for specific commands.
10. no_alerts
    Turn off all alerts for this preprocessor.
11. invalid_cmds { <Space-delimited list of commands> }
    Alert if this command is sent from client side. Default is an empty list.
12. valid_cmds { <Space-delimited list of commands> }
    List of valid commands. We do not alert on commands in this list. Default is an empty list, but preprocessor has this list hard-coded:

```
{ ATRN AUTH BDAT DATA DEBUG EHLO EMAIL ESAM ESND ESOM ETRN EVFY EXPN HELO HELP IDENT MAIL NOOP QUIT RCPT RSET SAML SOML SEND ONEX QUEU STARTTLS TICK TIME TURN TURNME VERN VRFY X-EXPS X-LINK2STATE XADR XAUTH XCIR XEXCH50 XGEN XLICENSE XQUE XSTA XTRN XUSR }
```
13. `data_cmds { <Space-delimited list of commands> }`

List of commands that initiate sending of data with an end of data delimiter the same as that of the DATA command per RFC 5321 - "<CRLF>.<CRLF>". Default is `{ DATA }`.

14. `binary_data_cmds { <Space-delimited list of commands> }`

List of commands that initiate sending of data and use a length value after the command to indicate the amount of data to be sent, similar to that of the BDAT command per RFC 3030. Default is `{ BDAT XEXCH50 }`.

15. `auth_cmds { <Space-delimited list of commands> }`

List of commands that initiate an authentication exchange between client and server. Default is `{ AUTH XAUTH X-EXPS }`.

16. `alert_unknown_cmds`

Alert if we don’t recognize command. Default is off.

17. `normalize_cmds { <Space-delimited list of commands> }`

Normalize this list of commands Default is `{ RCPT VRFY EXPN }`.

18. `xlink2state { enable | disable [drop] }`

Enable/disable xlink2state alert. Drop if alerted. Default is enable.

19. `print_cmds`

List all commands understood by the preprocessor. This not normally printed out with the configuration because it can print so much data.

20. `disabled`

Disables the SMTP preprocessor in a config. This is useful when specifying the decoding depths such as `b64_decode_depth`, `qp_decode_depth`, `uu_decode_depth`, `bitenc_decode_depth` or the memcap used for decoding `max_mime_mem` in default config without turning on the SMTP preprocessor.

21. `b64_decode_depth`

This config option is used to turn off/on or set the base64 decoding depth used to decode the base64 encoded MIME attachments. The value ranges from -1 to 65535. A value of -1 turns off the base64 decoding of MIME attachments. The value of 0 sets the decoding of base64 encoded MIME attachments to unlimited. A value other than 0 or -1 restricts the decoding of base64 MIME attachments, and applies per attachment. A SMTP preprocessor alert with sid 10 is generated (if enabled) when the decoding fails.

Multiple MIME attachments/data in one packet are pipelined. When stateful inspection is turned on the base64 encoded MIME attachments/data across multiple packets are decoded too.

The decoded data is available for detection using the rule option `file data`. See 3.5.28 rule option for more details.

This option replaces the deprecated options, `enable_mime_decoding` and `max_mime_depth`. It is recommended that user inputs a value that is a multiple of 4. When the value specified is not a multiple of 4, the SMTP preprocessor will round it up to the next multiple of 4.

In case of multiple configs, the value specified in the non-default config cannot exceed the value specified in the default config.

22. `qp_decode_depth`

This config option is used to turn off/on or set the Quoted-Printable decoding depth used to decode the Quoted-Printable(QP) encoded MIME attachments. The value ranges from -1 to 65535. A value of -1 turns off the QP decoding of MIME attachments. The value of 0 sets the decoding of QP encoded MIME attachments to unlimited. A value other than 0 or -1 restricts the decoding of QP MIME attachments, and applies per attachment. A SMTP preprocessor alert with sid 11 is generated (if enabled) when the decoding fails.

Multiple MIME attachments/data in one packet are pipelined. When stateful inspection is turned on the QP encoded MIME attachments/data across multiple packets are decoded too.
The decoded data is available for detection using the rule option `file_data`. See 3.5.28 rule option for more details.

In case of multiple configs, the value specified in the non-default config cannot exceed the value specified in the default config.

23. `bitenc_decode_depth`
   This config option is used to turn off/on or set the non-encoded MIME extraction depth used to extract the non-encoded MIME attachments. The value ranges from -1 to 65535. A value of -1 turns off the extraction of these MIME attachments. The value of 0 sets the extraction of these MIME attachments to unlimited. A value other than 0 or -1 restricts the extraction of these MIME attachments, and applies per attachment.

   Multiple MIME attachments/data in one packet are pipelined. When stateful inspection is turned on the non-encoded MIME attachments/data across multiple packets are extracted too.

   The extracted data is available for detection using the rule option `file_data`. See 3.5.28 rule option for more details.

   In case of multiple configs, the value specified in the non-default config cannot exceed the value specified in the default config.

24. `uu_decode_depth`
   This config option is used to turn off/on or set the Unix-to-Uni x decoding depth used to decode the Unix-to-Unix(UU) encoded attachments. The value ranges from -1 to 65535. A value of -1 turns off the decoding of UU encoded SMTP attachments. The value of 0 sets the decoding of UU encoded SMTP attachments to unlimited. A value other than 0 or -1 restricts the decoding of UU SMTP attachments, and applies per attachment. A SMTP preprocessor alert with sid 13 is generated (if enabled) when the decoding fails.

   Multiple UU attachments/data in one packet are pipelined. When stateful inspection is turned on the UU encoded SMTP attachments/data across multiple packets are decoded too.

   The decoded data is available for detection using the rule option `file_data`. See 3.5.28 rule option for more details.

   In case of multiple configs, the value specified in the non-default config cannot exceed the value specified in the default config.

25. `enable_mime_decoding`
   Enables Base64 decoding of Mime attachments/data. Multiple base64 encoded MIME attachments/data in one packet are pipelined. When stateful inspection is turned on the base64 encoded MIME attachments/data across multiple packets are decoded too. The decoding of base64 encoded attachments/data ends when either the `max_mime_depth` or maximum MIME sessions (calculated using `max_mime_depth` and `max_mime_mem`) is reached or when the encoded data ends. The decoded data is available for detection using the rule option `file_data`. See 3.5.28 rule option for more details.

   This option is deprecated. Use the option `b64_decode_depth` to turn off or on the base64 decoding instead.

26. `max_mime_depth <int>`
   Specifies the maximum number of base64 encoded data to decode per SMTP attachment. The option take values ranging from 4 to 20480 bytes. The default value for this in snort in 1460 bytes.

   It is recommended that user inputs a value that is a multiple of 4. When the value specified is not a multiple of 4, the SMTP preprocessor will round it up to the next multiple of 4.

   This option is deprecated. Use the option `b64_decode_depth` to turn off or on the base64 decoding instead.

27. `max_mime_mem <int>`
   This option determines (in bytes) the maximum amount of memory the SMTP preprocessor will use for decoding base64 encoded/quoted-printable/non-encoded MIME attachments/data or Unix-to-Unix encoded attachments.

   This value can be set from 3276 bytes to 100MB.

   This option along with the maximum of the decoding depths will determine the SMTP sessions that will be decoded at any given instant. The default value for this option is 838860.

   Note: It is suggested to set this value such that the max smtp session calculated as follows is at least 1.
max smtp session = max_mime_mem /(2 * max of (b64_decode_depth, uu_decode_depth, qp_decode_depth or bitenc_decode_depth))

For example, if b64_decode_depth is 0 (indicates unlimited decoding) and qp_decode_depth is 100, then 
max smtp session = max_mime_mem/2*65535 (max value for b64_decode_depth)

In case of multiple configs, the max_mime_mem of the non-default configs will be overwritten by the default config's value. Hence user needs to define it in the default config with the new keyword disabled (used to disable SMTP preprocessor in a config).

28. log_mailfrom This option enables SMTP preprocessor to parse and log the sender’s email address extracted from the "MAIL FROM" command along with all the generated events for that session. The maximum number of bytes logged for this option is 1024.

Please note, this is logged only with the unified2 output and is not logged with console output (-A cmg). u2spewfoo can be used to read this data from the unified2.

29. log_rcptto This option enables SMTP preprocessor to parse and log the recipient’s email addresses extracted from the "RCPT TO" command along with all the generated events for that session. Multiple recipients are appended with commas. The maximum number of bytes logged for this option is 1024.

Please note, this is logged only with the unified2 output and is not logged with console output (-A cmg). u2spewfoo can be used to read this data from the unified2.

30. log_filename This option enables SMTP preprocessor to parse and log the MIME attachment filenames extracted from the Content-Disposition header within the MIME body along with all the generated events for that session. Multiple filenames are appended with commas. The maximum number of bytes logged for this option is 1024.

Please note, this is logged only with the unified2 output and is not logged with console output (-A cmg). u2spewfoo can be used to read this data from the unified2.

31. log_email_hdrs This option enables SMTP preprocessor to parse and log the SMTP email headers extracted from SMTP data along with all generated events for that session. The number of bytes extracted and logged depends upon the email_hdrs_log_depth.

Please note, this is logged only with the unified2 output and is not logged with the console output (-A cmg). u2spewfoo can be used to read this data from the unified2.

32. email_hdrs_log_depth <int> This option specifies the depth for logging email headers. The allowed range for this option is 0 - 20480. A value of 0 will disable email headers logging. The default value for this option is 1464.

Please note, in case of multiple policies, the value specified in the default policy is used and the values specified in the targeted policies are overwritten by the default value. This option must be configured in the default policy even if the SMTP configuration is disabled.

33. memcap <int> This option determines in bytes the maximum amount of memory the SMTP preprocessor will use for logging of filename, MAIL FROM addresses, RCPT TO addresses and email headers. This value along with the buffer size used to log MAIL FROM, RCPT TO, filenames and email_hdrs_log_depth will determine the maximum SMTP sessions that will log the email headers at any given time. When this memcap is reached SMTP will stop logging the filename, MAIL FROM address, RCPT TO addresses and email headers until memory becomes available.

Max SMTP sessions logging email headers at any given time = memcap/(1024 + 1024 + 1024 + email_hdrs_log_depth)

The size 1024 is the maximum buffer size used for logging filename, RCPTTO and MAIL FROM addresses.

Default value for this option is 838860. The allowed range for this option is 3276 to 104857600. The value specified in the default config is used when this option is specified in multiple configs. This option must be configured in the default config even if the SMTP configuration is disabled.

Please note, in case of multiple policies, the value specified in the default policy is used and the values specified in the targeted policies are overwritten by the default value. This option must be configured in the default policy even if the SMTP configuration is disabled.
Example

preprocessor SMTP: \
ports { 25 } \
  inspection_type stateful \
normalize cmds \
normalize_cmds { EXPN VRFY RCPT } \
ignore_data \
ignore_tls_data \
max_command_line_len  512 \nmax_header_line_len   1024 \nmax_response_line_len 512 \nno_alerts \nalt_max_command_line_len 300 { RCPT } \ninvalid_cmds { } \
valid_cmds { } \
xlink2state { disable } \
print_cmds \
log_filename \
log_email_hdrs \
log_mailfrom \
log_rcptto \
email_hdrs_log_depth 2920 \
memcap 6000 

preprocessor SMTP: \
b64_decode_depth  0\n  max_mime_mem  4000 \nmemcap 6000 \
email_hdrs_log_depth 2920 \
disabled

Default

preprocessor SMTP: \
ports { 25 } \
  inspection_type stateful \
normalize cmds \
normalize_cmds { EXPN VRFY RCPT } \
alt_max_command_line_len 260 { MAIL } \
alt_max_command_line_len 300 { RCPT } \
alt_max_command_line_len 500 { HELP HELO ETRN } \
alt_max_command_line_len 255 { EXPN VRFY }

Note

RCPT TO: and MAIL FROM: are SMTP commands. For the preprocessor configuration, they are referred to as RCPT and MAIL, respectively. Within the code, the preprocessor actually maps RCPT and MAIL to the correct command name.

2.2.9 POP Preprocessor

POP is an POP3 decoder for user applications. Given a data buffer, POP will decode the buffer and find POP3 commands and responses. It will also mark the command, data header data body sections and extract the POP3 attachments and decode it appropriately.
POP will handle stateful processing. It saves state between individual packets. However, maintaining correct state is dependent on the reassembly of the server side of the stream (i.e., a loss of coherent stream data results in a loss of state).

Stream should be turned on for POP. Please ensure that the POP ports are added to the stream5 ports for proper reassembly.

The POP preprocessor uses GID 142 to register events.

Configuration

The configuration options are described below:

1. `ports { <port> [ <port> ] ... }`
   
   This specifies on what ports to check for POP data. Typically, this will include 110. Default ports if none are specified are 110.

2. `disabled`
   
   Disables the POP preprocessor in a config. This is useful when specifying the decoding depths such as `b64_decode_depth`, `qp_decode_depth`, `uu_decode_depth`, `bitenc_decode_depth` or the `memcap` used for decoding `memcap` in default config without turning on the POP preprocessor.

3. `b64_decode_depth`
   
   This config option is used to turn off/on or set the base64 decoding depth used to decode the base64 encoded MIME attachments. The value ranges from -1 to 65535. A value of -1 turns off the base64 decoding of MIME attachments. The value of 0 sets the decoding of base64 encoded MIME attachments to unlimited. A value other than 0 or -1 restricts the decoding of base64 MIME attachments, and applies per attachment. A POP preprocessor alert with sid 4 is generated (if enabled) when the decoding fails.

   Multiple MIME attachments/data in one packet are pipelined. When stateful inspection is turned on the base64 encoded MIME attachments/data across multiple packets are decoded too.

   The decoded data is available for detection using the rule option `file_data`. See 3.5.28 rule option for more details.

   It is recommended that user inputs a value that is a multiple of 4. When the value specified is not a multiple of 4, the POP preprocessor will round it up to the next multiple of 4.

   In case of multiple configs, the value specified in the non-default config cannot exceed the value specified in the default config.

4. `qp_decode_depth`
   
   This config option is used to turn off/on or set the Quoted-Printable decoding depth used to decode the Quoted-Printable (QP) encoded MIME attachments. The value ranges from -1 to 65535. A value of -1 turns off the QP decoding of MIME attachments. The value of 0 sets the decoding of QP encoded MIME attachments to unlimited. A value other than 0 or -1 restricts the decoding of QP MIME attachments, and applies per attachment. A POP preprocessor alert with sid 5 is generated (if enabled) when the decoding fails.

   Multiple MIME attachments/data in one packet are pipelined. When stateful inspection is turned on the QP encoded MIME attachments/data across multiple packets are decoded too.

   The decoded data is available for detection using the rule option `file_data`. See 3.5.28 rule option for more details.

   In case of multiple configs, the value specified in the non-default config cannot exceed the value specified in the default config.

5. `bitenc_decode_depth`
   
   This config option is used to turn off/on or set the non-encoded MIME extraction depth used to extract the non-encoded MIME attachments. The value ranges from -1 to 65535. A value of -1 turns off the extraction of these MIME attachments. The value of 0 sets the extraction of these MIME attachments to unlimited. A value other than 0 or -1 restricts the extraction of these MIME attachments, and applies per attachment.
Multiple MIME attachments/data in one packet are pipelined. When stateful inspection is turned on the non-encoded MIME attachments/data across multiple packets are extracted too.

The extracted data is available for detection using the rule option file data. See 3.5.28 rule option for more details.

In case of multiple configs, the value specified in the non-default config cannot exceed the value specified in the default config.

6. uu decode depth

This config option is used to turn off/on or set the Unix-to-Unix decoding depth used to decode the Unix-to-Unix(UU) encoded attachments. The value ranges from -1 to 65535. A value of -1 turns off the UU decoding of POP attachments. The value of 0 sets the decoding of UU encoded POP attachments to unlimited. A value other than 0 or -1 restricts the decoding of UU POP attachments, and applies per attachment. A POP preprocessor alert with sid 7 is generated (if enabled) when the decoding fails.

Multiple UU attachments/data in one packet are pipelined. When stateful inspection is turned on the UU encoded POP attachments/data across multiple packets are decoded too.

The decoded data is available for detection using the rule option file data. See 3.5.28 rule option for more details.

In case of multiple configs, the value specified in the non-default config cannot exceed the value specified in the default config.

7. memcap <int>

This option determines (in bytes) the maximum amount of memory the POP preprocessor will use for decoding base64 encoded/quoted-printable/non-encoded MIME attachments/data or Unix-to-Unix encoded attachments. This value can be set from 3276 bytes to 100MB.

This option along with the maximum of the decoding depths will determine the POP sessions that will be decoded at any given instant. The default value for this option is 838860.

Note: It is suggested to set this value such that the max pop session calculated as follows is at least 1.

\[
\text{max pop session} = \frac{\text{memcap}}{2 \times \text{max of (b64 decode depth, uu decode depth, qp decode depth or bitenc decode depth)}}
\]

For example, if b64 decode depth is 0 (indicates unlimited decoding) and qp decode depth is 100, then

\[
\text{max pop session} = \frac{\text{memcap}}{2 \times 65535} \text{ (max value for b64 decode depth)}
\]

In case of multiple configs, the memcap of the non-default configs will be overwritten by the default config’s value. Hence user needs to define it in the default config with the new keyword disabled (used to disable POP preprocessor in a config).

When the memcap for decoding (memcap) is exceeded the POP preprocessor alert with sid 3 is generated (when enabled).

Example

```plaintext
preprocessor pop:
  ports { 110 }
  memcap 1310700
  qp_decode_depth -1
  b64_decode_depth 0
  bitenc_decode_depth 100

preprocessor pop:
  memcap 1310700
  qp_decode_depth 0
  disabled
```
Default

preprocessor pop:
  ports { 110 }:
    b64_decode_depth 1460
    qp_decode_depth 1460
    bitenc_decode_depth 1460
    uu_decode_depth 1460

2.2.10 IMAP Preprocessor

IMAP is an IMAP4 decoder for user applications. Given a data buffer, IMAP will decode the buffer and find IMAP4 commands and responses. It will also mark the command, data header data body sections and extract the IMAP4 attachments and decode it appropriately.

IMAP will handle stateful processing. It saves state between individual packets. However maintaining correct state is dependent on the reassembly of the server side of the stream (i.e., a loss of coherent stream data results in a loss of state).

Stream should be turned on for IMAP. Please ensure that the IMAP ports are added to the stream5 ports for proper reassembly.

The IMAP preprocessor uses GID 141 to register events.

Configuration

The configuration options are described below:

1. ports {<port> [<port>] ... }
   This specifies on what ports to check for IMAP data. Typically, this will include 143. Default ports if none are specified are 143.

2. disabled
   Disables the IMAP preprocessor in a config. This is useful when specifying the decoding depths such as b64_decode_depth, qp_decode_depth, uu_decode_depth, bitenc_decode_depth or the memcap used for decoding memcap in default config without turning on the IMAP preprocessor.

3. b64_decode_depth
   This config option is used to turn off/on or set the base64 decoding depth used to decode the base64 encoded MIME attachments. The value ranges from -1 to 65535. A value of -1 turns off the base64 decoding of MIME attachments. The value of 0 sets the decoding of base64 encoded MIME attachments to unlimited. A value other than 0 or -1 restricts the decoding of base64 MIME attachments, and applies per attachment. A IMAP preprocessor alert with sid 4 is generated (if enabled) when the decoding fails.
   Multiple MIME attachments/data in one packet are pipelined. When stateful inspection is turned on the base64 encoded MIME attachments/data across multiple packets are decoded too.
   The decoded data is available for detection using the rule option file_data. See 3.5.28 rule option for more details.
   It is recommended that user inputs a value that is a multiple of 4. When the value specified is not a multiple of 4, the IMAP preprocessor will round it up to the next multiple of 4.
   In case of multiple configs, the value specified in the non-default config cannot exceed the value specified in the default config.

4. qp_decode_depth
   This config option is used to turn off/on or set the Quoted-Printable decoding depth used to decode the Quoted-Printable(QP) encoded MIME attachments. The value ranges from -1 to 65535. A value of -1 turns off the
QP decoding of MIME attachments. The value of 0 sets the decoding of QP encoded MIME attachments to unlimited. A value other than 0 or -1 restricts the decoding of QP MIME attachments, and applies per attachment. A IMAP preprocessor alert with sid 5 is generated (if enabled) when the decoding fails.

Multiple MIME attachments/data in one packet are pipelined. When stateful inspection is turned on the QP encoded MIME attachments/data across multiple packets are decoded too.

The decoded data is available for detection using the rule option `file_data`. See 3.5.28 rule option for more details.

In case of multiple configs, the value specified in the non-default config cannot exceed the value specified in the default config.

5. `bitenc_decode_depth`

This config option is used to turn off/on or set the non-encoded MIME extraction depth used to extract the non-encoded MIME attachments. The value ranges from -1 to 65535. A value of -1 turns off the extraction of these MIME attachments. The value of 0 sets the extraction of these MIME attachments to unlimited. A value other than 0 or -1 restricts the extraction of these MIME attachments, and applies per attachment.

Multiple MIME attachments/data in one packet are pipelined. When stateful inspection is turned on the non-encoded MIME attachments/data across multiple packets are extracted too.

The extracted data is available for detection using the rule option `file_data`. See 3.5.28 rule option for more details.

In case of multiple configs, the value specified in the non-default config cannot exceed the value specified in the default config.

6. `uu_decode_depth`

This config option is used to turn off/on or set the Unix-to-Unix decoding depth used to decode the Unix-to-Unix(UU) encoded attachments. The value ranges from -1 to 65535. A value of -1 turns off the UU decoding of IMAP attachments. The value of 0 sets the decoding of UU encoded IMAP attachments to unlimited. A value other than 0 or -1 restricts the decoding of UU IMAP attachments, and applies per attachment. A IMAP preprocessor alert with sid 7 is generated (if enabled) when the decoding fails.

Multiple UU attachments/data in one packet are pipelined. When stateful inspection is turned on the UU encoded IMAP attachments/data across multiple packets are decoded too.

The decoded data is available for detection using the rule option `file_data`. See 3.5.28 rule option for more details.

In case of multiple configs, the value specified in the non-default config cannot exceed the value specified in the default config.

7. `memcap <int>`

This option determines (in bytes) the maximum amount of memory the IMAP preprocessor will use for decoding base64 encoded/quoted-printable/non-encoded MIME attachments/data or Unix-to-Unix encoded attachments. This value can be set from 3276 bytes to 100MB.

This option along with the maximum of the decoding depths will determine the IMAP sessions that will be decoded at any given instant. The default value for this option is 838860.

Note: It is suggested to set this value such that the max imap session calculated as follows is at least 1.

\[
\text{max imap session} = \frac{\text{memcap}}{2 \times \max (\text{b64_decode_depth, uu_decode_depth, qp_decode_depth or bitenc_decode_depth})}
\]

For example, if `b64_decode_depth` is 0 (indicates unlimited decoding) and `qp_decode_depth` is 100, then

\[
\text{max imap session} = \frac{\text{memcap}}{2 \times 65535} \quad (\text{max value for b64_decode_depth})
\]

In case of multiple configs, the `memcap` of the non-default configs will be overwritten by the default config’s value. Hence user needs to define it in the default config with the new keyword disabled (used to disable IMAP preprocessor in a config).

When the `memcap` for decoding (`memcap`) is exceeded the IMAP preprocessor alert with sid 3 is generated (when enabled).
Example

preprocessor imap: \
  ports ( 110 ) \
  memcap 1310700 \
  qp_decode_depth -1 \
  b64_decode_depth 0 \
  bitenc_decode_depth 100

preprocessor imap: \
  memcap 1310700 \
  qp_decode_depth 0 \
  disabled

Default

preprocessor imap: \
  ports ( 110 ) \
  b64_decode_depth 1460 \
  qp_decode_depth 1460 \
  bitenc_decode_depth 1460 \
  uu_decode_depth 1460

2.2.11 FTP/Telnet Preprocessor

FTP/Telnet is an improvement to the Telnet decoder and provides stateful inspection capability for both FTP and Telnet data streams. FTP/Telnet will decode the stream, identifying FTP commands and responses and Telnet escape sequences and normalize the fields. FTP/Telnet works on both client requests and server responses.

FTP/Telnet has the capability to handle stateless processing, meaning it only looks for information on a packet-by-packet basis.

The default is to run FTP/Telnet in stateful inspection mode, meaning it looks for information and handles reassembled data correctly.

FTP/Telnet has a very “rich” user configuration, similar to that of HTTP Inspect (See 2.2.7). Users can configure individual FTP servers and clients with a variety of options, which should allow the user to emulate any type of FTP server or FTP Client. Within FTP/Telnet, there are four areas of configuration: Global, Telnet, FTP Client, and FTP Server.

⚠️ NOTE

Some configuration options have an argument of yes or no. This argument specifies whether the user wants the configuration option to generate a ftptelnet alert or not. The presence of the option indicates the option itself is on, while the yes/no argument applies to the alerting functionality associated with that option.

Global Configuration

The global configuration deals with configuration options that determine the global functioning of FTP/Telnet. The following example gives the generic global configuration format:

Format

  preprocessor ftp_telnet:
You can only have a single global configuration, you’ll get an error if you try otherwise. The FTP/Telnet global configuration must appear before the other three areas of configuration.

Configuration

1. inspection_type
   This indicates whether to operate in stateful or stateless mode.

2. encrypted_traffic <yes|no>
   This option enables detection and alerting on encrypted Telnet and FTP command channels.

   ! NOTE
   When inspection_type is in stateless mode, checks for encrypted traffic will occur on every packet, whereas in stateful mode, a particular session will be noted as encrypted and not inspected any further.

3. check_encrypted
   Instructs the preprocessor to continue to check an encrypted session for a subsequent command to cease encryption.

Example Global Configuration

```
preprocessor ftp_telnet: \
  global inspection_type stateful encrypted_traffic no
```

Telnet Configuration

The telnet configuration deals with configuration options that determine the functioning of the Telnet portion of the preprocessor. The following example gives the generic telnet configuration format:

Format

```
preprocessor ftp_telnet_protocol: \
  telnet \
  ports { 23 } \
  normalize \
  ayt_attack_thresh 6 \
  detect_anomalies
```

There should only be a single telnet configuration, and subsequent instances will override previously set values.
Configuration

1. `ports {<port> [<port> < ... >]}`  
   This is how the user configures which ports to decode as telnet traffic. SSH tunnels cannot be decoded, so adding port 22 will only yield false positives. Typically port 23 will be included.

2. `normalize`  
   This option tells the preprocessor to normalize the telnet traffic by eliminating the telnet escape sequences. It functions similarly to its predecessor, the telnet_decode preprocessor. Rules written with ‘raw’ content options will ignore the normalized buffer that is created when this option is in use.

3. `ayt_attack_thresh < number >`  
   This option causes the preprocessor to alert when the number of consecutive telnet Are You There (AYT) commands reaches the number specified. It is only applicable when the mode is stateful.

4. `detect_anomalies`  
   In order to support certain options, Telnet supports subnegotiation. Per the Telnet RFC, subnegotiation begins with SB (subnegotiation begin) and must end with an SE (subnegotiation end). However, certain implementations of Telnet servers will ignore the SB without a corresponding SE. This is anomalous behavior which could be an evasion case. Being that FTP uses the Telnet protocol on the control connection, it is also susceptible to this behavior. The `detect_anomalies` option enables alerting on Telnet SB without the corresponding SE.

Example Telnet Configuration

```bash
preprocessor ftp_telnet_protocol: \
    telnet ports { 23 } normalize ayt_attack_thresh 6
```

FTP Server Configuration

There are two types of FTP server configurations: default and by IP address.

**Default**  
This configuration supplies the default server configuration for any FTP server that is not individually configured. Most of your FTP servers will most likely end up using the default configuration.

Example Default FTP Server Configuration

```bash
preprocessor ftp_telnet_protocol: \
    ftp server default ports { 21 }
```

Refer to 89 for the list of options set in default ftp server configuration.

**Configuration by IP Address**  
This format is very similar to “default”, the only difference being that specific IPs can be configured.

Example IP specific FTP Server Configuration

```bash
preprocessor _telnet_protocol: \
    ftp server 10.1.1.1 ports { 21 } ftp_cmds { XPWD XCWD }
```
FTP Server Configuration Options

1. **ports** {<port> [<port>< ... >]}
   This is how the user configures which ports to decode as FTP command channel traffic. Typically port 21 will be included.

2. **print_cmds**
   During initialization, this option causes the preprocessor to print the configuration for each of the FTP commands for this server.

3. **ftp_cmds {cmd[cmd]}**
   The preprocessor is configured to alert when it sees an FTP command that is not allowed by the server.
   This option specifies a list of additional commands allowed by this server, outside of the default FTP command set as specified in RFC 959. This may be used to allow the use of the 'X' commands identified in RFC 775, as well as any additional commands as needed.
   For example:
   
   ```
   ftp_cmds { XPWD XCWD XCUP XMKD XRMD }
   ```

4. **def_max_param_len <number>**
   This specifies the default maximum allowed parameter length for an FTP command. It can be used as a basic buffer overflow detection.

5. **alt_max_param_len <number> {cmd[cmd]}**
   This specifies the maximum allowed parameter length for the specified FTP command(s). It can be used as a more specific buffer overflow detection. For example the USER command – usernames may be no longer than 16 bytes, so the appropriate configuration would be:
   
   ```
   alt_max_param_len 16 { USER }
   ```

6. **chk_str_fmt {cmd[cmd]}**
   This option causes a check for string format attacks in the specified commands.

7. **cmd_validity cmd < fmt >**
   This option specifies the valid format for parameters of a given command.
   fmt must be enclosed in <>’s and may contain the following:

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>int</td>
<td>Parameter must be an integer</td>
</tr>
<tr>
<td>number</td>
<td>Parameter must be an integer between 1 and 255</td>
</tr>
<tr>
<td>char &lt;chars&gt;</td>
<td>Parameter must be a single character, one of &lt;chars&gt;</td>
</tr>
<tr>
<td>date &lt;datefmt&gt;</td>
<td>Parameter follows format specified, where:</td>
</tr>
<tr>
<td></td>
<td>n  Number</td>
</tr>
<tr>
<td></td>
<td>C  Character</td>
</tr>
<tr>
<td></td>
<td>[]  optional format enclosed</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>{}  choice of options</td>
</tr>
<tr>
<td></td>
<td>. + - literal</td>
</tr>
<tr>
<td>string</td>
<td>Parameter is a string (effectively unrestricted)</td>
</tr>
<tr>
<td>host_port</td>
<td>Parameter must be a host/port specified, per RFC 959</td>
</tr>
<tr>
<td>long_host_port</td>
<td>Parameter must be a long host port specified, per RFC 1639</td>
</tr>
<tr>
<td>extended_host_port</td>
<td>Parameter must be an extended host port specified, per RFC 2428</td>
</tr>
<tr>
<td>{}.,</td>
<td>One of choices enclosed within, separated by</td>
</tr>
<tr>
<td>{}[,]</td>
<td>One of the choices enclosed within {}, optional value enclosed within []</td>
</tr>
</tbody>
</table>
Examples of the cmd_validity option are shown below. These examples are the default checks, per RFC 959 and others performed by the preprocessor.

```plaintext
cmd_validity MODE <char SBC>
cmd_validity STRU <char FRP>
cmd_validity ALLO < int [ char R int ] >
cmd_validity TYPE < { char AE [ char NTC ] | char I | char L [ number ] } >
cmd_validity PORT < host_port >
```

A cmd_validity line can be used to override these defaults and/or a check for other commands.

```plaintext
# This allows additional modes, including mode Z which allows for
# zip-style compression.
# cmd_validity MODE < char ASBCZ >

# Allow for a date in the MDTM command.
# cmd_validity MDTM < [ date nnnnnnnnnnnnn[.n[n[n]] ] string >
```

MDTM is an off case that is worth discussing. While not part of an established standard, certain FTP servers accept MDTM commands that set the modification time on a file. The most common among servers that do, accept a format using YYYYMMDDHHmmss[.uuu]. Some others accept a format using YYYYMMDDHHmmss[+-]TZ format. The example above is for the first case (time format as specified in http://www.ietf.org/internet-drafts/draft-ietf-ftpext-mlst-16.txt).

To check validity for a server that uses the TZ format, use the following:

```plaintext
# cmd_validity MDTM < [ date nnnnnnnnnnnnn[+(+-)n[n]] ] string >
```

8. telnet_cmds <yes|no>

This option turns on detection and alerting when telnet escape sequences are seen on the FTP command channel. Injection of telnet escape sequences could be used as an evasion attempt on an FTP command channel.

9. ignore_telnet_erase_cmds <yes|no>

This option allows Snort to ignore telnet escape sequences for erase character (TNC EAC) and erase line (TNC EAL) when normalizing FTP command channel. Some FTP servers do not process those telnet escape sequences.

10. data_chan

This option causes the rest of snort (rules, other preprocessors) to ignore FTP data channel connections. Using this option means that NO INSPECTION other than TCP state will be performed on FTP data transfers. It can be used to improve performance, especially with large file transfers from a trusted source. If your rule set includes virus-type rules, it is recommended that this option not be used.

Use of the "data_chan" option is deprecated in favor of the "ignore_data_chan” option. ”data_chan” will be removed in a future release.

11. ignore_data_chan <yes|no>

This option causes the rest of Snort (rules, other preprocessors) to ignore FTP data channel connections. Setting this option to "yes" means that NO INSPECTION other than TCP state will be performed on FTP data transfers. It can be used to improve performance, especially with large file transfers from a trusted source. If your rule set includes virus-type rules, it is recommended that this option not be used.

FTP Server Base Configuration Options

The base FTP server configuration is as follows. Options specified in the configuration file will modify this set of options. FTP commands are added to the set of allowed commands. The other options will override those in the base configuration.
FTP Client Configuration

Similar to the FTP Server configuration, the FTP client configurations has two types: default, and by IP address.

**Default** This configuration supplies the default client configuration for any FTP client that is not individually configured. Most of your FTP clients will most likely end up using the default configuration.

**Example Default FTP Client Configuration**

```plaintext
preprocessor ftp_telnet_protocol:
  ftp client default bounce no max_resp_len 200
```

**Configuration by IP Address** This format is very similar to “default”, the only difference being that specific IPs can be configured.

**Example IP specific FTP Client Configuration**

```plaintext
preprocessor ftp_telnet_protocol:
  ftp client 10.1.1.1 bounce yes max_resp_len 500
```

**FTP Client Configuration Options**

1. **max_resp_len <number>**
   
   This specifies the maximum allowed response length to an FTP command accepted by the client. It can be used as a basic buffer overflow detection.

2. **bounce <yes|no>**
   
   This option turns on detection and alerting of FTP bounce attacks. An FTP bounce attack occurs when the FTP PORT command is issued and the specified host does not match the host of the client.

3. **bounce_to < CIDR,[port|portlow,porthi] >**
When the bounce option is turned on, this allows the PORT command to use the IP address (in CIDR format) and port (or inclusive port range) without generating an alert. It can be used to deal with proxied FTP connections where the FTP data channel is different from the client.

A few examples:

- Allow bounces to 192.162.1.1 port 20020 – i.e., the use of PORT 192,168,1,1,78,52.
  
  \[
  \text{bounce_to} \{ 192.168.1.1,20020 \}
  \]

- Allow bounces to 192.162.1.1 ports 20020 through 20040 – i.e., the use of PORT 192,168,1,1,78,xx, where xx is 52 through 72 inclusive.
  
  \[
  \text{bounce_to} \{ 192.168.1.1,20020,20040 \}
  \]

- Allow bounces to 192.162.1.1 port 20020 and 192.168.1.2 port 20030.
  
  \[
  \text{bounce_to} \{ 192.168.1.1,20020,192.168.1.2,20030 \}
  \]

- Allows bounces to IPv6 address fe8::5 port 59340.
  
  \[
  \text{bounce_to} \{ \text{fe8}::5,59340 \}
  \]

4. `telnet_cmds <yes|no>`

   This option turns on detection and alerting when telnet escape sequences are seen on the FTP command channel. Injection of telnet escape sequences could be used as an evasion attempt on an FTP command channel.

5. `ignore_telnet_erase_cmds <yes|no>`

   This option allows Snort to ignore telnet escape sequences for erase character (TNC EAC) and erase line (TNC EAL) when normalizing FTP command channel. Some FTP clients do not process those telnet escape sequences.

**Examples/Default Configuration from snort.conf**

```plaintext
preprocessor ftp_telnet:
  global
  encrypted_traffic yes
  inspection_type stateful

preprocessor ftp_telnet_protocol:
  telnet
  normalize
  ayt_attack_thresh 200

# This is consistent with the FTP rules as of 18 Sept 2004.
# Set CWD to allow parameter length of 200
# MODE has an additional mode of Z (compressed)
# Check for string formats in USER & PASS commands
# Check MDTM commands that set modification time on the file.

preprocessor ftp_telnet_protocol:
  ftp server default
  def_max_param_len 100
  alt_max_param_len 200 { CWD }
  cmd_validity MODE < char ASBCZ >
  cmd_validity MDTM < [ date nnnnnnnnnnnnn[.n[n][n]] ] string >
  chk_str_fmt { USER PASS RNFR RNTO SITE MKD }
  telnet_cmds yes
  ignore_data_chan yes

preprocessor ftp_telnet_protocol:
```

91
2.2.12 SSH

The SSH preprocessor detects the following exploits: Challenge-Response Buffer Overflow, CRC 32, Secure CRT, and the Protocol Mismatch exploit.

Both Challenge-Response Overflow and CRC 32 attacks occur after the key exchange, and are therefore encrypted. Both attacks involve sending a large payload (20kb+) to the server immediately after the authentication challenge. To detect the attacks, the SSH preprocessor counts the number of bytes transmitted to the server. If those bytes exceed a predefined limit within a predefined number of packets, an alert is generated. Since the Challenge-Response Overflow only effects SSHv2 and CRC 32 only effects SSHv1, the SSH version string exchange is used to distinguish the attacks.

The Secure CRT and protocol mismatch exploits are observable before the key exchange.

Configuration

By default, all alerts are disabled and the preprocessor checks traffic on port 22.

The available configuration options are described below.

1. server_ports {<port>[<port>< ... >]}
   This option specifies which ports the SSH preprocessor should inspect traffic to.

2. max_encrypted_packets < number >
   The number of stream reassembled encrypted packets that Snort will inspect before ignoring a given SSH session. The SSH vulnerabilities that Snort can detect all happen at the very beginning of an SSH session. Once max_encrypted_packets packets have been seen, Snort ignores the session to increase performance. The default is set to 25. This value can be set from 0 to 65535.

3. max_client_bytes < number >
   The number of unanswered bytes allowed to be transferred before alerting on Challenge-Response Overflow or CRC 32. This number must be hit before max_encrypted_packets packets are sent, or else Snort will ignore the traffic. The default is set to 19600. This value can be set from 0 to 65535.

4. max_server_version_len < number >
   The maximum number of bytes allowed in the SSH server version string before alerting on the Secure CRT server version string overflow. The default is set to 80. This value can be set from 0 to 255.

5. autodetect
   Attempt to automatically detect SSH.

6. enable_respoveryflow
   Enables checking for the Challenge-Response Overflow exploit.

7. enable_ssh1crc32
   Enables checking for the CRC 32 exploit.

8. enable_srovoverflow
   Enables checking for the Secure CRT exploit.

9. enable_protomismatch
   Enables checking for the Protocol Mismatch exploit.
10. `enable_badmsgdir`
    Enable alerts for traffic flowing the wrong direction. For instance, if the presumed server generates client traffic, or if a client generates server traffic.

11. `enable_paysize`
    Enables alerts for invalid payload sizes.

12. `enable_recognition`
    Enable alerts for non-SSH traffic on SSH ports.

The SSH preprocessor should work by default. After `max_encrypted_packets` is reached, the preprocessor will stop processing traffic for a given session. If Challenge-Response Overflow or CRC 32 false positive, try increasing the number of required client bytes with `max_client_bytes`.

**Example Configuration from snort.conf**

Looks for attacks on SSH server port 22. Alerts at 19600 unacknowledged bytes within 20 encrypted packets for the Challenge-Response Overflow/CRC32 exploits.

```
preprocessor ssh: \
    server_ports { 22 } \
    max_client_bytes 19600 \
    max_encrypted_packets 20 \
    enable_respoveryflow \
    enable_ssh1crc32
```

### 2.2.13 DNS

The DNS preprocessor decodes DNS Responses and can detect the following exploits: DNS Client RData Overflow, Obsolete Record Types, and Experimental Record Types.

DNS looks at DNS Response traffic over UDP and TCP and it requires Stream preprocessor to be enabled for TCP decoding.

**Configuration**

By default, all alerts are disabled and the preprocessor checks traffic on port 53.

The available configuration options are described below.

1. `ports {<port>[<port><...>]}`
   This option specifies the source ports that the DNS preprocessor should inspect traffic.

2. `enableObsolete_types`
   Alert on Obsolete (per RFC 1035) Record Types

3. `enableExperimental_types`
   Alert on Experimental (per RFC 1035) Record Types

4. `enableRdataOverflow`
   Check for DNS Client RData TXT Overflow

The DNS preprocessor does nothing if none of the 3 vulnerabilities it checks for are enabled. It will not operate on TCP sessions picked up midstream, and it will cease operation on a session if it loses state because of missing data (dropped packets).
Examples/Default Configuration from snort.conf

Looks for traffic on DNS server port 53. Check for the DNS Client RData overflow vulnerability. Do not alert on obsolete or experimental RData record types.

```plaintext
preprocessor dns: \
    ports { 53 } \
    enable_rdata_overflow
```

### 2.2.14 SSL/TLS

Encrypted traffic should be ignored by Snort for both performance reasons and to reduce false positives. The SSL Dynamic Preprocessor (SSLPP) decodes SSL and TLS traffic and optionally determines if and when Snort should stop inspection of it.

Typically, SSL is used over port 443 as HTTPS. By enabling the SSLPP to inspect port 443 and enabling the noinspect_encrypted option, only the SSL handshake of each connection will be inspected. Once the traffic is determined to be encrypted, no further inspection of the data on the connection is made.

By default, SSLPP looks for a handshake followed by encrypted traffic traveling to both sides. If one side responds with an indication that something has failed, such as the handshake, the session is not marked as encrypted. Verifying that faultless encrypted traffic is sent from both endpoints ensures two things: the last client-side handshake packet was not crafted to evade Snort, and that the traffic is legitimately encrypted.

In some cases, especially when packets may be missed, the only observed response from one endpoint will be TCP ACKs. Therefore, if a user knows that server-side encrypted data can be trusted to mark the session as encrypted, the user should use the 'trustservers' option, documented below.

### Configuration

1. **ports {<port> [<port> < ... >]}**
   
   This option specifies which ports SSLPP will inspect traffic on.

   By default, SSLPP watches the following ports:

   - 443 HTTPS
   - 465 SMTPS
   - 563 NNTPS
   - 636 LDAPS
   - 989 FTPS
   - 992 TelnetS
   - 993 IMAPS
   - 994 IRCs
   - 995 POps

2. **noinspect_encrypted**
   
   Disable inspection on traffic that is encrypted. Default is off.

3. **max_heartbeat_length**
   
   Maximum length of heartbeat record allowed. This config option is used to detect the heartbleed attacks. The allowed range is 0 to 65535. Setting the value to 0 turns off the heartbeat length checks. For heartbeat requests, if the payload size of the request record is greater than the max_heartbeat_length an alert with sid 3 and gid 137 is generated. For heartbeat responses, if the record size itself is greater than the max_heartbeat_length an alert with sid 4 and gid 137 is generated. Default is off.
4. trustservers

Disables the requirement that application (encrypted) data must be observed on both sides of the session before a session is marked encrypted. Use this option for slightly better performance if you trust that your servers are not compromised. This requires the noinspect_encrypted option to be useful. Default is off.

Examples/Default Configuration from snort.conf

Enables the SSL preprocessor and tells it to disable inspection on encrypted traffic.

preprocessor ssl: noinspect_encrypted

Rule Options

The following rule options are supported by enabling the ssl preprocessor:

\[
\begin{align*}
\text{ssl_version} \\
\text{ssl_state}
\end{align*}
\]

ssl_version

The ssl_version rule option tracks the version negotiated between the endpoints of the SSL encryption. The list of version identifiers are below, and more than one identifier can be specified, via a comma separated list. Lists of identifiers are OR’ed together.

The option will match if any one of the OR’ed versions are used in the SSL connection. To check for two or more SSL versions in use simultaneously, multiple ssl_version rule options should be used.

Syntax

\[
\text{ssl_version: <version-list>}
\]

\[
\begin{align*}
\text{version-list} & \text{ - version | version , version-list} \\
\text{version} & \text{ - ["!"] "sslv2" | "sslv3" | "tls1.0" | "tls1.1" | "tls1.2"
\end{align*}
\]

Examples

\[
\begin{align*}
\text{ssl_version:sslv3;} \\
\text{ssl_version:tls1.0,tls1.1,tls1.2;} \\
\text{ssl_version:!sslv2;}
\end{align*}
\]

ssl_state

The ssl_state rule option tracks the state of the SSL encryption during the process of hello and key exchange. The list of states are below. More than one state can be specified, via a comma separated list, and are OR’ed together.

The option will match if the connection is currently in any one of the OR’ed states. To ensure the connection has reached each of a set of states, multiple rules using the ssl_state rule option should be used.

Syntax

\[
\text{ssl_state: <state-list>}
\]

\[
\begin{align*}
\text{state-list} & \text{ - state | state , state-list} \\
\text{state} & \text{ - ["!"] "client_hello" | "server_hello" | "client_keyx" | "server_keyx" | "unknown"
\end{align*}
\]

Examples

\[
\begin{align*}
\text{ssl_state:client_hello;} \\
\text{ssl_state:client_keyx,server_keyx;} \\
\text{ssl_state:!server_hello;}
\end{align*}
\]
### 2.2.15 ARP Spoof Preprocessor

The ARP spoof preprocessor decodes ARP packets and detects ARP attacks, unicast ARP requests, and inconsistent Ethernet to IP mapping.

When no arguments are specified to arpspoof, the preprocessor inspects Ethernet addresses and the addresses in the ARP packets. When inconsistency occurs, an alert with GID 112 and SID 2 or 3 is generated.

When "-unicast" is specified as the argument of arpspoof, the preprocessor checks for unicast ARP requests. An alert with GID 112 and SID 1 will be generated if a unicast ARP request is detected.

Specify a pair of IP and hardware address as the argument to arpspoof_detect_host. The host with the IP address should be on the same layer 2 segment as Snort is. Specify one host IP MAC combo per line. The preprocessor will use this list when detecting ARP cache overwrite attacks. Alert SID 4 is used in this case.

**Format**

```plaintext
preprocessor arpspoof[: -unicast]
preprocessor arpspoof_detect_host: ip mac
```

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ip</td>
<td>IP address.</td>
</tr>
<tr>
<td>mac</td>
<td>The Ethernet address corresponding to the preceding IP.</td>
</tr>
</tbody>
</table>

**Example Configuration**

The first example configuration does neither unicast detection nor ARP mapping monitoring. The preprocessor merely looks for Ethernet address inconsistencies.

```
preprocessor arpspoof
```

The next example configuration does not do unicast detection but monitors ARP mapping for hosts 192.168.40.1 and 192.168.40.2.

```
preprocessor arpspoof
preprocessor arpspoof_detect_host: 192.168.40.1 f0:0f:00:f0:0f:00
preprocessor arpspoof_detect_host: 192.168.40.2 f0:0f:00:f0:0f:01
```

The third example configuration has unicast detection enabled.

```
preprocessor arpspoof: -unicast
preprocessor arpspoof_detect_host: 192.168.40.1 f0:0f:00:f0:0f:00
preprocessor arpspoof_detect_host: 192.168.40.2 f0:0f:00:f0:0f:01
```

### 2.2.16 DCE/RPC 2 Preprocessor

The main purpose of the preprocessor is to perform SMB desegmentation and DCE/RPC defragmentation to avoid rule evasion using these techniques. SMB desegmentation is performed for the following commands that can be used to transport DCE/RPC requests and responses: Write, Write Block Raw, Write and Close, Write ANDX, Transaction, Transaction Secondary, Read, Read Block Raw and Read ANDX. The following transports are supported for DCE/RPC: SMB, TCP, UDP and RPC over HTTP v.1 proxy and server. New rule options have been implemented to improve performance, reduce false positives and reduce the count and complexity of DCE/RPC based rules.
Dependency Requirements

For proper functioning of the preprocessor:

- Stream session tracking must be enabled, i.e. stream5. The preprocessor requires a session tracker to keep its data.
- Stream reassembly must be performed for TCP sessions. If it is decided that a session is SMB or DCE/RPC, either through configured ports, servers or autodetecting, the dcerpc2 preprocessor will enable stream reassembly for that session if necessary.
- IP defragmentation should be enabled, i.e. the frag3 preprocessor should be enabled and configured.

Target Based

There are enough important differences between Windows and Samba versions that a target based approach has been implemented. Some important differences:

Named pipe instance tracking

A combination of valid login handle or UID, share handle or TID and file/named pipe handle or FID must be used to write data to a named pipe. The binding between these is dependent on OS/software version.

Samba 3.0.22 and earlier

Any valid UID and TID, along with a valid FID can be used to make a request, however, if the TID used in creating the FID is deleted (via a tree disconnect), the FID that was created using this TID becomes invalid, i.e. no more requests can be written to that named pipe instance.

Samba greater than 3.0.22

Any valid TID, along with a valid FID can be used to make a request. However, only the UID used in opening the named pipe can be used to make a request using the FID handle to the named pipe instance. If the TID used to create the FID is deleted (via a tree disconnect), the FID that was created using this TID becomes invalid, i.e. no more requests can be written to that named pipe instance. If the UID used to create the named pipe instance is deleted (via a Logoff AndX), since it is necessary in making a request to the named pipe, the FID becomes invalid.

Windows 2003
Windows XP
Windows Vista

These Windows versions require strict binding between the UID, TID and FID used to make a request to a named pipe instance. Both the UID and TID used to open the named pipe instance must be used when writing data to the same named pipe instance. Therefore, deleting either the UID or TID invalidates the FID.

Windows 2000

Windows 2000 is interesting in that the first request to a named pipe must use the same binding as that of the other Windows versions. However, requests after that follow the same binding as Samba 3.0.22 and earlier, i.e. no binding. It also follows Samba greater than 3.0.22 in that deleting the UID or TID used to create the named pipe instance also invalidates it.

Accepted SMB commands

Samba in particular does not recognize certain commands under an IPC$ tree.

Samba (all versions)

Under an IPC$ tree, does not accept:
Open
Write And Close
Read
Read Block Raw
Write Block Raw

Windows (all versions)

Accepts all of the above commands under an IPC$ tree.

AndX command chaining

Windows is very strict in what command combinations it allows to be chained. Samba, on the other hand, is very lax and allows some nonsensical combinations, e.g. multiple logins and tree connects (only one place to return handles for these), login/logoff and tree connect/tree disconnect. Ultimately, we don’t want to keep track of data that the server won’t accept. An evasion possibility would be accepting a fragment in a request that the server won’t accept that gets sandwiched between an exploit.

Transaction tracking

The differences between a Transaction request and using one of the Write* commands to write data to a named pipe are that (1) a Transaction performs the operations of a write and a read from the named pipe, whereas in using the Write* commands, the client has to explicitly send one of the Read* requests to tell the server to send the response and (2) a Transaction request is not written to the named pipe until all of the data is received (via potential Transaction Secondary requests) whereas with the Write* commands, data is written to the named pipe as it is received by the server. Multiple Transaction requests can be made simultaneously to the same named pipe. These requests can also be segmented with Transaction Secondary commands. What distinguishes them (when the same named pipe is being written to, i.e. having the same FID) are fields in the SMB header representing a process id (PID) and multiplex id (MID). The PID represents the process this request is a part of. An MID represents different sub-processes within a process (or under a PID). Segments for each "thread" are stored separately and written to the named pipe when all segments are received. It is necessary to track this so as not to munge these requests together (which would be a potential evasion opportunity).

Windows (all versions)

Uses a combination of PID and MID to define a "thread".

Samba (all versions)

Uses just the MID to define a "thread".

Multiple Bind Requests

A Bind request is the first request that must be made in a connection-oriented DCE/RPC session in order to specify the interface/interfaces that one wants to communicate with.

Windows (all versions)

For all of the Windows versions, only one Bind can ever be made on a session whether or not it succeeds or fails. Any binding after that must use the Alter Context request. If another Bind is made, all previous interface bindings are invalidated.

Samba 3.0.20 and earlier

Any amount of Bind requests can be made.

Samba later than 3.0.20

Another Bind request can be made if the first failed and no interfaces were successfully bound to. If a Bind after a successful Bind is made, all previous interface bindings are invalidated.

DCE/RPC Fragmented requests - Context ID
Each fragment in a fragmented request carries the context id of the bound interface it wants to make the request to.

Windows (all versions)
The context id that is ultimately used for the request is contained in the first fragment. The context id field in any other fragment can contain any value.

Samba (all versions)
The context id that is ultimately used for the request is contained in the last fragment. The context id field in any other fragment can contain any value.

**DCE/RPC Fragmented requests - Operation number**

Each fragment in a fragmented request carries an operation number (opnum) which is more or less a handle to a function offered by the interface.

Samba (all versions)
Windows 2000
Windows 2003
Windows XP
The opnum that is ultimately used for the request is contained in the last fragment. The opnum field in any other fragment can contain any value.

Windows Vista
The opnum that is ultimately used for the request is contained in the first fragment. The opnum field in any other fragment can contain any value.

**DCE/RPC Stub data byte order**

The byte order of the stub data is determined differently for Windows and Samba.

Windows (all versions)
The byte order of the stub data is that which was used in the Bind request.

Samba (all versions)
The byte order of the stub data is that which is used in the request carrying the stub data.

**Configuration**

The `dcerpc2` preprocessor has a global configuration and one or more server configurations. The global preprocessor configuration name is `dcerpc2` and the server preprocessor configuration name is `dcerpc2_server`.

**Global Configuration**

preprocessor dcerpc2

The global `dcerpc2` configuration is required. Only one global `dcerpc2` configuration can be specified.

**Option syntax**
<table>
<thead>
<tr>
<th>Option</th>
<th>Argument</th>
<th>Required</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>memcap</td>
<td>&lt;memcap&gt;</td>
<td>NO</td>
<td>memcap 102400</td>
</tr>
<tr>
<td>disable_defrag</td>
<td>NONE</td>
<td>NO</td>
<td>OFF</td>
</tr>
<tr>
<td>max_frag_len</td>
<td>&lt;max-frag-len&gt;</td>
<td>NO</td>
<td>OFF</td>
</tr>
<tr>
<td>events</td>
<td>&lt;events&gt;</td>
<td>NO</td>
<td>OFF</td>
</tr>
<tr>
<td>reassemble_threshold</td>
<td>&lt;re-thresh&gt;</td>
<td>NO</td>
<td>OFF</td>
</tr>
<tr>
<td>disabled</td>
<td>NONE</td>
<td>NO</td>
<td>OFF</td>
</tr>
<tr>
<td>smb_fingerprint_policy</td>
<td>&lt;fp-policy&gt;</td>
<td>NO</td>
<td>OFF</td>
</tr>
<tr>
<td>smb_legacy_mode</td>
<td>NONE</td>
<td>NO</td>
<td>OFF</td>
</tr>
</tbody>
</table>

**Option explanations**

**memcap**

Specifies the maximum amount of run-time memory that can be allocated. Run-time memory includes any memory allocated after configuration. Default is 100 MB.

**disabled**

Disables the preprocessor. By default this value is turned off. When the preprocessor is disabled only the memcap option is applied when specified with the configuration.

**disable_defrag**

Tells the preprocessor not to do DCE/RPC defragmentation. Default is to do defragmentation.

**max_frag_len**

Specifies the maximum fragment size that will be added to the defragmentation module. If a fragment is greater than this size, it is truncated before being added to the defragmentation module. The allowed range for this option is 1514 - 65535.

**events**

Specifies the classes of events to enable. (See Events section for an enumeration and explanation of events.)

- **memcap**
  
  Only one event. If the memcap is reached or exceeded, alert.

- **smb**
  
  Alert on events related to SMB processing.

- **co**
  
  Stands for connection-oriented DCE/RPC. Alert on events related to connection-oriented DCE/RPC processing.

- **cl**
  
  Stands for connectionless DCE/RPC. Alert on events related to connectionless DCE/RPC processing.

**reassemble_threshold**

- **memcap**
  
  - 1024-4194303 (kilobytes)

- **max-frag-len**
  
  - 1514-65535

- **pseudo-event**
  
  - "none" | "all"

- **event-list**
  
  - event | event ',' event-list

- **event**
  
  - "memcap" | "smb" | "co" | "cl"

- **re-thresh**
  
  - 0-65535

- **fp-policy**
  
  - "server" | "client" | "both"
Specifies a minimum number of bytes in the DCE/RPC desegmentation and defragmentation buffers before creating a reassembly packet to send to the detection engine. This option is useful in inline mode so as to potentially catch an exploit early before full defragmentation is done. A value of 0 supplied as an argument to this option will, in effect, disable this option. Default is disabled.

`smb_fingerprint_policy`

By default, SMBv1, SMBv2, and SMBv3 files are inspected. If legacy mode is configured, only SMBv1 file inspection is enabled.

`legacy_mode`

In the initial phase of an SMB session, the client needs to authenticate with a SessionSetupAndX. Both the request and response to this command contain OS and version information that can allow the preprocessor to dynamically set the policy for a session which allows for better protection against Windows and Samba specific evasions.

**Option examples**

```
memcap 30000
max_frag_len 16840
events none
events all
events smb
events [co]
reassemble_threshold 500
smb_fingerprint_policy both
smb_fingerprint_policy client
smb_legacy_mode
```

**Configuration examples**

```
preprocessor dcerpc2
preprocessor dcerpc2: memcap 500000
preprocessor dcerpc2: max_frag_len 16840, memcap 300000, events smb
preprocessor dcerpc2: memcap 50000, events [memcap, smb, co, cl], max_frag_len 14440
preprocessor dcerpc2: disable_defrag, events [memcap, smb]
preprocessor dcerpc2: reassemble_threshold 500
preprocessor dcerpc2: memcap 50000, events [memcap, smb, co, cl], max_frag_len 14440, smb_fingerprint_policy both
```

**Default global configuration**

```
preprocessor dcerpc2: memcap 102400
```

**Server Configuration**

```
preprocessor dcerpc2_server
```

The `dcerpc2_server` configuration is optional. A `dcerpc2_server` configuration must start with `default` or `net` options. The `default` and `net` options are mutually exclusive. At most one `default` configuration can be specified. If no `default` configuration is specified, default values will be used for the `default` configuration. Zero or more `net` configurations can be specified. For any `dcerpc2_server` configuration, if non-required options are not specified, the defaults will be used. When processing DCE/RPC traffic, the `default` configuration is used if no `net` configurations match. If a `net` configuration matches, it will override the `default` configuration. A `net` configuration matches if the packet’s server IP address matches an IP address or net specified in the `net` configuration. The `net` option supports IPv6 addresses. Note that port and ip variables defined in `snort.conf` CANNOT be used.

**Option syntax**
<table>
<thead>
<tr>
<th>Option</th>
<th>Argument</th>
<th>Required</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>default</td>
<td>NONE</td>
<td>YES</td>
<td>NONE</td>
</tr>
<tr>
<td>net</td>
<td>&lt;net&gt;</td>
<td>YES</td>
<td>none</td>
</tr>
<tr>
<td>policy</td>
<td>&lt;policy&gt;</td>
<td>NO</td>
<td>policy WinXP</td>
</tr>
<tr>
<td>detect</td>
<td>&lt;detect&gt;</td>
<td>NO</td>
<td>detect [smb [139,445], tcp 135, udp 135, rpc-over-http-server 593]</td>
</tr>
<tr>
<td>autodetect</td>
<td>&lt;detect&gt;</td>
<td>NO</td>
<td>autodetect [tcp 1025;: udp 1025;: rpc-over-http-server 1025:]</td>
</tr>
<tr>
<td>smb_invalid_shares</td>
<td>&lt;shares&gt;</td>
<td>NO</td>
<td>none</td>
</tr>
<tr>
<td>smb_max_chain</td>
<td>&lt;max-chain&gt;</td>
<td>NO</td>
<td>smb_max_chain 3</td>
</tr>
<tr>
<td>smb_file_inspection</td>
<td>&lt;file-inspect&gt;</td>
<td>NO</td>
<td>smb_file_inspection off</td>
</tr>
</tbody>
</table>

```
net = ip | '[ ' ip-list ']' 
ip-list = ip | ip ',', ip-list 
ip = ip-addr | ip-addr ' ' prefix | ip4-addr ' ' netmask 
ip-addr = ip4-addr | ip6-addr 
ips-addr = a valid IPv4 address 
ips-addr = a valid IPv6 address (can be compressed) 
prefix = a valid CIDR 
etmask = a valid netmask 
policy = "Win2000" | "Win2003" | "WinVista" | "Samba" | "Samba-3.0.22" | "Samba-3.0.20" 
detect = "none" | detect-opt | '[ ' detect-list ']' 
detect-list = detect-opt | detect-opt ',', detect-list 
detect-opt = transport | transport port-list | transport '[ ' port-list ']' 
transport = "smb" | "tcp" | "udp" | "rpc-over-http-proxy" | "rpc-over-http-server" 
port-list = port-item | port-item ',', port-list 
port-item = port | port-range 
port-range = ': port | port ':' | port ':' port 
port = 0-65535 
shares = share | '[ ' share-list ']' 
share-list = share | share ',', share-list 
share = word | " " word " " | " " var-word " " 
word = graphical ASCII characters except ' ', '"', '}', ',', '$' 
var-word = graphical ASCII characters except ' ', '"', '}', ',', '$' 
max-chain = 0-255 
file-inspect = file-arg | '[ ' file-list ']' 
file-arg = "off" | "on" | "only" 
file-list = file-arg [ ',', "file-depth" <int64_t> ]
```

Because the Snort main parser treats '$' as the start of a variable and tries to expand it, shares with '$' must be enclosed quotes.

**Option explanations**

**default**

Specifies that this configuration is for the default server configuration.

**net**

Specifies that this configuration is an IP or net specific configuration. The configuration will only apply to the IP addresses and nets supplied as an argument.

**policy**

Specifies the target-based policy to use when processing. Default is "WinXP".
detect

Specifies the DCE/RPC transport and server ports that should be detected on for the transport. Defaults are ports 139 and 445 for SMB, 135 for TCP and UDP, 593 for RPC over HTTP server and 80 for RPC over HTTP proxy.

autodetect

Specifies the DCE/RPC transport and server ports that the preprocessor should attempt to autodetect on for the transport. The autodetect ports are only queried if no detect transport/ports match the packet. The order in which the preprocessor will attempt to autodetect will be - TCP/UDP, RPC over HTTP server, RPC over HTTP proxy and lastly SMB. Note that most dynamic DCE/RPC ports are above 1024 and ride directly over TCP or UDP. It would be very uncommon to see SMB on anything other than ports 139 and 445. Defaults are 1025-65535 for TCP, UDP and RPC over HTTP server.

no autodetect_http_proxy_ports

By default, the preprocessor will always attempt to autodetect for ports specified in the detect configuration for rpc-over-http-proxy. This is because the proxy is likely a web server and the preprocessor should not look at all web traffic. This option is useful if the RPC over HTTP proxy configured with the detect option is only used to proxy DCE/RPC traffic. Default is to autodetect on RPC over HTTP proxy detect ports.

smb_invalid_shares

Specifies SMB shares that the preprocessor should alert on if an attempt is made to connect to them via a Tree Connect or Tree Connect AndX. Default is empty.

smb_max_chain

Specifies the maximum amount of AndX command chaining that is allowed before an alert is generated. Default maximum is 3 chained commands. A value of 0 disables this option. This value can be set from 0 to 255.

smb_file_inspection

Instructs the preprocessor to do inspection of normal SMB file transfers. This includes doing file type and signature through the file API as well as setting a pointer for the file_data rule option. Note that the file-depth option only applies to the maximum amount of file data for which it will set the pointer for the file_data rule option. For file type and signature it will use the value configured for the file API. If only is specified, the preprocessor will only do SMB file inspection, i.e. it will not do any DCE/RPC tracking or inspection. If on is specified with no arguments, the default file depth is 16384 bytes. An argument of -1 to file-depth disables setting the pointer for file_data, effectively disabling SMB file inspection in rules. An argument of 0 to file-depth means unlimited. Default is off, i.e. no SMB file inspection is done in the preprocessor. SMBv1, SMBv2, and SMBv3 are supported.

Option examples

net 192.168.0.10
net 192.168.0.0/24
net [192.168.0.0/24]
net 192.168.0.0/255.255.255.0
net feab:45b3:ab92:8ac4:d322:007f:e5aa:7845
net feab:45b3:ab92:8ac4:d322:007f:e5aa:7845/128
net feab:45b3::/32
net [192.168.0.10, feab:45b3::/32]
net [192.168.0.0/24, feab:45b3:ab92:8ac4:d322:007f:e5aa:7845]
policy Win2000
policy Samba-3.0.22
detect none
detect smb
detect [smb]
detect smb 445
detect [smb 445]
detect smb [139,445]
detect [smb, tcp]
detect smb, tcp [139,2103]
detect smb [139,445], tcp 135, udp 135, rpc-over-http-server [593,6002:6004]
autodetect none
autodetect tcp
autodetect [tcp]
autodetect tcp 2025:
autodetect [tcp 2025:]
autodetect tcp [2025:3001,3003:]
autodetect [tcp [2025:3001,3003:]]
autodetect [tcp, udp]
autodetect [tcp 2025:, udp 2025:]
autodetect [tcp 2025:, udp, rpc-over-http-server [1025:6001,6005:]]
smb_invalid_shares private
smb_invalid_shares "private"
smb_invalid_shares "C$"
smb_invalid_shares [private, "C$"]
smb_invalid_shares ["private", "C$"]
smb_max_chain 1
smb_file_inspection on
smb_file_inspection [on, file-depth -1]
smb_file_inspection [on, file-depth 0]
smb_file_inspection [on, file-depth 4294967296]
smb_file_inspection [only, file-depth -1]

Configuration examples

preprocessor dcerpc2_server: \default
preprocessor dcerpc2_server: \default, policy Win2000
preprocessor dcerpc2_server: \default, policy Win2000, detect [smb, tcp], autodetect tcp 1025:, \smb_invalid_shares ["C$", "D$", "ADMIN$"]
preprocessor dcerpc2_server: net 10.4.10.0/24, policy Win2000
preprocessor dcerpc2_server: \net [10.4.10.0/24, feab:45b3::/126], policy WinVista, smb_max_chain 1
preprocessor dcerpc2_server: \net [10.4.10.0/24, feab:45b3::/126], policy WinVista, \detect [smb, tcp, rpc-over-http-proxy 8081], \autodetect [tcp, rpc-over-http-proxy [1025:6001,6005:]], \smb_invalid_shares ["C$", "ADMIN$"], no_autodetect_http_proxy_ports
preprocessor dcerpc2_server: \net [10.4.11.56,10.4.11.57], policy Samba, detect smb, autodetect none
preprocessor dcerpc2_server: default, policy WinXP, \smb_file_inspection [on, file-depth 0]

Default server configuration

preprocessor dcerpc2_server: default, policy WinXP, \detect [smb [139,445], tcp 135, udp 135, rpc-over-http-server 593], \autodetect [tcp 1025:, udp 1025:, rpc-over-http-server 1025:], \smb_max_chain 3, smb_file_inspection off

Complete dcerpc2 default configuration

preprocessor dcerpc2: memcap 102400
preprocessor dcerpc2_server: \
The preprocessor uses GID 133 to register events.

### Memcap events

<table>
<thead>
<tr>
<th>SID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>If the memory cap is reached and the preprocessor is configured to alert.</td>
</tr>
</tbody>
</table>

### SMB events

<table>
<thead>
<tr>
<th>SID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>An invalid NetBIOS Session Service type was specified in the header. Valid types are: Message, Request (only from client), Positive Response (only from server), Negative Response (only from server), Retarget Response (only from server) and Keep Alive.</td>
</tr>
<tr>
<td>3</td>
<td>An SMB message type was specified in the header. Either a request was made by the server or a response was given by the client.</td>
</tr>
<tr>
<td>4</td>
<td>The SMB id does not equal \xffSMB or \xfeSMB.</td>
</tr>
<tr>
<td>5</td>
<td>The word count of the command header is invalid. SMB commands have pretty specific word counts and if the preprocessor sees a command with a word count that doesn’t jive with that command, the preprocessor will alert.</td>
</tr>
<tr>
<td>6</td>
<td>Some commands require a minimum number of bytes after the command header. If a command requires this and the byte count is less than the minimum required byte count for that command, the preprocessor will alert.</td>
</tr>
<tr>
<td>7</td>
<td>Some commands, especially the commands from the SMB Core implementation require a data format field that specifies the kind of data that will be coming next. Some commands require a specific format for the data. The preprocessor will alert if the format is not that which is expected for that command.</td>
</tr>
<tr>
<td>8</td>
<td>Many SMB commands have a field containing an offset from the beginning of the SMB header to where the data the command is carrying starts. If this offset puts us before data that has already been processed or after the end of payload, the preprocessor will alert.</td>
</tr>
<tr>
<td>9</td>
<td>Some SMB commands, such as Transaction, have a field containing the total amount of data to be transmitted. If this field is zero, the preprocessor will alert.</td>
</tr>
<tr>
<td>10</td>
<td>The preprocessor will alert if the NetBIOS Session Service length field contains a value less than the size of an SMB header.</td>
</tr>
<tr>
<td>11</td>
<td>The preprocessor will alert if the remaining NetBIOS packet length is less than the size of the SMB command header to be decoded.</td>
</tr>
<tr>
<td>12</td>
<td>The preprocessor will alert if the remaining NetBIOS packet length is less than the size of the SMB command byte count specified in the command header.</td>
</tr>
<tr>
<td>13</td>
<td>The preprocessor will alert if the remaining NetBIOS packet length is less than the size of the SMB command data size specified in the command header.</td>
</tr>
<tr>
<td>14</td>
<td>The preprocessor will alert if the total data count specified in the SMB command header is less than the data size specified in the SMB command header. (Total data count must always be greater than or equal to current data size.)</td>
</tr>
<tr>
<td>15</td>
<td>The preprocessor will alert if the total amount of data sent in a transaction is greater than the total data count specified in the SMB command header.</td>
</tr>
<tr>
<td>Page</td>
<td>Text</td>
</tr>
<tr>
<td>------</td>
<td>------</td>
</tr>
<tr>
<td>16</td>
<td>The preprocessor will alert if the byte count specified in the SMB command header is less than the data size specified in the SMB command. (The byte count must always be greater than or equal to the data size.)</td>
</tr>
<tr>
<td>17</td>
<td>Some of the Core Protocol commands (from the initial SMB implementation) require that the byte count be some value greater than the data size exactly. The preprocessor will alert if the byte count minus a predetermined amount based on the SMB command is not equal to the data size.</td>
</tr>
<tr>
<td>18</td>
<td>For the Tree Connect command (and not the Tree Connect AndX command), the preprocessor has to queue the requests up and wait for a server response to determine whether or not an IPC share was successfully connected to (which is what the preprocessor is interested in). Unlike the Tree Connect AndX response, there is no indication in the Tree Connect response as to whether the share is IPC or not. There should be under normal circumstances no more than a few pending tree connects at a time and the preprocessor will alert if this number is excessive.</td>
</tr>
<tr>
<td>19</td>
<td>After a client is done writing data using the Write* commands, it issues a Read* command to the server to tell it to send a response to the data it has written. In this case the preprocessor is concerned with the server response. The Read* request contains the file id associated with a named pipe instance that the preprocessor will ultimately send the data to. The server response, however, does not contain this file id, so it need to be queued with the request and dequeued with the response. If multiple Read* requests are sent to the server, they are responded to in the order they were sent. There should be under normal circumstances no more than a few pending Read* requests at a time and the preprocessor will alert if this number is excessive.</td>
</tr>
<tr>
<td>20</td>
<td>The preprocessor will alert if the number of chained commands in a single request is greater than or equal to the configured amount (default is 3).</td>
</tr>
<tr>
<td>21</td>
<td>With AndX command chaining it is possible to chain multiple Session Setup AndX commands within the same request. There is, however, only one place in the SMB header to return a login handle (or Uid). Windows does not allow this behavior, however Samba does. This is anomalous behavior and the preprocessor will alert if it happens.</td>
</tr>
<tr>
<td>22</td>
<td>With AndX command chaining it is possible to chain multiple Tree Connect AndX commands within the same request. There is, however, only one place in the SMB header to return a tree handle (or Tid). Windows does not allow this behavior, however Samba does. This is anomalous behavior and the preprocessor will alert if it happens.</td>
</tr>
<tr>
<td>23</td>
<td>When a Session Setup AndX request is sent to the server, the server responds (if the client successfully authenticates) which a user id or login handle. This is used by the client in subsequent requests to indicate that it has authenticated. A Logoff AndX request is sent by the client to indicate it wants to end the session and invalidate the login handle. With commands that are chained after a Session Setup AndX request, the login handle returned by the server is used for the subsequent chained commands. The combination of a Session Setup AndX command with a chained Logoff AndX command, essentially logsins in and logs off in the same request and is anomalous behavior. The preprocessor will alert if it sees this.</td>
</tr>
<tr>
<td>24</td>
<td>A Tree Connect AndX command is used to connect to a share. The Tree Disconnect command is used to disconnect from that share. The combination of a Tree Connect AndX command with a chained Tree Disconnect command, essentially connects to a share and disconnects from the same share in the same request and is anomalous behavior. The preprocessor will alert if it sees this.</td>
</tr>
<tr>
<td>25</td>
<td>An Open AndX or Nt Create AndX command is used to open/create a file or named pipe. (The preprocessor is only interested in named pipes as this is where DCE/RPC requests are written to.) The Close command is used to close that file or named pipe. The combination of an Open AndX or Nt Create AndX command with a chained Close command, essentially opens and closes the named pipe in the same request and is anomalous behavior. The preprocessor will alert if it sees this.</td>
</tr>
<tr>
<td>26</td>
<td>The preprocessor will alert if it sees any of the invalid SMB shares configured. It looks for a Tree Connect or Tree Connect AndX to the share.</td>
</tr>
<tr>
<td>48</td>
<td>The preprocessor will alert if a data count for a Core dialect write command is zero.</td>
</tr>
</tbody>
</table>
For some of the Core dialect commands such as Write and Read, there are two data count fields, one in the main command header and one in the data format section. If these aren’t the same, the preprocessor will alert.

In the initial negotiation phase of an SMB session, the server in a Negotiate response and the client in a SessionSetupAndX request will advertise the maximum number of outstanding requests supported. The preprocessor will alert if the lesser of the two is exceeded.

When a client sends a request it uses a value called the MID (multiplex id) to match a response, which the server is supposed to echo, to a request. If there are multiple outstanding requests with the same MID, the preprocessor will alert.

In the Negotiate request a client gives a list of SMB dialects it supports, normally in order from least desirable to most desirable and the server responds with the index of the dialect to be used on the SMB session. Anything less than "NT LM 0.12" would be very odd these days (even Windows 98 supports it) and the preprocessor will alert if the client doesn’t offer it as a supported dialect or the server chooses a lesser dialect.

There are a number of commands that are considered deprecated and/or obsolete by Microsoft (see MS-CIFS and MS-SMB). If the preprocessor detects the use of a deprecated/obsolete command used it will alert.

There are some commands that can be used that can be considered unusual in the context they are used. These include some of the transaction commands such as: SMB_COM_TRANSACTION / TRANS_READ_NMPipe SMB_COM_TRANSACTION / TRANS_WRITE_NMPipe SMB_COM_TRANSACTION2 / TRANS2_OPEN2 SMB_COM_NT_TRANSACT / NT_TRANSACT_CREATE. The preprocessor will alert if it detects unusual use of a command.

Transaction commands have a setup count field that indicates the number of 16bit words in the transaction setup. The preprocessor will alert if the setup count is invalid for the transaction command / sub command.

There can be only one Negotiate transaction per session and it is the first thing a client and server do to determine the SMB dialect each supports. The preprocessor will alert if the client attempts multiple dialect negotiations.

Malware will often set a file’s attributes to ReadOnly/Hidden/System if it is successful in installing itself as a Windows service or is able to write an autorun.inf file since it doesn’t want the user to see the file and the default folder options in Windows is not to display Hidden files. The preprocessor will alert if it detects a client attempt to set a file’s attributes to Read-Only/Hidden/System.

File offset provided is greater than file size specified. This is applied to read / write requests for file.

Next command specified in SMBv2 or SMBv3 header is beyond payload boundary.

### Connection-oriented DCE/RPC events

<table>
<thead>
<tr>
<th>SID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>27</td>
<td>The preprocessor will alert if the connection-oriented DCE/RPC major version contained in the header is not equal to 5.</td>
</tr>
<tr>
<td>28</td>
<td>The preprocessor will alert if the connection-oriented DCE/RPC minor version contained in the header is not equal to 0.</td>
</tr>
<tr>
<td>29</td>
<td>The preprocessor will alert if the connection-oriented DCE/RPC PDU type contained in the header is not a valid PDU type.</td>
</tr>
<tr>
<td>30</td>
<td>The preprocessor will alert if the fragment length defined in the header is less than the size of the header.</td>
</tr>
<tr>
<td>31</td>
<td>The preprocessor will alert if the remaining fragment length is less than the remaining packet size.</td>
</tr>
<tr>
<td>32</td>
<td>The preprocessor will alert if in a Bind or Alter Context request, there are no context items specified.</td>
</tr>
</tbody>
</table>
The preprocessor will alert if in a Bind or Alter Context request, there are no transfer syntaxes to go with the requested interface.

The preprocessor will alert if a non-last fragment is less than the size of the negotiated maximum fragment length. Most evasion techniques try to fragment the data as much as possible and usually each fragment comes well below the negotiated transmit size.

The preprocessor will alert if a fragment is larger than the maximum negotiated fragment length.

The byte order of the request data is determined by the Bind in connection-oriented DCE/RPC for Windows. It is anomalous behavior to attempt to change the byte order mid-session.

The call id for a set of fragments in a fragmented request should stay the same (it is incremented for each complete request). The preprocessor will alert if it changes in a fragment mid-request.

The operation number specifies which function the request is calling on the bound interface. If a request is fragmented, this number should stay the same for all fragments. The preprocessor will alert if the opnum changes in a fragment mid-request.

The context id is a handle to a interface that was bound to. If a request if fragmented, this number should stay the same for all fragments. The preprocessor will alert if the context id changes in a fragment mid-request.

### Connectionless DCE/RPC events

<table>
<thead>
<tr>
<th>SID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>40</td>
<td>The preprocessor will alert if the connectionless DCE/RPC major version is not equal to 4.</td>
</tr>
<tr>
<td>41</td>
<td>The preprocessor will alert if the connectionless DCE/RPC PDU type is not a valid PDU type.</td>
</tr>
<tr>
<td>42</td>
<td>The preprocessor will alert if the packet data length is less than the size of the connectionless header.</td>
</tr>
<tr>
<td>43</td>
<td>The preprocessor will alert if the sequence number used in a request is the same or less than a previously used sequence number on the session. In testing, wrapping the sequence number space produces strange behavior from the server, so this should be considered anomalous behavior.</td>
</tr>
</tbody>
</table>

### Rule Options

New rule options are supported by enabling the `dcerpc2` preprocessor:

- `dce_iface`
- `dce_opnum`
- `dce_stub_data`

New modifiers to existing `byte_test` and `byte_jump` rule options:

- `byte_test:dce`
- `byte_jump:dce`

For DCE/RPC based rules it has been necessary to set flow-bits based on a client bind to a service to avoid false positives. It is necessary for a client to bind to a service before being able to make a call to it. When a client sends a bind request to the server, it can, however, specify one or more service interfaces to bind to. Each interface is represented by a UUID. Each interface UUID is paired with a unique index (or context id) that future requests can use to reference the service that the client is making a call to. The server will respond with the
interface UUIDs it accepts as valid and will allow the client to make requests to those services. When a client makes a request, it will specify the context id so the server knows what service the client is making a request to. Instead of using flow-bits, a rule can simply ask the preprocessor, using this rule option, whether or not the client has bound to a specific interface UUID and whether or not this client request is making a request to it. This can eliminate false positives where more than one service is bound to successfully since the preprocessor can correlate the bind UUID to the context id used in the request. A DCE/RPC request can specify whether numbers are represented as big endian or little endian. The representation of the interface UUID is different depending on the endianness specified in the DCE/RPC previously requiring two rules - one for big endian and one for little endian. The preprocessor eliminates the need for two rules by normalizing the UUID. An interface contains a version. Some versions of an interface may not be vulnerable to a certain exploit. Also, a DCE/RPC request can be broken up into 1 or more fragments. Flags (and a field in the connectionless header) are set in the DCE/RPC header to indicate whether the fragment is the first, a middle or the last fragment. Many checks for data in the DCE/RPC request are only relevant if the DCE/RPC request is a first fragment (or full request), since subsequent fragments will contain data deeper into the DCE/RPC request. A rule which is looking for data, say 5 bytes into the request (maybe it’s a length field), will be looking at the wrong data on a fragment other than the first, since the beginning of subsequent fragments are already offset some length from the beginning of the request. This can be a source of false positives in fragmented DCE/RPC traffic. By default it is reasonable to only evaluate if the request is a first fragment (or full request). However, if the any_frag option is used to specify evaluating on all fragments.

Syntax

dce_iface:<uuid>[, <operator><version>][, any_frag];

uuid = hexlong '-' hexshort '-' hexshort '-' 2hexbyte '-' 6hexbyte
hexlong = 4hexbyte
hexshort = 2hexbyte
hexbyte = 2HEXDIGIT
operator = '<' | '>' | '=' | '!' | '<' | '>' | '=' | '!' | '!' |
version = 0-65535

Examples

dce_iface:4b324fc8-1670-01d3-1278-5a47bf6ee188;
dce_iface:4b324fc8-1670-01d3-1278-5a47bf6ee188, <2;
dce_iface:4b324fc8-1670-01d3-1278-5a47bf6ee188, any_frag;
dce_iface:4b324fc8-1670-01d3-1278-5a47bf6ee188, =1, any_frag;

This option is used to specify an interface UUID. Optional arguments are an interface version and operator to specify that the version be less than ('<'), greater than ('>'), equal to ('='), or not equal to ('!') the version specified. Also, by default the rule will only be evaluated for a first fragment (or full request, i.e. not a fragment) since most rules are written to start at the beginning of a request. The any_frag argument says to evaluate for middle and last fragments as well. This option requires tracking client Bind and Alter Context requests as well as server Bind Ack and Alter Context responses for connection-oriented DCE/RPC in the preprocessor. For each Bind and Alter Context request, the client specifies a list of interface UUIDs along with a handle (or context id) for each interface UUID that will be used during the DCE/RPC session to reference the interface. The server response indicates which interfaces it will allow the client to make requests to - it either accepts or rejects the client’s wish to bind to a certain interface. This tracking is required so that when a request is processed, the context id used in the request can be correlated with the interface UUID it is a handle for.

hexlong and hexshort will be specified and interpreted to be in big endian order (this is usually the default way an interface UUID will be seen and represented). As an example, the following Messenger interface UUID as taken off the wire from a little endian Bind request:

```
|f8 91 7b 5a 00 ff d0 11 a9 b2 00 c0 4f b6 e6 fc|
```

must be written as:

```
5a7b91f8-ff00-11d0-a9b2-00c04fb6e6fc
```

The same UUID taken off the wire from a big endian Bind request:
must be written the same way:

5a7b91f8-ff00-11d0-a9b2-00c04fb6e6fc

This option matches if the specified interface UUID matches the interface UUID (as referred to by the context id) of the DCE/RPC request and if supplied, the version operation is true. This option will not match if the fragment is not a first fragment (or full request) unless the any_frag option is supplied in which case only the interface UUID and version need match. Note that a defragmented DCE/RPC request will be considered a full request.

\[\text{NOTE}\]

Using this rule option will automatically insert fast pattern contents into the fast pattern matcher. For UDP rules, the interface UUID, in both big and little endian format will be inserted into the fast pattern matcher. For TCP rules, (1) if the rule option flow:to_server|from_client is used, \([05 00 00]\) will be inserted into the fast pattern matcher, (2) if the rule option flow:from_server|to_client is used, \([05 00 02]\) will be inserted into the fast pattern matcher and (3) if the flow isn’t known, \([05 00]\) will be inserted into the fast pattern matcher. Note that if the rule already has content rule options in it, the best (meaning longest) pattern will be used. If a content in the rule uses the fast_pattern rule option, it will unequivocally be used over the above mentioned patterns.

dce_opnum

The opnum represents a specific function call to an interface. After is has been determined that a client has bound to a specific interface and is making a request to it (see above - dce_iface) usually we want to know what function call it is making to that service. It is likely that an exploit lies in the particular DCE/RPC function call.

Syntax

\[
dce_opnum: \langle \text{opnum-list} \rangle;
\]

opnum-list = opnum-item | opnum-item ',' opnum-list
opnum-item = opnum | opnum-range
opnum-range = opnum '-' opnum
opnum = 0-65535

Examples

\[
dce_opnum:15;
dce_opnum:15-18;
dce_opnum:15, 18-20;
dce_opnum:15, 17, 20-22;
\]

This option is used to specify an opnum (or operation number), opnum range or list containing either or both opnum and/or opnum-range. The opnum of a DCE/RPC request will be matched against the opnums specified with this option. This option matches if any one of the opnums specified match the opnum of the DCE/RPC request.

dce_stub_data

Since most netbios rules were doing protocol decoding only to get to the DCE/RPC stub data, i.e. the remote procedure call or function call data, this option will alleviate this need and place the cursor at the beginning of the DCE/RPC stub data. This reduces the number of rule option checks and the complexity of the rule.

This option takes no arguments.

Example
dce_stub_data;

This option is used to place the cursor (used to walk the packet payload in rules processing) at the beginning of the DCE/RPC stub data, regardless of preceding rule options. There are no arguments to this option. This option matches if there is DCE/RPC stub data.

The cursor is moved to the beginning of the stub data. All ensuing rule options will be considered "sticky" to this buffer. The first rule option following dce_stub_data should use absolute location modifiers if it is position-dependent. Subsequent rule options should use a relative modifier if they are meant to be relative to a previous rule option match in the stub data buffer. Any rule option that does not specify a relative modifier will be evaluated from the start of the stub data buffer. To leave the stub data buffer and return to the main payload buffer, use the pkt_data rule option - see section 3.5.27 for details.

`byte_test` and `byte_jump` with `dce`

A DCE/RPC request can specify whether numbers are represented in big or little endian. These rule options will take as a new argument dce and will work basically the same as the normal `byte_test`/`byte_jump`, but since the DCE/RPC preprocessor will know the endianness of the request, it will be able to do the correct conversion.

`byte_test`

**Syntax**

```
byte_test:<convert>, [!]<operator>, <value>, <offset> [, relative], dce;
```

- `convert` = 1 | 2 | 4 (only with option "dce")
- `operator` = '<' | '=' | '>' | '<=' | '>=' | '&' | 'ˆ'
- `value` = 0 - 4294967295
- `offset` = -65535 to 65535

**Examples**

```
byte_test:4, >, 35000, 0, relative, dce;
byte_test:2, !=, 2280, -10, relative, dce;
```

When using the `dce` argument to a `byte_test`, the following normal `byte_test` arguments will not be allowed: `big`, `little`, `string`, `hex`, `dec` and `oct`.

`byte_jump`

**Syntax**

```
byte_jump:<convert>, <offset> [, relative][, multiplier <mult_value> ] [, align][, post_offset <adjustment_value>], dce;
```

- `convert` = 1 | 2 | 4 (only with option "dce")
- `offset` = -65535 to 65535
- `mult_value` = 0 - 65535
- `adjustment_value` = -65535 to 65535

**Example**

```
byte_jump:4,-4,relative,align,multiplier 2,post_offset -4,dce;
```

When using the `dce` argument to a `byte_jump`, the following normal `byte_jump` arguments will not be allowed: `big`, `little`, `string`, `hex`, `dec`, `oct` and `from_beginning`.

Example of rule complexity reduction

The following two rules using the new rule options replace 64 (set and isset flowbit) rules that are necessary if the new rule options are not used:

```
alert tcp $EXTERNAL_NET any -> $HOME_NET [135,139,445,593,1024:] \
  (msg:"dns R_Dnsrv functs2 overflow attempt"; flow:established,to_server; \n  dce_iface:50abc2a4-574d-40b3-9d66-ee4fd5fa878; dce_opnum:0-11; dce_stub_data; \n  pcre:"/\.(12)\(x00vx00\v0x00\v0x00\.(12))/a"; byte_jump:4,-4,relative,align,dce; \n  byte_test:4,>,256,4,relative,dce; reference:bugtraq,23470; reference:cve,2007-1748; \n  classtype:attempted-admin; sid:1000068;)
```
2.2.17 Sensitive Data Preprocessor

The Sensitive Data preprocessor is a Snort module that performs detection and filtering of Personally Identifiable Information (PII). This information includes credit card numbers, U.S. Social Security numbers, and email addresses. A limited regular expression syntax is also included for defining your own PII.

Dependencies

The Stream preprocessor must be enabled for the Sensitive Data preprocessor to work.

Preprocessor Configuration

Sensitive Data configuration is split into two parts: the preprocessor config, and the rule options. The preprocessor config starts with:

```
preprocessor sensitive_data:
```

**Option syntax**

<table>
<thead>
<tr>
<th>Option</th>
<th>Argument</th>
<th>Required</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>alert_threshold</td>
<td>&lt;number&gt;</td>
<td>NO</td>
<td>alert_threshold 25</td>
</tr>
<tr>
<td>mask_output</td>
<td>NONE</td>
<td>NO</td>
<td>OFF</td>
</tr>
<tr>
<td>ssn_file</td>
<td>&lt;filename&gt;</td>
<td>NO</td>
<td>OFF</td>
</tr>
</tbody>
</table>

- **alert_threshold** = 1 - 65535

**Option explanations**

**alert_threshold**

The preprocessor will alert when any combination of PII are detected in a session. This option specifies how many need to be detected before alerting. This should be set higher than the highest individual count in your "sd_pattern" rules.

**mask_output**

This option replaces all but the last 4 digits of a detected PII with "X"s. This is only done on credit card & Social Security numbers, where an organization's regulations may prevent them from seeing unencrypted numbers.

**ssn_file**

A Social Security number is broken up into 3 sections: Area (3 digits), Group (2 digits), and Serial (4 digits). On a monthly basis, the Social Security Administration publishes a list of which Group numbers are in use for each Area. These numbers can be updated in Snort by supplying a CSV file with the new maximum Group numbers to use. By default, Snort recognizes Social Security numbers issued up through November 2009.

**Example preprocessor config**
Rule Options

Snort rules are used to specify which PII the preprocessor should look for. A new rule option is provided by the preprocessor:

sd_pattern

This rule option specifies what type of PII a rule should detect.

Syntax

```
sd_pattern:<count>, <pattern>;
```

**count**

This dictates how many times a PII pattern must be matched for an alert to be generated. The count is tracked across all packets in a session.

**pattern**

This is where the pattern of the PII gets specified. There are a few built-in patterns to choose from:

- **credit_card**
  
  The “credit_card” pattern matches 15- and 16-digit credit card numbers. These numbers may have spaces, dashes, or nothing in between groups. This covers Visa, Mastercard, Discover, and American Express. Credit card numbers matched this way have their check digits verified using the Luhn algorithm.

- **us_social**
  
  This pattern matches against 9-digit U.S. Social Security numbers. The SSNs are expected to have dashes between the Area, Group, and Serial sections. SSNs have no check digits, but the preprocessor will check matches against the list of currently allocated group numbers.

- **us_social_nodashes**
  
  This pattern matches U.S. Social Security numbers without dashes separating the Area, Group, and Serial sections.

- **email**
  
  This pattern matches against email addresses.

If the pattern specified is not one of the above built-in patterns, then it is the definition of a custom PII pattern. Custom PII types are defined using a limited regex-style syntax. The following special characters and escape sequences are supported:
\d     matches any digit  
\D     matches any non-digit  
\l     matches any letter  
\L     matches any non-letter  
\w     matches any alphanumeric character  
\W     matches any non-alphanumeric character  
\{num\} used to repeat a character or escape sequence "num" times. example: "\{3\}" matches 3 digits.  
?      makes the previous character or escape sequence optional. example: "?" matches an optional space. This behaves in a greedy manner.  
\\    matches a backslash  
\{,\}  matches { and }  
\?     matches a question mark.

Other characters in the pattern will be matched literally.

⚠️ NOTE

Unlike PCRE, \w in this rule option does NOT match underscores.

Examples

sd_pattern: 2,us_social;

Alerts when 2 social security numbers (with dashes) appear in a session.

sd_pattern: 5,\{3\}\d\3-\d\4;

Alerts on 5 U.S. phone numbers, following the format (123)456-7890

Whole rule example:

```
alert tcp $HOME_NET $HIGH_PORTS -> $EXTERNAL_NET $SMTP_PORTS \n(msg:"Credit Card numbers sent over email"; gid:138; sid:1000; rev:1; \n sd_pattern:4,credit_card; metadata:service smtp;)
```

Caveats

sd_pattern is not compatible with other rule options. Trying to use other rule options with sd_pattern will result in an error message.

Rules using sd_pattern must use GID 138.

### 2.2.18 Normalizer

When operating Snort in inline mode, it is helpful to normalize packets to help minimize the chances of evasion.

To enable the normalizer, use the following when configuring Snort:

```
./configure --enable-normalizer
```

The normalize preprocessor is activated via the conf as outlined below. There are also many new preprocessor and decoder rules to alert on or drop packets with "abnormal" encodings.

Note that in the following, fields are cleared only if they are non-zero. Also, normalizations will only be enabled if the selected DAQ supports packet replacement and is operating in inline mode.

If a policy is configured for inline_test or passive mode, any normalization statements in the policy config are ignored.
**IP4 Normalizations**

IP4 normalizations are enabled with:

```plaintext
preprocessor normalize_ip4: [df], [rf], [tos], [trim]
```

Base normalizations enabled with "preprocessor normalize_ip4" include:

- TTL normalization if enabled (explained below).
- Clear the differentiated services field (formerly TOS).
- NOP all options octets.

Optional normalizations include:

- **df** don’t fragment: clear this bit on incoming packets.
- **rf** reserved flag: clear this bit on incoming packets.
- **tos** type of service (differentiated services): clear this byte.
- **trim** truncate packets with excess payload to the datagram length specified in the IP header + the layer 2 header (e.g. ethernet), but don’t truncate below minimum frame length. This is automatically disabled if the DAQ can’t inject packets.

**IP6 Normalizations**

IP6 normalizations are enabled with:

```plaintext
preprocessor normalize_ip6
```

Base normalizations enabled with "preprocessor normalize_ip6" include:

- Hop limit normalization if enabled (explained below).
- NOP all options octets in hop-by-hop and destination options extension headers.

**ICMP4/6 Normalizations**

ICMP4 and ICMP6 normalizations are enabled with:

```plaintext
preprocessor normalize_icmp4
preeprocessor normalize_icmp6
```

Base normalizations enabled with the above include:

- Clear the code field in echo requests and replies.
TCP Normalizations

TCP normalizations are enabled with:

```plaintext
preprocessor normalize_tcp: \ 
  [block], [rsv], [pad], \ 
  [req_urg], [req_pay], [req_urp], \ 
  [ips], [urp], [trim], \ 
  [trim_syn], [trim_rst], \ 
  [trim_win], [trim_mss], \ 
  [ecn <ecn_type>], \ 
  [opts [allow <allowed_opt>]]

<ecn_type> ::= stream | packet
<allowed_opt> ::= \ 
  sack | echo | partial_order | conn_count | alt_checksum | md5 | <num>

<sack> ::= { 4, 5 }
<echo> ::= { 6, 7 }
<partial_order> ::= { 9, 10 }
$conn_count$ ::= { 11, 12, 13 }
<alt_checksum> ::= { 14, 15 }
<md5> ::= { 19 }
<num> ::= (3..255)
```

Normalizations include:

- **block** allow packet drops during TCP normalization.
- **rsv** clear the reserved bits in the TCP header.
- **pad** clear any option padding bytes.
- **req_urg** clear the urgent pointer if the urgent flag is not set.
- **req_pay** clear the urgent pointer and the urgent flag if there is no payload.
- **req_urp** clear the urgent flag if the urgent pointer is not set.
- **ips** ensure consistency in retransmitted data (also forces reassembly policy to "first"). Any segments that can’t be properly reassembled will be dropped.
- **trim_syn** remove data on SYN.
- **trim_rst** remove any data from RST packet.
- **trim_win** trim data to window.
- **trim_mss** trim data to MSS.
- **trim** enable all of the above trim options.
- **ecn packet**
  clear ECN flags on a per packet basis (regardless of negotiation).
- **ecn stream**
  clear ECN flags if usage wasn’t negotiated. Should also enable require_3whs.
opts
NOP all option bytes other than maximum segment size, window scaling, timestamp, and any explicitly allowed with the allow keyword. You can allow options to pass by name or number.

opts
if timestamp is present but invalid, or valid but not negotiated, NOP the timestamp octets.

opts
if timestamp was negotiated but not present, block the packet.

opts
clear TS ECR if ACK flag is not set.

opts
MSS and window scale options are NOP’d if SYN flag is not set.

**TTL Normalization**

TTL normalization pertains to both IP4 TTL (time-to-live) and IP6 (hop limit) and is only performed if both the relevant base normalization is enabled (as described above) and the minimum and new TTL values are configured, as follows:

```plaintext
config min_ttl: <min_ttl>
config new_ttl: <new_ttl>

<min_ttl> ::= (1..255)
<new_ttl> ::= (<min_ttl>+1..255)
```

If `new_ttl > min_ttl`, then if a packet is received with a TTL < `min_ttl`, the TTL will be set to `new_ttl`.

Note that this configuration item was deprecated in 2.8.6:

```plaintext
preprocessor stream5_tcp: min_ttl <#>
```

By default `min_ttl = 1` (TTL normalization is disabled). When TTL normalization is turned on the `new_ttl` is set to 5 by default.

### 2.2.19 SIP Preprocessor

Session Initiation Protocol (SIP) is an application-layer control (signaling) protocol for creating, modifying, and terminating sessions with one or more participants. These sessions include Internet telephone calls, multimedia distribution, and multimedia conferences. SIP Preprocessor provides ways to tackle Common Vulnerabilities and Exposures (CVEs) related with SIP found over the past few years. It also makes detecting new attacks easier.

**Dependency Requirements**

For proper functioning of the preprocessor:

- Stream session tracking must be enabled, i.e. stream5. Both TCP and UDP must be enabled in stream5. The preprocessor requires a session tracker to keep its data. In addition, Stream API is able to provide correct support for ignoring audio/video data channel.
- IP defragmentation should be enabled, i.e. the frag3 preprocessor should be enabled and configured.
Configuration

The preprocessor configuration name is sip.

preprocessor sip

Option syntax

<table>
<thead>
<tr>
<th>Option</th>
<th>Argument</th>
<th>Required</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>disabled</td>
<td>NONE</td>
<td>NO</td>
<td>OFF</td>
</tr>
<tr>
<td>max_sessions</td>
<td>&lt;max_sessions&gt;</td>
<td>NO</td>
<td>max_sessions 10000</td>
</tr>
<tr>
<td>max_dialogs</td>
<td>&lt;max_dialogs&gt;</td>
<td>NO</td>
<td>max_dialogs 4</td>
</tr>
<tr>
<td>ports</td>
<td>&lt;ports&gt;</td>
<td>NO</td>
<td>ports { 5060 5061 }</td>
</tr>
<tr>
<td>methods</td>
<td>&lt;methods&gt;</td>
<td>NO</td>
<td>methods { invite cancel ack bye register options }</td>
</tr>
<tr>
<td>max_uri_len</td>
<td>&lt;max_uri_len&gt;</td>
<td>NO</td>
<td>max_uri_len 256</td>
</tr>
<tr>
<td>max_call_id_len</td>
<td>&lt;max_call_id_len&gt;</td>
<td>NO</td>
<td>max_call_id_len 256</td>
</tr>
<tr>
<td>max_requestName_len</td>
<td>&lt;max_requestName_len&gt;</td>
<td>NO</td>
<td>max_requestName_len 20</td>
</tr>
<tr>
<td>max_from_len</td>
<td>&lt;max_from_len&gt;</td>
<td>NO</td>
<td>max_from_len 256</td>
</tr>
<tr>
<td>max_to_len</td>
<td>&lt;max_to_len&gt;</td>
<td>NO</td>
<td>max_to_len 256</td>
</tr>
<tr>
<td>max_via_len</td>
<td>&lt;max_via_len&gt;</td>
<td>NO</td>
<td>max_via_len 256</td>
</tr>
<tr>
<td>max_contact_len</td>
<td>&lt;max_contact_len&gt;</td>
<td>NO</td>
<td>max_contact_len 256</td>
</tr>
<tr>
<td>max_content_len</td>
<td>&lt;max_content_len&gt;</td>
<td>NO</td>
<td>max_content_len 256</td>
</tr>
<tr>
<td>ignore_call_channel</td>
<td>NONE</td>
<td>NO</td>
<td>OFF</td>
</tr>
</tbody>
</table>

max_sessions = 1024-4194303
max_dialogs = 1-4194303
methods = "invite"|"cancel"|"ack"|"bye"|"register"|"options"|
|"refer"|"subscribe"|"update"|"join"|"info"|"message"|
|"notify"|"prack"
max_uri_len = 0-65535
max_call_id_len = 0-65535
max_requestName_len = 0-65535
max_from_len = 0-65535
max_to_len = 0-65535
max_via_len = 0-65535
max_contact_len = 0-65535
max_content_len = 0-65535

Option explanations

disabled

SIP dynamic preprocessor can be enabled/disabled through configuration. By default this value is turned off. When the preprocessor is disabled, only the max_sessions option is applied when specified with the configuration.

max_sessions

This specifies the maximum number of sessions that can be allocated. Those sessions are stream sessions, so they are bounded by maximum number of stream sessions. Default is 10000.

max_dialogs

This specifies the maximum number of dialogs within one stream session. If exceeded, the oldest dialog will be dropped. Default is 4.

ports

This specifies on what ports to check for SIP messages. Typically, this will include 5060, 5061.
Syntax

    ports { <port> [<port>< ... >] }

Examples

    ports { 5060 5061 }

Note: there are spaces before and after ‘{’ and ‘}’.

methods

This specifies on what methods to check for SIP messages: (1) invite, (2) cancel, (3) ack, (4) bye, (5) register, (6) options, (7) refer, (8) subscribe, (9) update (10) join (11) info (12) message (13) notify (14) prack. Note: those 14 methods are up to date list (Feb. 2011). New methods can be added to the list. Up to 32 methods supported.

Syntax

    methods { <method-list> }

method-list = method|method method-list

methods = "invite"|"cancel"|"ack"|"bye"|"register"| "options"|
|"refer"|"subscribe"|"update"|"join"|"info"|"message"
|"notify"|"prack"

Examples

    methods { invite cancel ack bye register options }
    methods { invite cancel ack bye register options information }

Note: there are spaces before and after ‘{’ and ‘}’.

max_uri_len

This specifies the maximum Request URI field size. If the Request URI field is greater than this size, an alert is generated. Default is set to 256. The allowed range for this option is 0 - 65535. “0” means never alert.

max_call_id_len

This specifies the maximum Call-ID field size. If the Call-ID field is greater than this size, an alert is generated. Default is set to 256. The allowed range for this option is 0 - 65535. “0” means never alert.

max_requestName_len

This specifies the maximum request name size that is part of the CSeq ID. If the request name is greater than this size, an alert is generated. Default is set to 20. The allowed range for this option is 0 - 65535. “0” means never alert.

max_from_len

This specifies the maximum From field size. If the From field is greater than this size, an alert is generated. Default is set to 256. The allowed range for this option is 0 - 65535. “0” means never alert.

max_to_len

This specifies the maximum To field size. If the To field is greater than this size, an alert is generated. Default is set to 256. The allowed range for this option is 0 - 65535. “0” means never alert.

max_via_len

This specifies the maximum Via field size. If the Via field is greater than this size, an alert is generated. Default is set to 1024. The allowed range for this option is 0 - 65535. “0” means never alert.

max_contact_len

This specifies the maximum Contact field size. If the Contact field is greater than this size, an alert is generated. Default is set to 256. The allowed range for this option is 0 - 65535. “0” means never alert.
max_content_len

This specifies the maximum content length of the message body. If the content length is greater than this number, an alert is generated. Default is set to 1024. The allowed range for this option is 0 - 65535. “0” means never alert.

ignore_call_channel

This enables the support for ignoring audio/video data channel (through Stream API). By default, this is disabled.

Option examples

```plaintext
max_sessions 30000
disabled
ports { 5060 5061 }
methods { invite cancel ack bye register options }
methods { invite cancel ack bye register options information }
max_uri_len 1024
max_call_id_len 1024
max_requestName_len 10
max_from_len 1024
max_to_len 1024
max_via_len 1024
max_contact_len 1024
max_content_len 1024
ignore_call_channel
```

Configuration examples

```plaintext
preprocessor sip
preprocessor sip: max_sessions 500000
preprocessor sip: max_contact_len 512, max_sessions 300000, methods { invite \
  cancel ack bye register options }, ignore_call_channel
preprocessor sip: ports { 5060 49848 36780 10270 }, max_call_id_len 200, \
  max_from_len 100, max_to_len 200, max_via_len 1000, \
  max_requestName_len 50, max_uri_len 100, ignore_call_channel,\n  max_content_len 1000
preprocessor sip: disabled
preprocessor sip: ignore_call_channel
```

Default configuration

```plaintext
preprocessor sip
```

Events

The preprocessor uses GID 140 to register events.

<table>
<thead>
<tr>
<th>SID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>If the memory cap is reached and the preprocessor is configured to alert, this alert will be created.</td>
</tr>
<tr>
<td>2</td>
<td>Request URI is required. When Request URI is empty, this alert will be created.</td>
</tr>
<tr>
<td>3</td>
<td>The Request URI is larger than the defined length in configuration.</td>
</tr>
<tr>
<td>4</td>
<td>When Call-ID is empty, this alert will be created.</td>
</tr>
<tr>
<td>5</td>
<td>The Call-ID is larger than the defined length in configuration.</td>
</tr>
<tr>
<td>6</td>
<td>The sequence number value MUST be expressible as a 32-bit unsigned integer and MUST be less than 2^31.</td>
</tr>
<tr>
<td>7</td>
<td>The request name in the CSeq is larger than the defined length in configuration.</td>
</tr>
<tr>
<td>8</td>
<td>From field is empty.</td>
</tr>
<tr>
<td>9</td>
<td>From field is larger than the defined length in configuration.</td>
</tr>
<tr>
<td>10</td>
<td>To field is empty.</td>
</tr>
</tbody>
</table>
Rule Options

New rule options are supported by enabling the `sip` preprocessor:

```
sip_method
sip_stat_code
sip_header
sip_body
```

Overload modifiers to existing `pcre` rule options:

- **H**: Match SIP request or SIP response header, Similar to `sip_header`.
- **P**: Match SIP request or SIP response body, Similar to `sip_body`.

**sip_method**

The `sip_method` keyword is used to check for specific SIP request methods. The list of methods is: invite, cancel, ack, bye, register, options, refer, subscribe, update, join, info, message, notify, prack. More than one method can be specified, via a comma separated list, and are OR’ed together. It will be applied in fast pattern match if available. If the method used in this rule is not listed in the preprocessor configuration, it will be added to the preprocessor configuration for the associated policy.

**Syntax**

```
sip_method:<method-list>;
method-list = method|method, method-list
method = ["!" ] "invite"|"cancel"|"ack"|"bye"|"register"| "options"| "refer"|"subscribe"|"update"|"join"|"info"|"message"| "notify"|"prack"
```

Note: if "!” is used, only one method is allowed in `sip_method`.

**Examples**
sip_method: invite, cancel
sip_method: !invite

Note: If a user wants to use "and", they can use something like this:
sip_method: !invite; sip_method: !bye

sip_stat_code

The sip_stat_code is used to check the SIP response status code. This option matches if any one of the state codes specified matches the status codes of the SIP response.

Syntax

sip_stat_code:<code_list> ;

code_list = state_code|state_code, code_list

code = "100-999"|"1-9"

Note: 1,2,3,4,5,6... mean to check for "1xx", "2xx", "3xx", "4xx", "5xx", "6xx"... responses.

Examples

sip_stat_code: 200
sip_stat_code: 2
sip_stat_code: 200, 180

sip_header

The sip_header keyword restricts the search to the extracted Header fields of a SIP message request or a response. This works similar to file_data.

Syntax

sip_header;

Examples

alert udp any any -> any 5060 (sip_header; content:"CSeq"; )

sip_body

The sip_body keyword places the cursor at the beginning of the Body fields of a SIP message. This works similar to file_data and dce_stub_data. The message body includes channel information using SDP protocol (Session Description Protocol).

Syntax

sip_body;

Examples

alert udp any any -> any 5060 (sip_body; content:"C=IN 0.0.0.0"; within 100;)

pcre

SIP overloads two options for pcre:

- H: Match SIP header for request or response, Similar to sip_header.

- P: Match SIP body for request or response, Similar to sip_body.

Examples

alert udp any any -> any 5060 (pcre:"/INVITE/H"; sid:1000000;)
alert udp any any -> any 5060 (pcre:"/m=/P"; sid:2000000;)

122
2.2.20 Reputation Preprocessor

Reputation preprocessor provides basic IP blacklist/whitelist capabilities, to block/drop/pass traffic from IP addresses listed. In the past, we use standard Snort rules to implement Reputation-based IP blocking. This preprocessor will address the performance issue and make the IP reputation management easier. This preprocessor runs before other preprocessors.

Configuration

The preprocessor configuration name is reputation.

preprocessor reputation

Option syntax

<table>
<thead>
<tr>
<th>Option</th>
<th>Argument</th>
<th>Required</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>memcap</td>
<td>&lt;memcap&gt;</td>
<td>NO</td>
<td>memcap 500</td>
</tr>
<tr>
<td>scan_local</td>
<td>NONE</td>
<td>NO</td>
<td>OFF</td>
</tr>
<tr>
<td>blacklist</td>
<td>&lt;list file name&gt;</td>
<td>NO</td>
<td>NONE</td>
</tr>
<tr>
<td>whitelist</td>
<td>&lt;list file name&gt;</td>
<td>NO</td>
<td>NONE</td>
</tr>
<tr>
<td>priority</td>
<td>[blacklist whitelist]</td>
<td>NO</td>
<td>priority whitelist</td>
</tr>
<tr>
<td>nested_ip</td>
<td>[inner outer both]</td>
<td>NO</td>
<td>nested_ip inner</td>
</tr>
<tr>
<td>white</td>
<td>[unblack trust]</td>
<td>NO</td>
<td>white unblack</td>
</tr>
</tbody>
</table>

memcap = 1-4095 Mbytes

Option explanations

memcap

Maximum total memory supported. It can be set up to 4095 Mbytes.

scan_local

Enable to inspect local address defined in RFC 1918:
10.0.0.0 - 10.255.255.255 (10/8 prefix)
172.16.0.0 - 172.31.255.255 (172.16/12 prefix)
192.168.0.0 - 192.168.255.255 (192.168/16 prefix)

blacklist/whitelist

The IP lists are loaded from external files. It supports relative paths for inclusion and $variables for path. Multiple blacklists or whitelists are supported.

Note: if the same IP is redefined later, it will overwrite the previous one. In other words, IP lists always favors the last file or entry processed.

priority

Specify either blacklist or whitelist has higher priority when source/destination is on blacklist while destination/source is on whitelist. By default, whitelist has higher priority. In other words, the packet will be passed when either source or destination is whitelisted.

Note: this only defines priority when there is a decision conflict, during run-time. During initialization time, if the same IP address is defined in whitelist and blacklist, whoever the last one defined will be the final one. Priority does not work on this case.
nested_ip

Specify which IP address to be used when there is IP encapsulation.

white

Specify the meaning of whitelist. When white means unblack, it unblacks IPs that are in blacklists; when white means trust, the packet gets bypassed, without further detection by snort. You can only specify either unblack or trust.

Note: when white means unblack, whitelist always has higher priority than blacklist.

Configuration examples

preprocessor reputation:\n  blacklist /etc/snort/default.blacklist, \n  whitelist /etc/snort/default.whitelist

preprocessor reputation:\n  nested_ip both, \n  blacklist /etc/snort/default.blacklist, \n  whitelist /etc/snort/default.whitelist

preprocessor reputation:\n  memcap 4095, scan_local, nested_ip both, \n  priority whitelist, \n  blacklist /etc/snort/default.blacklist, \n  whitelist /etc/snort/default.whitelist, \n  white trust

$REP_BLACK_FILE1 = ../dshield.list
$REP_BLACK_FILE2 = ../snort.org.list

preprocessor reputation:\n  blacklist $REP_BLACK_FILE1,\n  blacklist $REP_BLACK_FILE2

IP List File Format

Syntax

The IP list file has 1 entry per line. The entry can be either IP entry or comment.

IP Entry

CIDR notation <comments> line break.
Example:

172.16.42.32/32
172.33.42.32/16

Comment

The comment start with #
# <comments>
Example

# This is a full line comment
172.33.42.32/16 # This is a in-line comment

IP List File Example

# This is a full line comment
172.16.42.32/32 # This is an inline comment, line with single CIDR block 172.33.42.32/16

Use case

A user wants to protect his/her network from unwanted/unknown IPs, only allowing some trusted IPs. Here is the configuration:
preprocessor reputation: \\
blacklist /etc/snort/default.blacklist
whitelist /etc/snort/default.whitelist

In file "default.blacklist"
# These two entries will match all ipv4 addresses
1.0.0.0/1
128.0.0.0/1

In file "default.whitelist"
68.177.102.22 # sourcefire.com
74.125.93.104 # google.com

Events

Reputation preprocessor uses GID 136 to register events.

<table>
<thead>
<tr>
<th>SID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Packet is blacklisted.</td>
</tr>
<tr>
<td>2</td>
<td>Packet is whitelisted.</td>
</tr>
<tr>
<td>3</td>
<td>Packet is inspected.</td>
</tr>
</tbody>
</table>

Shared memory support

In order to minimize memory consumption when multiple Snort instances are running concurrently, we introduce the support of shared memory. After configured, all the snort instances share the same IP tables in shared memory.

System requirement

This feature is supported only in Linux.

Build configuration

A new option, --enable-shared-rep is introduced to ./configure command. This option enables the support for shared memory.

Configuration

shared_mem

If the build supports shared memory, this configuration will enable shared memory. If this option isn’t set, standard memory is used. This option must specify a path or directory where IP lists will be loaded in shared memory. One snort instance will create and maintain the shared IP lists. We use instance ID 1, specified in the snort -G option to be the master snort. All the other snort instances are clients (readers).

Syntax

    shared_mem: path

Examples

    shared_mem /user/reputation/iplists

shared_refresh

This option changes the period of checking new shared memory segment, in the unit of second. By default, the refresh rate is 60 seconds.

Syntax

    shared_refresh <period>

    period = "1 - 4294967295"
Examples

shared_refresh 60

Steps to configure shared memory

- When building Snort, add option --enable-shared-rep to ./configure
  For example:
  ```
  ./configure --enable-gre --enable-sourcefire --enable-flexresp3
  --enable-pthread --enable-linux-smp-stats
  --enable-targetbased --enable-shared-rep --enable-control-socket
  ```

- Put your IP list file into a directory, where snort has full access.
  For example:
  ```
  /user/reputation/iplists
  ```

In order to separate whitelist with blacklist, you need to specify whitelist with .wlf extension and blacklist with .blf extension.

- In snort config file, specify shared memory support with the path to IP files.
  For example:
  ```
  shared_mem /user/reputation/iplists
  ```

If you want to change the period of checking new IP lists, add refresh period.
  For example:
  ```
  shared_refresh 300
  ```

- Start shared memory master(writer) with -G 0 option. Note: only one master should be enabled.
- Start shared memory clients (readers) with -G 1 or other IDs. Note: for one ID, only one snort instance should be enabled.
- You will see the IP lists got loaded and shared across snort instances!

Reload IP lists using control socket

- Run snort using command line with option --cs-dir <path> or configure snort with:
  ```
  config cs_dir:<path>
  ```

- (Optional) you can create a version file named “IPVersion.dat” in the IP list directory. This file helps managing reloading IP lists, by specifying a version. When the version isn’t changed, IP lists will not be reloaded if they are already in shared memory. The version number should be a 32 bit number.
  For example:
  ```
  VERSION=1
  ```

- In the <snort root>/src/tools/control directory, you will find snort_control command if built with --enable-control-socket option.
- Type the following command to reload IP lists. Before typing this command, make sure to update version file if you are using version file. The <path> is the same path in first step.
  ```
  <snort root>/src/tools/control/snort_control <path> 1361
  ```
Using manifest file to manage loading (optional)

Using manifest file, you can control the file loading sequence, action taken, and support zone based detection. You can create a manifest file named “zone.info” in the IP list directory.

When Snort is signaled to load new lists, a manifest file is read first to determine which zones the IPs in each list are applicable to and what action to take per list (Block, White, Monitor).

Files listed in manifest are loaded from top to bottom. You should put files that have higher priority first. In manifest file, you can put up to 255 files. Without manifest file, files will be loaded in alphabet order.

Here’s the format of the manifest file. Each line of the file has the following format:

```
<filename>, <list id>,<action>[, <zone>]+
```

- `<list id>` ::= 32 bit integer
- `<action>` ::= "monitor"|"block"|"white"
- `<zone>` ::= [0-1051]

Using manifest file, you can specify a new action called “monitor”, which indicates a packet needs to be inspected, but does not disable detection. This is different from “block” action, which disables further detection. This new action helps users evaluate their IP lists before applying it.

An example manifest file:

```
#ipreputation manifest file
white.wlf, 111 ,white,
black1.blf, 1112, black, 3, 12
black2.blf, 1113, black, 3, 12
monitor.blf,2222, monitor, 0, 2, 8
```

2.2.21 GTP Decoder and Preprocessor

GTP (GPRS Tunneling Protocol) is used in core communication networks to establish a channel between GSNs (GPRS Serving Node). GTP decoding preprocessor provides ways to tackle intrusion attempts to those networks through GTP. It also makes detecting new attacks easier.

Two components are developed: GTP decoder and GTP preprocessor.

- GTP decoder extracts payload inside GTP PDU;
- GTP preprocessor inspects all the signaling messages and provide keywords for further inspection

When the decoder is enabled and configured, the decoder strips the GTP headers and parses the underlying IP/TCP/UDP encapsulated packets. Therefore all rules and detection work as if there was no GTP header.

Example:

Most GTP packets look like this

```
IP -> UDP -> GTP -> IP -> TCP -> HTTP
```

If you had a standard HTTP rule:

```
alert tcp any any -> any $HTTP_PORTS (msg:"Test HTTP"; flow:to_server,established; content:"SOMETHINGEVIL"; http_uri; .... sid:X; rev:Y;)
```

it would alert on the inner HTTP data that is encapsulated in GTP without any changes to the rule other than enabling and configuring the GTP decoder.
Dependency Requirements

For proper functioning of the preprocessor:

- Stream session tracking must be enabled, i.e. stream5. UDP must be enabled in stream5. The preprocessor requires a session tracker to keep its data.
- IP defragmentation should be enabled, i.e. the frag3 preprocessor should be enabled and configured.

GTP Data Channel Decoder Configuration

GTP decoder extracts payload from GTP PDU. The following configuration sets GTP decoding:

```plaintext
config enable_gtp
```

By default, GTP decoder uses port number 2152 (GTPv1) and 3386 (GTPv0). If users want to change those values, they can use `portvar GTP_PORTS`:

```plaintext
portvar GTP_PORTS [2152,3386]
```

GTP Control Channel Preprocessor Configuration

Different from GTP decoder, GTP preprocessor examines all signaling messages. The preprocessor configuration name is `gtp`.

```plaintext
preprocessor gtp
```

**Option syntax**

<table>
<thead>
<tr>
<th>Option</th>
<th>Argument</th>
<th>Required</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>ports</td>
<td>&lt;ports&gt;</td>
<td>NO</td>
<td>ports { 2123 3386 }</td>
</tr>
</tbody>
</table>

**Option explanations**

`ports`

This specifies on what ports to check for GTP messages. Typically, this will include 2123, 3386.

**Syntax**

```plaintext
ports { <port> [ <port>< ... >] }
```

**Examples**

```plaintext
ports { 2123 3386 2152 }
```

Note: there are spaces before and after `{` and `}`.

**Default configuration**

```plaintext
preprocessor gtp
```

GTP Decoder Events

<table>
<thead>
<tr>
<th>SID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>297</td>
<td>Two or more GTP encapsulation layers present</td>
</tr>
<tr>
<td>298</td>
<td>GTP header length is invalid</td>
</tr>
</tbody>
</table>
GTP Preprocessor Events

<table>
<thead>
<tr>
<th>SID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Message length is invalid.</td>
</tr>
<tr>
<td>2</td>
<td>Information element length is invalid.</td>
</tr>
<tr>
<td>3</td>
<td>Information elements are out of order.</td>
</tr>
</tbody>
</table>

Rule Options

New rule options are supported by enabling the `gtp` preprocessor:

```
gtp_type
gtp_info
gtp_version
```

gtp_type

The `gtp_type` keyword is used to check for specific GTP types. User can input message type value, an integer in \([0, 255]\), or a string defined in the Table below. More than one type can be specified, via a comma separated list, and are OR'ed together. If the type used in a rule is not listed in the preprocessor configuration, an error will be thrown.

A message type can have different type value in different GTP versions. For example, `sgsn_context_request` has message type value 50 in GTPv0 and GTPv1, but 130 in GTPv2. `gtp_type` will match to a different value depending on the version number in the packet. In this example, evaluating a GTPv0 or GTPv1 packet will check whether the message type value is 50; evaluating a GTPv2 packet will check whether the message type value is 130. When a message type is not defined in a version, any packet in that version will always return “No match”.

If an integer is used to specify message type, every GTP packet is evaluated, no matter what version the packet is. If the message type matches the value in packet, it will return “Match”.

Syntax

```
gtp_type:<type-list>;
type-list = type|type, type-list
```

type = "0-255"| "echo_request" | "echo_response" ...

Examples

```
gtp_type:10, 11, echo_request;
```

GTP message types

<table>
<thead>
<tr>
<th>Type</th>
<th>GTPv0</th>
<th>GTPv1</th>
<th>GTPv2</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>1</td>
<td>echo_request</td>
<td>echo_request</td>
<td>echo_request</td>
</tr>
<tr>
<td>2</td>
<td>echo_response</td>
<td>echo_response</td>
<td>echo_response</td>
</tr>
<tr>
<td>3</td>
<td>version_not_supported</td>
<td>version_not_supported</td>
<td>version_not_supported</td>
</tr>
<tr>
<td>4</td>
<td>node_alive_request</td>
<td>node_alive_request</td>
<td>N/A</td>
</tr>
<tr>
<td>5</td>
<td>node_alive_response</td>
<td>node_alive_response</td>
<td>N/A</td>
</tr>
<tr>
<td>6</td>
<td>redirection_request</td>
<td>redirection_request</td>
<td>N/A</td>
</tr>
<tr>
<td>7</td>
<td>redirection_response</td>
<td>redirection_response</td>
<td>N/A</td>
</tr>
<tr>
<td>16</td>
<td>create_pdp_context_request</td>
<td>create_pdp_context_request</td>
<td>N/A</td>
</tr>
<tr>
<td>17</td>
<td>create_pdp_context_response</td>
<td>create_pdp_context_response</td>
<td>N/A</td>
</tr>
<tr>
<td>18</td>
<td>update_pdp_context_request</td>
<td>update_pdp_context_request</td>
<td>N/A</td>
</tr>
<tr>
<td>19</td>
<td>update_pdp_context_response</td>
<td>update_pdp_context_response</td>
<td>N/A</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>---</td>
<td>---</td>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td>20</td>
<td>delete_pdp_context_request</td>
<td>delete_pdp_context_request</td>
<td>N/A</td>
</tr>
<tr>
<td>21</td>
<td>delete_pdp_context_response</td>
<td>delete_pdp_context_response</td>
<td>N/A</td>
</tr>
<tr>
<td>22</td>
<td>create_aa_pdp_context_request</td>
<td>init_pdp_context_activation_request</td>
<td>N/A</td>
</tr>
<tr>
<td>23</td>
<td>create_aa_pdp_context_response</td>
<td>init_pdp_context_activation_response</td>
<td>N/A</td>
</tr>
<tr>
<td>24</td>
<td>delete_aa_pdp_context_request</td>
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The `gtp_info` keyword is used to check for specific GTP information element. This keyword restricts the search to the information element field. User can input information element value, an integer in [0, 255], or a string defined in the Table below. If the information element used in this rule is not listed in the preprocessor configuration, an error will be thrown.

When there are several information elements with the same type in the message, this keyword restricts the search to the total consecutive buffer. Because the standard requires same types group together, this feature will be available for all valid messages. In the case of “out of order information elements”, this keyword restricts the search to the last buffer.

Similar to message type, same information element might have different information element value in different GTP versions. For example, `cause` has value 1 in GTPv0 and GTPv1, but 2 in GTPv2. `gtp_info` will match to a different value depending on the version number in the packet. When an information element is not defined in a version, any packet in that version will always return “No match”.

If an integer is used to specify information element type, every GTP packet is evaluated, no matter what version the packet is. If the message type matches the value in packet, it will return “Match”.

**Syntax**

```
gtp_info:<ie>;  
ie = "0-255"|  
*rai* | *tmsi*...  
```

**Examples**

```
gtp_info: 16;  
gtp_info: tmsi  
```

**GTP information elements**

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</table>
The gtp_version keyword is used to check for specific GTP version. Because different GTP version defines different message types and information elements, this keyword should combine with gtp_type and gtp_info.

Syntax

```
gtp_version:<version>;  
version = "0, 1, 2'
```

Examples

```
gtp_version: 1;
```

### 2.2.22 Modbus Preprocessor

The Modbus preprocessor is a Snort module that decodes the Modbus protocol. It also provides rule options to access certain protocol fields. This allows a user to write rules for Modbus packets without decoding the protocol with a series of "content" and "byte_test" options.

Modbus is a protocol used in SCADA networks. If your network does not contain any Modbus-enabled devices, we recommend leaving this preprocessor turned off.

**Dependency Requirements**

For proper functioning of the preprocessor:

- Stream session tracking must be enabled, i.e. stream5. TCP must be enabled in stream5. The preprocessor requires a session tracker to keep its data.
- Protocol Aware Flushing (PAF) must be enabled.
- IP defragmentation should be enabled, i.e. the frag3 preprocessor should be enabled and configured.
Preprocessor Configuration

To get started, the Modbus preprocessor must be enabled. The preprocessor name is `modbus`.

`preprocessor modbus`

**Option syntax**

<table>
<thead>
<tr>
<th>Option</th>
<th>Argument</th>
<th>Required</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>ports</td>
<td>&lt;ports&gt;</td>
<td>NO</td>
<td>ports { 502 }</td>
</tr>
</tbody>
</table>

**Option explanations**

`ports`

This specifies on what ports to check for Modbus messages. Typically, this will include 502.

**Syntax**

`ports { <port> [<port>< ... >] }`

**Examples**

`ports { 1237 3945 5067 }`

Note: there are spaces before and after ‘{’ and ‘}’.

**Default configuration**

`preprocessor modbus`

**Rule Options**

The Modbus preprocessor adds 3 new rule options. These rule options match on various pieces of the Modbus headers:

- `modbus_func`
- `modbus_unit`
- `modbus_data`

The preprocessor must be enabled for these rule option to work.

`modbus_func`

This option matches against the Function Code inside of a Modbus header. The code may be a number (in decimal format), or a string from the list provided below.

**Syntax**

`modbus_func:<code>`

code = 0-255 | "read_coils" | "read_discrete_inputs" | "read_holding_registers" | "read_input_registers" | "write_single_coil" | "write_single_register" | "read_exception_status" | "diagnostics" | "get_comm_event_counter" | "get_comm_event_log" | "write_multiple_coils" |
"write_multiple_registers" |  
"report_slave_id" |  
"read_file_record" |  
"write_file_record" |  
"mask_write_register" |  
"read_write_multiple_registers" |  
"read_fifo_queue" |  
"encapsulated_interface_transport"

**Examples**

```bash
modbus_func:1;
modbus_func:write_multiple_coils;
```

**modbus_unit**

This option matches against the Unit ID field in a Modbus header.

**Syntax**

```bash
modbus_unit:<unit>
unit = 0-255
```

**Examples**

```bash
modbus_unit:1;
```

**modbus_data**

This rule option sets the cursor at the beginning of the Data field in a Modbus request/response.

**Syntax**

```bash
modbus_data;
```

**Examples**

```bash
modbus_data; content:"badstuff";
```

**Preprocessor Events**

The Modbus preprocessor uses GID 144 for its preprocessor events.

<table>
<thead>
<tr>
<th>SID</th>
<th>Description</th>
</tr>
</thead>
</table>
| 1   | The length in the Modbus header does not match the length needed by the Modbus function code.  
Each Modbus function has an expected format for requests and responses. If the length of the message does not match the expected format, this alert is generated. |
| 2   | Modbus protocol ID is non-zero.  
The protocol ID field is used for multiplexing other protocols with Modbus. Since the preprocessor cannot handle these other protocols, this alert is generated instead. |
| 3   | Reserved Modbus function code in use. |
2.2.23 DNP3 Preprocessor

The DNP3 preprocessor is a Snort module that decodes the DNP3 protocol. It also provides rule options to access certain protocol fields. This allows a user to write rules for DNP3 packets without decoding the protocol with a series of "content" and "byte_test" options.

DNP3 is a protocol used in SCADA networks. If your network does not contain any DNP3-enabled devices, we recommend leaving this preprocessor turned off.

Dependency Requirements

For proper functioning of the preprocessor:

- Stream session tracking must be enabled, i.e. stream5. TCP or UDP must be enabled in stream5. The preprocessor requires a session tracker to keep its data.
- Protocol Aware Flushing (PAF) must be enabled.
- IP defragmentation should be enabled, i.e. the frag3 preprocessor should be enabled and configured.

Preprocessor Configuration

To get started, the DNP3 preprocessor must be enabled. The preprocessor name is dnp3.

compiler dnp3

Option syntax

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<th>Default</th>
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</tr>
<tr>
<td>disabled</td>
<td>NONE</td>
<td>NO</td>
<td>OFF</td>
</tr>
</tbody>
</table>

Option explanations

ports

This specifies on what ports to check for DNP3 messages. Typically, this will include 20000.

Syntax

ports { <port> [ <port> < ... > ] }  

Examples

ports { 1237 3945 5067 }

Note: there are spaces before and after ‘{’ and ‘}’.

memcap

This sets a maximum to the amount of memory allocated to the DNP3 preprocessor for session-tracking purposes. The argument is given in bytes. Each session requires about 4 KB to track, and the default is 256 kB. This gives the preprocessor the ability to track 63 DNP3 sessions simultaneously. Setting the memcap below 4144 bytes will cause a fatal error. When multiple configs are used, the memcap in the non-default configs will be overwritten by the memcap in the default config. If the default config isn’t intended to inspect DNP3 traffic, use the "disabled" keyword.

check_crc
This option makes the preprocessor validate the checksums contained in DNP3 Link-Layer Frames. Frames with invalid checksums will be ignored. If the corresponding preprocessor rule is enabled, invalid checksums will generate alerts. The corresponding rule is GID 145, SID 1.

disabled

This option is used for loading the preprocessor without inspecting any DNP3 traffic. The disabled keyword is only useful when the DNP3 preprocessor is turned on in a separate policy.

Default configuration

preprocessor dnp3

Rule Options

The DNP3 preprocessor adds 4 new rule options. These rule options match on various pieces of the DNP3 headers:

- dnp3_func
- dnp3_obj
- dnp3_ind
- dnp3_data

The preprocessor must be enabled for these rule option to work.

dnp3_func

This option matches against the Function Code inside of a DNP3 Application-Layer request/response header. The code may be a number (in decimal format), or a string from the list provided below.

Syntax

dnp3_func:<code>

code = 0-255 |  
"confirm" |  
"read" |  
"write" |  
"select" |  
"operate" |  
"direct_operate" |  
"direct_operate_nr" |  
"immed_freeze" |  
"immed_freeze_nr" |  
"freeze_clear" |  
"freeze_clear_nr" |  
"freeze_at_time" |  
"freeze_at_time_nr" |  
"cold_restart" |  
"warm_restart" |  
"initialize_data" |  
"initialize_appl" |  
"start_appl" |  
"stop_appl" |  
"save_config" |  
"enable_unsolicited" |  
"disable_unsolicited" |  
"assign_class" |  
"delay_measure" |  
"record_current_time" |  
"open_file" |  
"close_file" |  
"delete_file" |  
"get_file_info" |  
"authenticate_file" |
"abort_file" | "activate_config" | "authenticate_req" | "authenticate_err" | "response" | "unsolicited_response" | "authenticate_resp"

**Examples**

dnp3_func:1;
dnp3_func:delete_file;

dnp3_ind

This option matches on the Internal Indicators flags present in a DNP3 Application Response Header. Much like the TCP flags rule option, providing multiple flags in one option will cause the rule to fire if ANY one of the flags is set. To alert on a combination of flags, use multiple rule options.

**Syntax**

dnp3_ind:<flag>{,<flag>...]

flag - "all_stations" "class_1_events" "class_2_events" "class_3_events" "need_time" "local_control" "defice_trouble" "device_restart" "no_func_code_support" "object_unknown" "parameter_error" "event_buffer_overflow" "already_executing" "config_corrupt" "reserved_2" "reserved_1"

**Examples**

# Alert on reserved_1 OR reserved_2
dnp3_ind:reserved_1,reserved_2;

# Alert on class_1 AND class_2 AND class_3 events
dnp3_ind:class_1_events; dnp3_ind:class_2_events; dnp3_ind:class_3_events;

dnp3_obj

This option matches on DNP3 object headers present in a request or response.

**Syntax**

dnp3_obj:<group>,<var>

group = 0 - 255
var = 0 - 255

**Examples**

# Alert on DNP3 "Date and Time" object
dnp3_obj:50,1;
As Snort processes DNP3 packets, the DNP3 preprocessor collects Link-Layer Frames and reassembles them back into Application-Layer Fragments. This rule option sets the cursor to the beginning of an Application-Layer Fragment, so that other rule options can work on the reassembled data.

With the dnp3_data rule option, you can write rules based on the data within Fragments without splitting up the data and adding CRCs every 16 bytes.

**Syntax**

```text
 dnp3_data;
```

**Examples**

```text
 dnp3_data; content:"badstuff_longer_than_16chars";
```

**Preprocessor Events**

The DNP3 preprocessor uses GID 145 for its preprocessor events.

<table>
<thead>
<tr>
<th>SID</th>
<th>Description</th>
</tr>
</thead>
</table>
| 1   | A Link-Layer Frame contained an invalid CRC.  
     (Enable `check_crc` in the preprocessor config to get this alert.) |
| 2   | A DNP3 Link-Layer Frame was dropped, due to an invalid length. |
| 3   | A Transport-Layer Segment was dropped during reassembly.  
     This happens when segments have invalid sequence numbers. |
| 4   | The DNP3 Reassembly buffer was cleared before a complete fragment could be reassembled.  
     This happens when a segment carrying the "FIR" flag appears after some other segments have been queued. |
| 5   | A DNP3 Link-Layer Frame is larger than 260 bytes. |
| 6   | A DNP3 Link-Layer Frame uses an address that is reserved. |
| 7   | A DNP3 request or response uses a reserved function code. |

### 2.2.24 AppId Preprocessor

With increasingly complex networks and growing network traffic, network administrators require application awareness in managing networks. An administrator may allow only applications that are business relevant, low bandwidth and/or deal with certain subject matter.

AppId preprocessor adds application level view to manage networks. It does this by adding the following features

- **Network control**: The preprocessor provides simplified single point application awareness by making a set of application identifiers (AppId) available to Snort Rule writers.
- **Network usage awareness**: The preprocessor outputs statistics to show network bandwidth used by each application seen on network. Administrators can monitor bandwidth usage and may decide to block applications that are wasteful.
- **Custom applications**: The preprocessor enables administrators to create their own application detectors to detect new applications. The detectors are written in Lua and interface with Snort using a well-defined C-Lua API.

**Dependency Requirements**

For proper functioning of the preprocessor:
• Stream session tracking must be enabled, i.e. stream5. TCP or UDP must be enabled in stream5. The preprocessor requires a session tracker to keep its data.

• Protocol Aware Flushing (PAF) must be enabled.

• IP defragmentation should be enabled, i.e. the frag3 preprocessor should be enabled and configured.

• HTTP preprocessor must be enabled and configured. The processor does not require any AppId specific configuration. The preprocessor provides parsed HTTP headers for application determination. Without HTTP preprocessor, AppId preprocessor will identify only non-HTTP applications.

• LuaJIT version 2.0.2 must be installed on host where snort is being compiled and run. Newer versions of LuaJIT are not tested for compatibility.

**Preprocessor Configuration**

AppId dynamic preprocessor is enabled by default (from snort-2.9.12). The preprocessor can be disabled during build time by including the following option in ./configure:

--disable-open-appid

The configuration name is "appid":

The preprocessor name is appid.

preprocessor appid

**Option syntax**

<table>
<thead>
<tr>
<th>Option</th>
<th>Argument</th>
<th>Required</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>app_detector_dir</td>
<td>&lt;directory&gt;</td>
<td>NO</td>
<td>app_detector_dir { /usr/local/etc/appid }</td>
</tr>
<tr>
<td>app_stats_filename</td>
<td>&lt;filename&gt;</td>
<td>NO</td>
<td>NULL</td>
</tr>
<tr>
<td>app_stats_period</td>
<td>&lt;time in seconds&gt;</td>
<td>NO</td>
<td>300 seconds</td>
</tr>
<tr>
<td>app_stats_rollover_size</td>
<td>&lt;disk size in bytes&gt;</td>
<td>NO</td>
<td>20 MB</td>
</tr>
<tr>
<td>app_stats_rollover_time</td>
<td>&lt;time in seconds&gt;</td>
<td>NO</td>
<td>1 day</td>
</tr>
<tr>
<td>memcap</td>
<td>&lt;memory limit bytes&gt;</td>
<td>NO</td>
<td>256 MB</td>
</tr>
<tr>
<td>debug</td>
<td>&quot;yes&quot;</td>
<td>NO</td>
<td>disabled</td>
</tr>
<tr>
<td>dump_ports</td>
<td>No</td>
<td>NO</td>
<td>disabled</td>
</tr>
</tbody>
</table>

**Option explanations**

app_detector_dir

specifies base path where Cisco provided detectors and application configuration files are installed by ODP (Open Detector Package) package. The package contains Lua detectors and some application metadata. Customer written detectors are stored in subdirectory "custom" under the same base path.

*Syntax*

    app_detector_dir <directory name>

*Examples*

    app_detector_dir /usr/local/cisco/apps

app_stats_filename

name of file. If this configuration is missing, application stats are disabled.

*Syntax*

    app_stats_filename <filename>
Examples

    app_stats_filename appStats.log

app_stats_period

    bucket size in seconds. Default 5 minutes.
    Syntax
    app_stats_period <time in seconds>

Examples

    app_stats_period 15

app_stats_rollover_size

    file size which will cause file rollover. Default 20 MB.
    Syntax
    app_stats_rollover_size <file size in bytes>

Examples

    app_stats_rollover_size 2000000

app_stats_rollover_time >

    time since file creation which will cause rollover. Default 1 day.
    Syntax
    app_stats_rollover_time <time in seconds>

Examples

    app_stats_rollover_time 3600

memcap >

    upper bound for memory used by AppId internal structures. Default 32MB.
    Syntax
    memcap <memory in bytes>

Examples

    memcap 100000000

dump_ports >

    prints port only detectors and information on active detectors. Used for troubleshooting.
    Syntax
    dump_ports "yes"|"no"

Examples

    dump_ports "yes"

dump >

    used in some old detectors for debugging.
    Syntax
    debug

Examples

    debug
    debug

Default configuration

    preprocessor appid
Rule Options

The AppId preprocessor adds 1 new rule option as follows:

```
appid
```

The preprocessor must be enabled for this rule option to work.

```
appid
```

The rule option allows users to customize rules to specific application in a simple manner. The option can take up to 10 application names separated by spaces, tabs, or commas. Application names in rules are the names you will see in last column in appMapping.data file. A rule is considered a match if one of the appId in a rule match an appId in a session.

For client side packets, payloadAppId in a session is matched with all AppIds in a rule. Thereafter miscAppId, clientAppId and serviceAppId are matched. Since Alert Events contain one AppId, only the first match is reported. If rule without appId option matches, then the most specific appId (in order of payload, misc, client, server) is reported.

The same logic is followed for server side packets with one exception. Order of matching is changed to make serviceAppId higher then clientAppId.

Syntax

```
appid:<list of application names>
```

Examples

```
appid: http;
appid: ftp, ftp-data;
appid: cnn.com, zappos;
```

Application Rule Events

A new event type is defined for logging application name in Snort Alerts in unified2 format only. These events contain only one application name. The Events can be enabled for unified2 output using `appid_event_types` keyword.

For example, the following configuration will log alert in my.alert file with application name.

```
output alert_unified2: filename my.alert, appid_event_types
```

u2spewfoo, u2openappid, u2streamer tools can be used to print alerts in new format. Each event will display additional application name at the end of the event.

Examples

```
#> u2spewfoo outputs the following event format
(Event)
sensor id: 0  event id: 6  event second: 1292962302  event microsecond: 227323
sig id: 18763  gen id: 1  revision: 4  classification: 0
priority: 0  ip source: 98.27.88.56  ip destination: 10.4.10.79
src port: 80  dest port: 54767  protocol: 6  impact\_flag: 0  blocked: 0
mpls label: 0  vland id: 0  policy id: 0  appid: zappos
```

Application Usage Statistics

AppId preprocessor prints application network usage periodically in snort log directory in unified2 format. File name, time interval for statistic and file rollover are controlled by appId preprocessor configuration. u2spewfoo, u2openappid, u2streamer tools can be used to print contents of these files. An example output from u2openappid tools is as follows:

```
statTime="1292962290",appName="firefox",txBytes="9395",rxBytes="77021"
statTime="1292962290",appName="google\_analytic",txBytes="2024",rxBytes="928"
statTime="1292962290",appName="http",txBytes="28954",rxBytes="238000"
statTime="1292962290",appName="zappos",txBytes="26930",rxBytes="237072"
```
Open Detector Package (ODP) Installation

Application detectors from Snort team will be delivered in a separate package called Open Detector Package. ODP is a package that contains the following artifacts:

1. Application detectors in Lua language.

2. Port detectors, which are port only application detectors, in meta-data in YAML format.

3. appMapping.data file containing application metadata. This file should not be modified. The first column contains application identifier and second column contains application name. Other columns contain internal information.

4. Lua library files DetectorCommon.lua, flowTrackerModule.lua and hostServiceTrackerModule.lua

User can install ODP package in any directory of its choosing and configure this directory in app.detector.dir option in appld preprocessor configuration. Installing ODP will not modify any subdirectory named custom, where user-created detectors are located.

When installed, ODP will create following sub-directories:

- odp/port //Cisco port-only detectors
- odp/lua //Cisco Lua detectors
- odp/libs //Cisco Lua modules

User Created Application Detectors

Users can create new applications by coding detectors in Lua language. Users can also copy Snort team provided detectors into custom subdirectory and customize the detector. A document will be posted on Snort Website with details on API usage.

Users must organize their Lua detectors and libraries by creating the following directory structure, under ODP installation directory.

- custom/port //port-only detectors
- custom/lua //Lua detectors
- custom/libs //Lua modules

2.3 Decoder and Preprocessor Rules

Decoder and preprocessor rules allow one to enable and disable decoder and preprocessor events on a rule by rule basis. They also allow one to specify the rule type or action of a decoder or preprocessor event on a rule by rule basis.

Decoder config options will still determine whether or not to generate decoder events. For example, if config disable_decode_alerts is in snort.conf, decoder events will not be generated regardless of whether or not there are corresponding rules for the event. Also note that if the decoder is configured to enable drops, e.g. config enable_decode_drops, these options will take precedence over the event type of the rule. A packet will be dropped if either a decoder config drop option is in snort.conf or the decoder or preprocessor rule type is drop. Of course, the drop cases only apply if Snort is running inline. See doc/README.decode for config options that control decoder events.

2.3.1 Configuring

The decoder and preprocessor rules are located in the preproc_rules/ directory in the top level source tree, and have the names decoder.rules and preprocessor.rules respectively. These files are updated as new decoder and preprocessor events are added to Snort. The gen-msg.map under etc directory is also updated with new decoder and preprocessor rules.
To enable these rules in `snort.conf`, define the path to where the rules are located and uncomment the `include` lines in `snort.conf` that reference the rules files.

```plaintext
var PREPROC_RULE_PATH /path/to/preproc_rules
...
include $PREPROC_RULE_PATH/preprocessor.rules
include $PREPROC_RULE_PATH/decoder.rules
```

To disable any rule, just comment it with a `#` or remove the rule completely from the file (commenting is recommended).

To change the rule type or action of a decoder/preprocessor rule, just replace `alert` with the desired rule type. Any one of the following rule types can be used:

- alert
- log
- pass
- drop
- sdrop
- reject

For example one can change:

```plaintext
alert ( msg: "DECODE_NOT_IPV4_DGRAM"; sid: 1; gid: 116; rev: 1; \
   metadata: rule-type decode ; classtype:protocol-command-decode;)
```

to

```plaintext
drop ( msg: "DECODE_NOT_IPV4_DGRAM"; sid: 1; gid: 116; rev: 1; \
   metadata: rule-type decode ; classtype:protocol-command-decode;)
```

to drop (as well as alert on) packets where the Ethernet protocol is IPv4 but version field in IPv4 header has a value other than 4.

See `README.decode`, `README.gre` and the various preprocessor READMEs for descriptions of the rules in `decoder.rules` and `preprocessor.rules`.

The generator ids (gid) for different preprocessors and the decoder are as follows:

### 2.3.2 Reverting to original behavior

The following config option in `snort.conf` will make Snort revert to the old behavior:

```plaintext
config autogenerate_preprocessor_decoder_rules
```

Note that if you want to revert to the old behavior, you also have to remove the decoder and preprocessor rules and any reference to them from `snort.conf`, otherwise they will be loaded. This option applies to rules not specified and the default behavior is to alert.

### 2.4 Event Processing

Snort provides a variety of mechanisms to tune event processing to suit your needs:
<table>
<thead>
<tr>
<th>Generator Id</th>
<th>Module</th>
</tr>
</thead>
<tbody>
<tr>
<td>105</td>
<td>Back Orifice preprocessor</td>
</tr>
<tr>
<td>106</td>
<td>RPC Decode preprocessor</td>
</tr>
<tr>
<td>112</td>
<td>Arpspoof preprocessor</td>
</tr>
<tr>
<td>116</td>
<td>Snort Decoder</td>
</tr>
<tr>
<td>119</td>
<td>HTTP Inspect preprocessor (Client)</td>
</tr>
<tr>
<td>120</td>
<td>HTTP Inspect preprocessor (Server)</td>
</tr>
<tr>
<td>122</td>
<td>Portscan preprocessor</td>
</tr>
<tr>
<td>123</td>
<td>Frag3 preprocessor</td>
</tr>
<tr>
<td>124</td>
<td>SMTP preprocessor</td>
</tr>
<tr>
<td>125</td>
<td>FTP (FTP) preprocessor</td>
</tr>
<tr>
<td>126</td>
<td>FTP (Telnet) preprocessor</td>
</tr>
<tr>
<td>127</td>
<td>ISAKMP preprocessor</td>
</tr>
<tr>
<td>128</td>
<td>SSH preprocessor</td>
</tr>
<tr>
<td>129</td>
<td>Stream preprocessor</td>
</tr>
<tr>
<td>131</td>
<td>DNS preprocessor</td>
</tr>
<tr>
<td>132</td>
<td>Skype preprocessor</td>
</tr>
<tr>
<td>133</td>
<td>DceRpc2 preprocessor</td>
</tr>
<tr>
<td>134</td>
<td>PPM preprocessor</td>
</tr>
<tr>
<td>136</td>
<td>Reputation preprocessor</td>
</tr>
<tr>
<td>137</td>
<td>SSL preprocessor</td>
</tr>
<tr>
<td>139</td>
<td>SDF preprocessor</td>
</tr>
<tr>
<td>140</td>
<td>SIP preprocessor</td>
</tr>
<tr>
<td>141</td>
<td>IMAP preprocessor</td>
</tr>
<tr>
<td>142</td>
<td>POP preprocessor</td>
</tr>
<tr>
<td>143</td>
<td>GTP preprocessor</td>
</tr>
</tbody>
</table>

- **Detection Filters**

  You can use detection filters to specify a threshold that must be exceeded before a rule generates an event. This is covered in section 3.7.7.

- **Rate Filters**

  You can use rate filters to change a rule action when the number or rate of events indicates a possible attack.

- **Event Filters**

  You can use event filters to reduce the number of logged events for noisy rules. This can be tuned to significantly reduce false alarms.

- **Event Suppression**

  You can completely suppress the logging of uninteresting events.

### 2.4.1 Rate Filtering

`rate_filter` provides rate based attack prevention by allowing users to configure a new action to take for a specified time when a given rate is exceeded. Multiple rate filters can be defined on the same rule, in which case they are evaluated in the order they appear in the configuration file, and the first applicable action is taken.

#### Format

Rate filters are used as standalone configurations (outside of a rule) and have the following format:

```
rate_filter \
    gen_id <gid>, sig_id <sid>, \
```
track <by_src|by_dst|by_rule>, \ 
count <c>, seconds <s>, \ 
new_action alert|drop|pass|log|sdrop|reject, \ 
timeout <seconds> \ 
[, apply_to <ip-list>]

The options are described in the table below - all are required except `apply_to`, which is optional.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>track by_src</code></td>
<td>rate is tracked either by source IP address, destination IP address, or by rule. This means the match statistics are maintained for each unique source IP address, for each unique destination IP address, or they are aggregated at rule level. For rules related to Stream sessions, source and destination means client and server respectively. <code>track by_rule</code> and <code>apply_to</code> may not be used together.</td>
</tr>
<tr>
<td><code>count c</code></td>
<td>the maximum number of rule matches in <code>s</code> seconds before the rate filter limit is exceeded. <code>c</code> must be nonzero value.</td>
</tr>
<tr>
<td><code>seconds s</code></td>
<td>the time period over which <code>count</code> is accrued. 0 seconds means count is a total count instead of a specific rate. For example, <code>rate_filter</code> may be used to detect if the number of connections to a specific server exceed a specific count. 0 seconds only applies to internal rules (gen_id 135) and other use will produce a fatal error by Snort.</td>
</tr>
<tr>
<td>`new_action alert</td>
<td>drop</td>
</tr>
<tr>
<td><code>timeout t</code></td>
<td>revert to the original rule action after <code>t</code> seconds. If <code>t</code> is 0, then rule action is never reverted back. An <code>event_filter</code> may be used to manage number of alerts after the rule action is enabled by <code>rate_filter</code>.</td>
</tr>
<tr>
<td><code>apply_to &lt;ip-list&gt;</code></td>
<td>restrict the configuration to only source or destination IP address (indicated by <code>track</code> parameter) determined by <code>&lt;ip-list&gt;</code>. <code>track by_rule</code> and <code>apply_to</code> may not be used together. Note that events are generated during the timeout period, even if the rate falls below the configured limit.</td>
</tr>
</tbody>
</table>

Examples

Example 1 - allow a maximum of 100 connection attempts per second from any one IP address, and block further connection attempts from that IP address for 10 seconds:

```
rate_filter \ 
  gen_id 135, sig_id 1, \ 
  track by_src, \ 
  count 100, seconds 1, \ 
  new_action drop, timeout 10
```

Example 2 - allow a maximum of 100 successful simultaneous connections from any one IP address, and block further connection attempts from that IP address for 10 seconds:

```
rate_filter \ 
  gen_id 135, sig_id 2, \ 
  track by_src, \ 
  count 100, seconds 0, \ 
  new_action drop, timeout 10
```
2.4.2 Event Filtering

Event filtering can be used to reduce the number of logged alerts for noisy rules by limiting the number of times a particular event is logged during a specified time interval. This can be tuned to significantly reduce false alarms.

There are 3 types of event filters:

- **limit**
  Alerts on the 1st $m$ events during the time interval, then ignores events for the rest of the time interval.

- **threshold**
  Alerts every $m$ times we see this event during the time interval.

- **both**
  Alerts once per time interval after seeing $m$ occurrences of the event, then ignores any additional events during the time interval.

**Format**

```plaintext
event_filter \
  gen_id <gid>, sig_id <sid>, \ 
  type <limit|threshold|both>, \ 
  track <by_src|by_dst>, \ 
  count <c>, seconds <s>
```

```plaintext
threshold \
  gen_id <gid>, sig_id <sid>, \ 
  type <limit|threshold|both>, \ 
  track <by_src|by_dst>, \ 
  count <c>, seconds <s>
```

**Option**

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>gen_id &lt;gid&gt;</td>
<td>Specify the generator ID of an associated rule. gen_id 0, sig_id 0 can be used to specify a &quot;global&quot; threshold that applies to all rules.</td>
</tr>
<tr>
<td>sig_id &lt;sid&gt;</td>
<td>Specify the signature ID of an associated rule. sig_id 0 specifies a &quot;global&quot; filter because it applies to all sig_ids for the given gen_id.</td>
</tr>
<tr>
<td>type limit</td>
<td>threshold</td>
</tr>
<tr>
<td>track by_src</td>
<td>by_dst</td>
</tr>
<tr>
<td>count c</td>
<td>number of rule matching in s seconds that will cause event_filter limit to be exceeded. c must be nonzero value. A value of -1 disables the event filter and can be used to override the global event_filter.</td>
</tr>
<tr>
<td>seconds s</td>
<td>time period over which count is accrued. s must be nonzero value.</td>
</tr>
</tbody>
</table>

threshold is an alias for event_filter. Both formats are equivalent and support the options described below - all are required. threshold is deprecated and will not be supported in future releases.
Only one event_filter may be defined for a given gen_id, sig_id. If more than one event_filter is applied to a specific gen_id, sig_id pair, Snort will terminate with an error while reading the configuration information.

Event filters with sig_id 0 are considered "global" because they apply to all rules with the given gen_id. If gen_id is also 0, then the filter applies to all rules. (gen_id 0, sig_id != 0 is not allowed). Standard filtering tests are applied first, if they do not block an event from being logged, the global filtering test is applied. Thresholds in a rule (deprecated) will override a global event_filter. Global event_filters do not override what's in a signature or a more specific stand-alone event_filter.

Event filters can be used to suppress excessive rate_filter alerts, however, the first new_action event of the timeout period is never suppressed. Such events indicate a change of state that are significant to the user monitoring the network.

Examples

Limit logging to 1 event per 60 seconds:

```
event_filter \n  gen_id 1, sig_id 1851, \n  type limit, track by_src, \n  count 1, seconds 60
```

Limit logging to every 3rd event:

```
event_filter \n  gen_id 1, sig_id 1852, \n  type threshold, track by_src, \n  count 3, seconds 60
```

Limit logging to just 1 event per 60 seconds, but only if we exceed 30 events in 60 seconds:

```
event_filter \n  gen_id 1, sig_id 1853, \n  type both, track by_src, \n  count 30, seconds 60
```

Limit to logging 1 event per 60 seconds per IP triggering each rule (rule gen_id is 1):

```
event_filter \n  gen_id 1, sig_id 0, \n  type limit, track by_src, \n  count 1, seconds 60
```

Limit to logging 1 event per 60 seconds per IP, triggering each rule for each event generator:

```
event_filter \n  gen_id 0, sig_id 0, \n  type limit, track by_src, \n  count 1, seconds 60
```
Events in Snort are generated in the usual way, event filters are handled as part of the output system. Read genmsg.map for details on gen ids.

Users can also configure a memcap for threshold with a “config:” option:

```plaintext
config event_filter: memcap <bytes>

# this is deprecated:
config threshold: memcap <bytes>
```

### 2.4.3 Event Suppression

Event suppression stops specified events from firing without removing the rule from the rule base. Suppression uses an IP list to select specific networks and users for suppression. Suppression tests are performed prior to either standard or global thresholding tests.

Suppression are standalone configurations that reference generators, SIDs, and IP addresses via an IP list. This allows a rule to be completely suppressed, or suppressed when the causative traffic is going to or coming from a specific IP or group of IP addresses.

You may apply multiple suppressions to a non-zero SID. You may also combine one `event_filter` and several suppressions to the same non-zero SID.

**Format**

The suppress configuration has two forms:

```plaintext
suppress \
  gen_id <gid>, sig_id <sid>

suppress \
  gen_id <gid>, sig_id <sid>, \n  track <by_src|by_dst>, ip <ip-list>
```

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>gen_id &lt;gid&gt;</td>
<td>Specify the generator ID of an associated rule. gen_id 0, sig_id 0 can be used to specify a “global” threshold that applies to all rules.</td>
</tr>
<tr>
<td>sig_id &lt;sid&gt;</td>
<td>Specify the signature ID of an associated rule. sig_id 0 specifies a “global” filter because it applies to all sig_ids for the given gen_id.</td>
</tr>
<tr>
<td>track by_src</td>
<td>by_dst</td>
</tr>
<tr>
<td>ip &lt;list&gt;</td>
<td>Restrict the suppression to only source or destination IP addresses (indicated by track parameter) determined by ip &lt;list&gt;. If track is provided, ip must be provided as well.</td>
</tr>
</tbody>
</table>

**Examples**

Suppress this event completely:

```plaintext
suppress gen_id 1, sig_id 1852:
```

Suppress this event from this IP:

```
```
suppress gen_id 1, sig_id 1852, track by_src, ip 10.1.1.54

Suppress this event to this CIDR block:

suppress gen_id 1, sig_id 1852, track by_dst, ip 10.1.1.0/24

2.4.4 Event Logging

Snort supports logging multiple events per packet/stream that are prioritized with different insertion methods, such as max content length or event ordering using the event queue.

The general configuration of the event queue is as follows:

```
config event_queue: [max_queue [size]] [log [size]] [order_events [TYPE]]
```

Event Queue Configuration Options

There are three configuration options to the configuration parameter `event_queue`.

1. **max_queue**
   This determines the maximum size of the event queue. For example, if the event queue has a max size of 8, only 8 events will be stored for a single packet or stream.
   The default value is 8.

2. **log**
   This determines the number of events to log for a given packet or stream. You can’t log more than the max_event number that was specified.
   The default value is 3.

3. **order_events**
   This argument determines the way that the incoming events are ordered. We currently have two different methods:
   - **priority** - The highest priority (1 being the highest) events are ordered first.
   - **content_length** - Rules are ordered before decode or preprocessor alerts, and rules that have a longer content are ordered before rules with shorter contents.

   The method in which events are ordered does not affect rule types such as pass, alert, log, etc.
   The default value is content_length.

Event Queue Configuration Examples

The default configuration:

```
config event_queue: max_queue 8 log 3 order_events content_length
```

Example of a reconfigured event queue:

```
config event_queue: max_queue 10 log 3 order_events content_length
```

Use the default event queue values, but change event order:

```
config event_queue: order_events priority
```

Use the default event queue values but change the number of logged events:

```
config event_queue: log 2
```
2.4.5 Event Trace

Snort supports logging additional information to a file about the events it is generating relative to specific blocks of data that are matching the rule. The blocks of data logged include information about the event, the GID, SID, and other data related to the event itself, plus packet data including sizes, timestamps, raw, normalized, and decompressed buffers extracted from the packet that may have been used in evaluating the rule. The amount of packet data written is limited with each entry. This is useful in debugging rules.

The config option event_trace to snort.conf provides this control.

The general configuration for event tracing is as follows:

```
config event_trace: [file <filename>] [max_data <int>]
```

There are two configuration options for event_trace.

1. **file**
   - This sets the file name into which the trace data is written, within Snort’s log directory (see -l command line option).
   - The default is event_trace.txt.

2. **max_data**
   - This specifies the maximum number of bytes from each buffer of data to write into the file.
   - The default is 64 bytes and valid values range from 1 to 65535 bytes.

Event Trace Examples

The default configuration:

```
config event_trace: file event_trace.txt max_data 64
```

Use the default file, but change the amount of data logged:

```
config event_trace: max_data 128
```

Change the file name to which event traces are logged:

```
config event_trace: file snort_event_trace.out
```

2.5 Performance Profiling

Snort can provide statistics on rule and preprocessor performance. Each require only a simple config option to snort.conf and Snort will print statistics on the worst (or all) performers on exit. When a file name is provided in profile_rules or profile_preprocs, the statistics will be saved in these files. If append is not specified, a new file will be created each time Snort is run. The filenames will have timestamps appended to them. These files will be found in the logging directory.

To use this feature, you must build snort with the --enable-perfprofiling option to the configure script.
2.5.1 Rule Profiling

Format

```lua
config profile_rules: |
   print [all | <num>], |
   sort <sort_option> |
   [,filename <filename> [append]]
```

- `<num>` is the number of rules to print
- `<sort_option>` is one of:
  - checks
  - matches
  - nomatches
  - avg_ticks
  - avg_ticks_per_match
  - avg_ticks_per_nomatch
  - total_ticks
- `<filename>` is the output filename
- `[append]` dictates that the output will go to the same file each time (optional)

Examples

- Print all rules, sort by avg_ticks (default configuration if option is turned on)
  ```lua
  config profile_rules
  ```
- Print all rules, sort by avg_ticks, and append to file rules_stats.txt
  ```lua
  config profile_rules: filename rules_stats.txt append
  ```
- Print the top 10 rules, based on highest average time
  ```lua
  config profile_rules: print 10, sort avg_ticks
  ```
- Print all rules, sorted by number of checks
  ```lua
  config profile_rules: print all, sort checks
  ```
- Print top 100 rules, based on total time
  ```lua
  config profile_rules: print 100, sort total_ticks
  ```
- Print with default options, save results to performance.txt each time
  ```lua
  config profile_rules: filename performance.txt append
  ```
- Print top 20 rules, save results to perf.txt with timestamp in filename
  ```lua
  config profile_rules: print 20, filename perf.txt
  ```
Output

Snort will print a table much like the following at exit.

Configuration line used to print the above table:

```plaintext
config profile.rules: print 4, sort total_ticks
```

The columns represent:

- Number (rank)
- Sig ID
- Generator ID
- Checks (number of times rule was evaluated after fast pattern match within portgroup or any->any rules)
- Matches (number of times ALL rule options matched, will be high for rules that have no options)
- Alerts (number of alerts generated from this rule)
- CPU Ticks
- Avg Ticks per Check
- Avg Ticks per Match
- Avg Ticks per Nonmatch

Interpreting this info is the key. The Microsecs (or Ticks) column is important because that is the total time spent evaluating a given rule. But, if that rule is causing alerts, it makes sense to leave it alone.

A high Avg/Check is a poor performing rule, that most likely contains PCRE. High Checks and low Avg/Check is usually an any->any rule with few rule options and no content. Quick to check, the few options may or may not match. We are looking at moving some of these into code, especially those with low SIDs.

By default, this information will be printed to the console when Snort exits. You can use the "filename" option in snort.conf to specify a file where this will be written. If "append" is not specified, a new file will be created each time Snort is run. The filenames will have timestamps appended to them. These files will be found in the logging directory.

### 2.5.2 Preprocessor Profiling

**Format**

```plaintext
config profile_preprocs: \n   print [all | <num>], \n   sort <sort_option> \n   [, filename <filename> [append]]
```

- `<num>` is the number of preprocessors to print
• `<sort_option>` is one of:
  
  checks  
  avg_ticks  
  total_ticks  

• `<filename>` is the output filename

• `[append]` dictates that the output will go to the same file each time (optional)

Examples

• Print all preprocessors, sort by avg_ticks (default configuration if option is turned on)
  
  config profile preprocs  

• Print all preprocessors, sort by avg_ticks, and append to file preprocs_stats.txt
  
  config profile preprocs: filename preprocs_stats.txt append  

• Print the top 10 preprocessors, based on highest average time
  
  config profile preprocs: print 10, sort avg_ticks  

• Print all preprocessors, sorted by number of checks
  
  config profile preprocs: print all, sort checks  

Output

Snort will print a table much like the following at exit.

Configuration line used to print the above table:

```
config profile preprocs: \
  print 10, sort total_ticks
```

The columns represent:

• Number (rank) - The number is indented for each layer. Layer 1 preprocessors are listed under their respective caller (and sorted similarly).

• Preprocessor Name

• Layer - When printing a specific number of preprocessors all subtasks info for a particular preprocessor is printed for each layer 0 preprocessor stat.

• Checks (number of times preprocessor decided to look at a packet, ports matched, app layer header was correct, etc)

• Exits (number of corresponding exits – just to verify code is instrumented correctly, should ALWAYS match Checks, unless an exception was trapped)

• CPU Ticks

• Avg Ticks per Check

• Percent of caller - For non layer 0 preprocessors, i.e. subroutines within preprocessors, this identifies the percent of the caller’s ticks that is spent for this subtask.

Because of task swapping, non-instrumented code, and other factors, the Pct of Caller field will not add up to 100% of the caller’s time. It does give a reasonable indication of how much relative time is spent within each subtask.

By default, this information will be printed to the console when Snort exits. You can use the “filename” option in snort.conf to specify a file where this will be written. If “append” is not specified, a new file will be created each time Snort is run. The filenames will have timestamps appended to them. These files will be found in the logging directory.
<table>
<thead>
<tr>
<th>Num</th>
<th>Preprocessor Layer</th>
<th>Checks</th>
<th>Exits</th>
<th>Microsecs</th>
<th>Avg/Check</th>
<th>Pct of Caller</th>
<th>Pct of Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>detect</td>
<td>0</td>
<td>338181</td>
<td>338181</td>
<td>9054573</td>
<td>26.77</td>
<td>64.62</td>
</tr>
<tr>
<td>1</td>
<td>rule eval</td>
<td>1</td>
<td>256978</td>
<td>256978</td>
<td>2570596</td>
<td>10.00</td>
<td>28.39</td>
</tr>
<tr>
<td>1</td>
<td>rule tree eval</td>
<td>2</td>
<td>399860</td>
<td>399860</td>
<td>2520629</td>
<td>6.30</td>
<td>98.06</td>
</tr>
<tr>
<td>1</td>
<td>pcre</td>
<td>3</td>
<td>51328</td>
<td>51328</td>
<td>505636</td>
<td>9.85</td>
<td>20.06</td>
</tr>
<tr>
<td>2</td>
<td>byte_jump</td>
<td>3</td>
<td>6</td>
<td>6</td>
<td>7</td>
<td>1.30</td>
<td>0.00</td>
</tr>
<tr>
<td>3</td>
<td>content</td>
<td>3</td>
<td>1077588</td>
<td>1077588</td>
<td>1123373</td>
<td>1.04</td>
<td>44.57</td>
</tr>
<tr>
<td>4</td>
<td>uricontent</td>
<td>3</td>
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<td>106498</td>
<td>79685</td>
<td>0.75</td>
<td>3.16</td>
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<td>5</td>
<td>byte_test</td>
<td>3</td>
<td>9951</td>
<td>9951</td>
<td>5709</td>
<td>0.57</td>
<td>0.23</td>
</tr>
<tr>
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<td>lsadata</td>
<td>3</td>
<td>8086</td>
<td>8486</td>
<td>3192</td>
<td>0.38</td>
<td>0.13</td>
</tr>
<tr>
<td>7</td>
<td>flowbits</td>
<td>3</td>
<td>135739</td>
<td>135739</td>
<td>35365</td>
<td>0.26</td>
<td>1.40</td>
</tr>
<tr>
<td>8</td>
<td>flags</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>0</td>
<td>0.20</td>
<td>0.00</td>
</tr>
<tr>
<td>9</td>
<td>preproc_rule_options</td>
<td>3</td>
<td>15499</td>
<td>15499</td>
<td>1939</td>
<td>0.13</td>
<td>0.00</td>
</tr>
<tr>
<td>10</td>
<td>flow</td>
<td>3</td>
<td>394817</td>
<td>394817</td>
<td>36420</td>
<td>0.09</td>
<td>1.44</td>
</tr>
<tr>
<td>11</td>
<td>file_data</td>
<td>3</td>
<td>15957</td>
<td>15957</td>
<td>1264</td>
<td>0.08</td>
<td>0.05</td>
</tr>
<tr>
<td>12</td>
<td>ack</td>
<td>3</td>
<td>4</td>
<td>4</td>
<td>0</td>
<td>0.07</td>
<td>0.00</td>
</tr>
<tr>
<td>2</td>
<td>rtn eval</td>
<td>2</td>
<td>36928</td>
<td>36928</td>
<td>17500</td>
<td>0.47</td>
<td>0.68</td>
</tr>
<tr>
<td>2</td>
<td>mpse</td>
<td>1</td>
<td>646528</td>
<td>646528</td>
<td>5840244</td>
<td>9.03</td>
<td>64.50</td>
</tr>
<tr>
<td>2</td>
<td>s5</td>
<td>0</td>
<td>310080</td>
<td>310080</td>
<td>3270702</td>
<td>10.55</td>
<td>23.34</td>
</tr>
<tr>
<td>1</td>
<td>s5Tcp</td>
<td>1</td>
<td>310080</td>
<td>310080</td>
<td>2993020</td>
<td>9.65</td>
<td>91.51</td>
</tr>
<tr>
<td>1</td>
<td>s5TcpState</td>
<td>2</td>
<td>304484</td>
<td>304484</td>
<td>2559085</td>
<td>8.40</td>
<td>85.50</td>
</tr>
<tr>
<td>1</td>
<td>s5TcpFlush</td>
<td>3</td>
<td>22148</td>
<td>22148</td>
<td>70681</td>
<td>3.19</td>
<td>2.76</td>
</tr>
<tr>
<td>1</td>
<td>s5TcpProcessRebuilt</td>
<td>4</td>
<td>22132</td>
<td>22132</td>
<td>2018748</td>
<td>91.21</td>
<td>2856.11</td>
</tr>
<tr>
<td>2</td>
<td>s5TcpBuildPacket</td>
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<td>22132</td>
<td>22132</td>
<td>34965</td>
<td>1.58</td>
<td>49.47</td>
</tr>
<tr>
<td>2</td>
<td>s5TcpData</td>
<td>3</td>
<td>184186</td>
<td>184186</td>
<td>120794</td>
<td>0.66</td>
<td>4.72</td>
</tr>
<tr>
<td>1</td>
<td>s5TcpFktInsert</td>
<td>4</td>
<td>46249</td>
<td>46249</td>
<td>89299</td>
<td>1.93</td>
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</tr>
<tr>
<td>2</td>
<td>s5TcpNewGess</td>
<td>2</td>
<td>5777</td>
<td>5777</td>
<td>37958</td>
<td>6.57</td>
<td>1.27</td>
</tr>
<tr>
<td>3</td>
<td>httpinspect</td>
<td>0</td>
<td>204751</td>
<td>204751</td>
<td>1814731</td>
<td>8.86</td>
<td>12.95</td>
</tr>
<tr>
<td>5</td>
<td>ssl</td>
<td>0</td>
<td>10780</td>
<td>10780</td>
<td>16283</td>
<td>1.51</td>
<td>0.12</td>
</tr>
<tr>
<td>5</td>
<td>decode</td>
<td>0</td>
<td>312638</td>
<td>312638</td>
<td>437860</td>
<td>1.40</td>
<td>3.12</td>
</tr>
<tr>
<td>6</td>
<td>DceRpcMain</td>
<td>0</td>
<td>155358</td>
<td>155358</td>
<td>186061</td>
<td>1.20</td>
<td>1.33</td>
</tr>
<tr>
<td>1</td>
<td>DceRpcSession</td>
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<td>155358</td>
<td>156193</td>
<td>1.01</td>
<td>83.95</td>
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<td>7</td>
<td>backorifice</td>
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<td>77</td>
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<td>0.55</td>
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<td>0.12</td>
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<td>0.27</td>
<td>0.05</td>
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<td>10</td>
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<td>0</td>
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<td>28</td>
<td>5</td>
<td>0.18</td>
<td>0.00</td>
</tr>
<tr>
<td>total</td>
<td>total</td>
<td>0</td>
<td>311202</td>
<td>311202</td>
<td>14011946</td>
<td>45.03</td>
<td>0.00</td>
</tr>
</tbody>
</table>

Figure 2.2: Preprocessor Profiling Example Output
2.5.3 Packet Performance Monitoring (PPM)

PPM provides thresholding mechanisms that can be used to provide a basic level of latency control for snort. It does not provide a hard and fast latency guarantee but should in effect provide a good average latency control. Both rules and packets can be checked for latency. The action taken upon detection of excessive latency is configurable. The following sections describe configuration, sample output, and some implementation details worth noting.

To use PPM, you must build with the –enable-ppm or the –enable-sourcefire option to configure.

PPM is configured as follows:

```
# Packet configuration:
config ppm: max-pkt-time <micro-secs>, \
    fastpath-expensive-packets, \
    pkt-log, \
    debug-pkts

# Rule configuration:
config ppm: max-rule-time <micro-secs>, \
    threshold count, \
    suspend-expensive-rules, \
    suspend-timeout <seconds>, \
    rule-log [log] [alert]
```

Packets and rules can be configured separately, as above, or together in just one config ppm statement. Packet and rule monitoring is independent, so one or both or neither may be enabled.

**Configuration**

**Packet Configuration Options**

- **max-pkt-time <micro-secs>**
  - enables packet latency thresholding using 'micro-secs' as the limit.
  - default is 0 (packet latency thresholding disabled)
  - reasonable starting defaults: 100/250/1000 for 1G/100M/5M nets

- **fastpath-expensive-packets**
  - enables stopping further inspection of a packet if the max time is exceeded
  - default is off

- **pkt-log**
  - enables logging packet event if packet exceeds max-pkt-time
  - default is no logging
  - if no option is given for 'pkt-log', 'pkt-log log' is implied
  - the log option enables output to syslog or console depending upon snort configuration

- **debug-pkts**
  - must build with the –enable-debug option to configure
• enables per packet timing stats to be printed after each packet
• default is off

Rule Configuration Options

max-rule-time <micro-secs>
• enables rule latency thresholding using 'micro-secs' as the limit.
• default is 0 (rule latency thresholding disabled)
• reasonable starting defaults: 100/250/1000 for 1G/100M/5M nets

threshold <count>
• sets the number of cumulative rule time excesses before disabling a rule
• default is 5

suspend-expensive-rules
• enables suspending rule inspection if the max rule time is exceeded
• default is off

suspend-timeout <seconds>
• rule suspension time in seconds
• default is 60 seconds
• set to zero to permanently disable expensive rules

rule-log [log] [alert]
• enables event logging output for rules
• default is no logging
• one or both of the options 'log' and 'alert' must be used with 'rule-log'
• the log option enables output to syslog or console depending upon snort configuration

Examples

Example 1: The following enables packet tracking:

    config ppm: max-pkt-time 100

The following enables rule tracking:

    config ppm: max-rule-time 50, threshold 5

If fastpath-expensive-packets or suspend-expensive-rules is not used, then no action is taken other than to increment the count of the number of packets that should be fastpath’d or the rules that should be suspended. A summary of this information is printed out when snort exits.

Example 2:
The following suspends rules and aborts packet inspection. These rules were used to generate the sample output that follows.
config ppm:
   max-pkt-time 50, fastpath-expensive-packets, \\
   pkt-log, debug-pkts

config ppm:
   max-rule-time 50, threshold 5, suspend-expensive-rules, \\
   suspend-timeout 300, rule-log log alert

Sample Snort Output

Sample Snort Startup Output

Packet Performance Monitor Config:
   ticks per usec : 1600 ticks
   max packet time : 50 usecs
   packet action : fastpath-expensive-packets
   packet logging : log
   debug-pkts : disabled

Rule Performance Monitor Config:
   ticks per usec : 1600 ticks
   max rule time : 50 usecs
   rule action : suspend-expensive-rules
   rule threshold : 5
   suspend timeout : 300 secs
   rule logging : alert log

Sample Snort Run-time Output

...  
PPM: Process-BeginPkt[61] caplen=60
PPM: Pkt[61] Used= 8.15385 usecs
PPM: Process-EndPkt[61]

PPM: Process-BeginPkt[62] caplen=342
PPM: Pkt[62] Used= 65.3659 usecs
PPM: Process-EndPkt[62]

PPM: Pkt-Event Pkt[63] used=56.0438 usecs, 0 rules, 1 nc-rules tested, packet fastpathed
PPM: Process-BeginPkt[63] caplen=60
PPM: Pkt[63] Used= 8.394 usecs
PPM: Process-EndPkt[63]

PPM: Process-BeginPkt[64] caplen=60
PPM: Pkt[64] Used= 8.21764 usecs
PPM: Process-EndPkt[64]

...  

Sample Snort Exit Output

Packet Performance Summary:
   max packet time : 50 usecs
   packet events : 1
   avg pkt time : 0.633125 usecs
Rule Performance Summary:
- max rule time : 50 usecs
- rule events : 0
- avg nc-rule time : 0.2675 usecs

Implementation Details

- Enforcement of packet and rule processing times is done after processing each rule. Latency control is not enforced after each preprocessor.

- This implementation is software based and does not use an interrupt driven timing mechanism and is therefore subject to the granularity of the software based timing tests. Due to the granularity of the timing measurements any individual packet may exceed the user specified packet or rule processing time limit. Therefore this implementation cannot implement a precise latency guarantee with strict timing guarantees. Hence the reason this is considered a best effort approach.

- Since this implementation depends on hardware based high performance frequency counters, latency thresholding is presently only available on Intel and PPC platforms.

- Time checks are made based on the total system time, not processor usage by Snort. This was a conscious design decision because when a system is loaded, the latency for a packet is based on the total system time, not just the processor time the Snort application receives. Therefore, it is recommended that you tune your thresholding to operate optimally when your system is under load.

2.6 Output Modules

Output modules are new as of version 1.6. They allow Snort to be much more flexible in the formatting and presentation of output to its users. The output modules are run when the alert or logging subsystems of Snort are called, after the preprocessors and detection engine. The format of the directives in the config file is very similar to that of the preprocessors.

Multiple output plugins may be specified in the Snort configuration file. When multiple plugins of the same type (log, alert) are specified, they are stacked and called in sequence when an event occurs. As with the standard logging and alerting systems, output plugins send their data to /var/log/snort by default or to a user directed directory (using the -l command line switch).

Output modules are loaded at runtime by specifying the output keyword in the config file:

```plaintext
output <name>: <options>
```

```plaintext
output alert_syslog: log_auth log_alert
```

2.6.1 alert_syslog

This module sends alerts to the syslog facility (much like the -s command line switch). This module also allows the user to specify the logging facility and priority within the Snort config file, giving users greater flexibility in logging alerts.

Available Keywords

Facilities

- log_auth
- log_authpriv
- log_daemon
- log_local0
- log_local1
- log_local2
- log_local3
- log_local4
- log_local5
- log_local6
- log_local7
- log_user

Priorities
- log_emerg
- log_alert
- log_crit
- log_err
- log_warning
- log_notice
- log_info
- log_debug

Options
- log_cons
- log_ndelay
- log_perror
- log_pid

Format

```plaintext
alert_syslog: \n    <facility> <priority> <options>
```

⚠️ NOTE
As WIN32 does not run syslog servers locally by default, a hostname and port can be passed as options. The default host is 127.0.0.1. The default port is 514.

```plaintext
output alert_syslog: \n    [host=<hostname[:<port>],] \n    <facility> <priority> <options>
```
Example

output alert_syslog: host=10.1.1.1:514, <facility> <priority> <options>

2.6.2 alert_fast

This will print Snort alerts in a quick one-line format to a specified output file. It is a faster alerting method than full alerts because it doesn’t need to print all of the packet headers to the output file and because it logs to only 1 file.

Format

output alert_fast: [<filename> ["packet"] [<limit>]]
<limit> ::= <number>[(‘G’|’M’|’K’)]

- filename: the name of the log file. The default name is <logdir>/alert. You may specify ”stdout” for terminal output. The name may include an absolute or relative path.
- packet: this option will cause multiline entries with full packet headers to be logged. By default, only brief single-line entries are logged.
- limit: an optional limit on file size which defaults to 128 MB. The minimum is 1 KB. See 2.6.9 for more information.

Example

output alert_fast: alert.fast

2.6.3 alert_full

This will print Snort alert messages with full packet headers. The alerts will be written in the default logging directory (/var/log/snort) or in the logging directory specified at the command line.

Inside the logging directory, a directory will be created per IP. These files will be decoded packet dumps of the packets that triggered the alerts. The creation of these files slows Snort down considerably. This output method is discouraged for all but the lightest traffic situations.

Format

output alert_full: [<filename> [<limit>]]
<limit> ::= <number>[(‘G’|’M’|’K’)]

- filename: the name of the log file. The default name is <logdir>/alert. You may specify ”stdout” for terminal output. The name may include an absolute or relative path.
- limit: an optional limit on file size which defaults to 128 MB. The minimum is 1 KB. See 2.6.9 for more information.

Example

output alert_full: alert.full
2.6.4 alert_unixsock

Sets up a UNIX domain socket and sends alert reports to it. External programs/processes can listen in on this socket and receive Snort alert and packet data in real time.

Format

    alert_unixsock

Example

    output alert_unixsock

⚠️ NOTE

On FreeBSD, the default `sysctl` value for `net.local.dgram.recvspace` is too low for `alert_unixsock` datagrams and you will likely not receive any data. You can change this value after booting by running:

    $ sudo sysctl net.local.dgram.recvspace=100000

To have this value set on each boot automatically, add the following to `/etc/sysctl.conf`:

    net.local.dgram.recvspace=100000

Note that the value of 100000 may be slightly generous, but the value should be at least 65864.

2.6.5 log_tcpdump

The log_tcpdump module logs packets to a tcpdump-formatted file. This is useful for performing post-process analysis on collected traffic with the vast number of tools that are available for examining tcpdump-formatted files.

Format

    output log_tcpdump: [<filename> [limit]]

    <filename> ::= <number>[('G'|'M'|K')]
    <limit> ::= <number>[('G'|'M'|K')]

- `filename`: the name of the log file. The default name is `<logdir>/snort.log`. The name may include an absolute or relative path. A UNIX timestamp is appended to the filename.
- `limit`: an optional limit on file size which defaults to 128 MB. When a sequence of packets is to be logged, the aggregate size is used to test the rollover condition. See 2.6.9 for more information.

Example

    output log_tcpdump: snort.log

2.6.6 csv

The csv output plugin allows alert data to be written in a format easily importable to a database. The output fields and their order may be customized.
Format

output alert_csv: [filename] [format] [limit]]
<format> ::= "default"|<list>
[list] ::= <field>,<field>)*
[field] ::= "dst"|"src"|"ttl" ...
[limit] ::= <number>[('G'|'M'|K')]

- filename: the name of the log file. The default name is <logdir>/alert.csv. You may specify "stdout" for terminal output. The name may include an absolute or relative path.

- format: The list of formatting options is below. If the formatting option is "default", the output is in the order of the formatting options listed.

  - timestamp
  - sig_generator
  - sig_id
  - sig_rev
  - msg
  - proto
  - src
  - srcport
  - dst
  - dstport
  - ethsrc
  - ethdst
  - ethlen
  - tcpflags
  - tcpseq
  - tcpack
  - tcplen
  - tcpwindow
  - ttl
  - tos
  - id
  - dgmlen
  - iplen
  - icmptype
  - icmpcode
  - icmpid
  - icmpseq

- limit: an optional limit on file size which defaults to 128 MB. The minimum is 1 KB. See 2.6.9 for more information.

Example

output alert_csv: /var/log/alert.csv default

output alert_csv: /var/log/alert.csv timestamp, msg
2.6.7 unified2

Unified2 can work in one of three modes, packet logging, alert logging, or true unified logging. Packet logging includes a capture of the entire packet and is specified with log_unified2. Likewise, alert logging will only log events and is specified with alert_unified2. To include both logging styles in a single, unified file, simply specify unified2.

When MPLS support is turned on, MPLS labels can be included in unified2 events. Use option mpls_event_types to enable this. If option mpls_event_types is not used, then MPLS labels will not be included in unified2 events.

⚠️ NOTE

By default, unified2 files have the file creation time (in Unix Epoch format) appended to each file when it is created.

Format

```
output alert_unified2: \\
    filename <base filename> [, <limit <size in MB>] [, nostamp] [, mpls_event_types] \\
    [, vlan_event_types]

output log_unified2: \\
    filename <base filename> [, <limit <size in MB>] [, nostamp]

output unified2: \\
    filename <base file name> [, <limit <size in MB>] [, nostamp] [, mpls_event_types] \\
    [, vlan_event_types]
```

Example

```
output alert_unified2: filename snort.alert, limit 128, nostamp
output log_unified2: filename snort.log, limit 128, nostamp
output unified2: filename merged.log, limit 128, nostamp
output unified2: filename merged.log, limit 128, nostamp, mpls_event_types
output unified2: filename merged.log, limit 128, nostamp, vlan_event_types
```

Extra Data Configurations

Unified2 also has logging support for various extra data. The following configuration items will enable these extra data logging facilities.

```
config log_ipv6_extra_data
```

This option enables Snort to log IPv6 source and destination address as unified2 extra data events.

See section 2.1.3 for more information

```
enable_xff
```

This option enables HTTP Inspect to parse and log the original client IP present in the X-Forwarded-For, True-Client-IP, or custom HTTP request headers along with the generated events.

See section 2.2.7 for more information

```
log_uri
```
This option enables HTTP Inspect to parse and log the URI data from the HTTP request and log it along with all the generated events for that session. See section 2.2.7 for more information

log_hostname

This option enables HTTP Inspect to parse and log the Host header data from the HTTP request and log it along with all the generated events for that session. See section 2.2.7 for more information

log_mailfrom

This option enables SMTP preprocessor to parse and log the senders email address extracted from the “MAIL FROM” command along with all the generated events for that session. See section 2.2.8 for more information

log_rcptto

This option enables SMTP preprocessor to parse and log the recipients email address extracted from the “RCPT TO” command along with all the generated events for that session. See section 2.2.8 for more information

log_filename

This option enables SMTP preprocessor to parse and log the MIME attachment filenames extracted from the Content-Disposition header within the MIME body along with all the generated events for that session. See section 2.2.8 for more information

log_email_hdrs

This option enables SMTP preprocessor to parse and log the SMTP email headers extracted from the SMTP data along with all the generated events for that session. See section 2.2.8 for more information

Reading Unified2 Files

U2SpewFoo

U2SpewFoo is a lightweight tool for dumping the contents of unified2 files to stdout. Example usage:

    u2spewfoo snort.log
Example Output:

(Event)
  sensor id: 0  event id: 4  event second: 1299698138  event microsecond: 146591
  sig id: 1  gen id: 1  revision: 0  classification: 0
  priority: 0  ip source: 10.1.2.3  ip destination: 10.9.8.7
  src port: 60710  dest port: 80  protocol: 6  impact_flag: 0  blocked: 0

Packet
  sensor id: 0  event id: 4  event second: 1299698138
  packet second: 1299698138  packet microsecond: 146591
  linktype: 1  packet_length: 54
  [  0] 02 09 08 07 06 05 02 01 02 03 04 05 08 00 45 00 ..............E.
  [ 16] 00 28 00 06 00 00 40 06 5C B7 0A 01 02 03 0A 09 .(....@.
  [ 32] 08 07 ED 26 00 50 00 00 62 00 00 00 2D 50 10 ...&.P...b...-P.
  [ 48] 01 00 A2 BB 00 00 ........

(ExtraDataHdr)
  event type: 4  event length: 33

(ExtraData)
  sensor id: 0  event id: 2  event second: 1299698138
  type: 9  datatype: 1  bloblength: 9  HTTP URI: /

(ExtraDataHdr)
  event type: 4  event length: 78

(ExtraData)
  sensor id: 0  event id: 2  event second: 1299698138
  type: 10  datatype: 1  bloblength: 12  HTTP Hostname: example.com

U2Boat

U2boat is a tool for converting unified2 files into different formats.
Currently supported conversion formats are: pcap
Example usage:

  u2boat -t pcap <infile> <outfile>

2.6.8  log null

Sometimes it is useful to be able to create rules that will alert to certain types of traffic but will not cause packet log entries. In Snort 1.8.2, the log_null plugin was introduced. This is equivalent to using the -n command line option but it is able to work within a ruletype.

Format

  output log_null

Example

  output log_null  # like using snort -n
2.6.9 Log Limits

This section pertains to logs produced by `alert_fast`, `alert_full`, `alert_csv`, and `log_tcpdump`. `unified2` also may be given limits. Those limits are described in the respective sections.

When a configured limit is reached, the current log is closed and a new log is opened with a UNIX timestamp appended to the configured log name.

Limits are configured as follows:

```
<limit> ::= <number>[(<gb>|<mb>|<kb>)]
<gb> ::= 'G'/'g'
<mb> ::= 'M'/'m'
<kb> ::= 'K'/'k'
```

Rollover will occur at most once per second so if limit is too small for logging rate, limit will be exceeded. Rollover works correctly if snort is stopped/restarted.

2.7 Host Attribute Table

Snort can use information from an external source(s) to more accurately inspect network traffic. This information saved to a file is known as a host attributes table. Host attributes are used in IPS rule evaluation, IP fragment (see section 2.2.1)/TCP stream (see section 2.2.3) reassembly policy selection, and by the application preprocessors. Host attribute table is loaded during initialization and supports runtime reloads; Snort reloads the host attributes table when it receives the signal `SIGNAL_SNORT_READ_ATTR_TBL` (See 1.11 to learn more).

⚠️ NOTE

To use a host attribute table and service information, Snort must be configured with the –enable-targetbased flag.

2.7.1 Rule evaluation

In rule evaluation, service information can be used instead of the ports when the metadata service(s) in the rule matches the service corresponding to the traffic. If the rule does not have metadata service(s), or the packet service was not matched then the port checks are used exclusively.

2.7.2 Snort Configuration

```
attribute_table filename <PATH/TO/HOSTS.XML>
```

2.7.3 Host Attribute Table File Format

The attribute table uses an XML format and consists of two sections, a mapping section, used to reduce the size of the file for common data elements, and the host attribute section. The mapping section is optional.

Provided below is an example attribute table
<SNORT_ATTRIBUTES>

<ATTRIBUTE_MAP>

  <ENTRY>
    <ID>1</ID>
    <VALUE>Linux</VALUE>
  </ENTRY>

  <ENTRY>
    <ID>2</ID>
    <VALUE>ssh</VALUE>
  </ENTRY>

</ATTRIBUTE_MAP>

<ATTRIBUTE_TABLE>

  <HOST>
    <IP>192.168.1.234</IP>

    <OPERATING_SYSTEM>
      <NAME>
        <ATTRIBUTE_ID>1</ATTRIBUTE_ID>
        <CONFIDENCE>100</CONFIDENCE>
      </NAME>

      <VENDOR>
        <ATTRIBUTE_VALUE>Red Hat</ATTRIBUTE_VALUE>
        <CONFIDENCE>99</CONFIDENCE>
      </VENDOR>

      <VERSION>
        <ATTRIBUTE_VALUE>2.6</ATTRIBUTE_VALUE>
        <CONFIDENCE>98</CONFIDENCE>
      </VERSION>

      <FRAG_POLICY>linux</FRAG_POLICY>
      <STREAM_POLICY>linux</STREAM_POLICY>
    </OPERATING_SYSTEM>

    <SERVICES>
      <SERVICE>
        <PORT>
          <ATTRIBUTE_VALUE>22</ATTRIBUTE_VALUE>
          <CONFIDENCE>100</CONFIDENCE>
        </PORT>

        <IPPROTO>
          <ATTRIBUTE_VALUE>tcp</ATTRIBUTE_VALUE>
          <CONFIDENCE>100</CONFIDENCE>
        </IPPROTO>

      </SERVICE>

      <SERVICE>
        <PORT>
          <ATTRIBUTE_VALUE>2300</ATTRIBUTE_VALUE>
          <CONFIDENCE>100</CONFIDENCE>
        </PORT>

      </SERVICE>
    </SERVICES>
  </HOST>

</ATTRIBUTE_TABLE>
A DTD for verification of the Host Attribute Table XML file is provided with the snort packages.

The confidence metric may be used to indicate the validity of a given service or client application and its respective elements. That field is not currently used by Snort, but may be in future releases.

⚠️ **NOTE**

Snort requires that the file be a properly formatted schema of the format defined above. Empty or incorrectly formatted files will likely cause a Fatal Error.

### 2.7.4 Attribute Table Example

In the example above, a host running Red Hat 2.6 is described. This host has an IP address of 192.168.1.234. On that host, TCP port 22 is ssh (running Open SSH), and TCP port 2300 is telnet.

The IP fragmentation and TCP stream reassembly is mimicked by the "linux" configuration (see sections 2.2.1 and 2.2.3).
2.7.5 Attribute Table Affect on preprocessors

- **Network Layer Preprocessors**
  Each of the network layer preprocessors (frag3 and stream5) make use of the respective FRAG_POLICY and STREAM_POLICY in terms of how data is handled for reassembly for packets being received by that host.

- **Application Layer Preprocessors**
  The application layer preprocessors (HTTP, SMTP, FTP, Telnet, etc) make use of the SERVICE information for connections destined to that host on that port.
  
  For example, even if the telnet portion of the FTP/Telnet preprocessor is only configured to inspect port 23, Snort will inspect packets for a connection to 192.168.1.234 port 2300 as telnet.
  
  Conversely, if, for example, HTTP Inspect is configured to inspect traffic on port 2300, HTTP Inspect will NOT process the packets on a connection to 192.168.1.234 port 2300 because it is identified as telnet.

Below is a list of the common services used by Snort’s application layer preprocessors and Snort rules (see below).

<table>
<thead>
<tr>
<th>http</th>
<th>ftp</th>
<th>ftp-data</th>
<th>telnet</th>
<th>smtp</th>
<th>ssh</th>
<th>tftp</th>
</tr>
</thead>
<tbody>
<tr>
<td>dcerpc</td>
<td>netbios-dgm</td>
<td>netbios-ns</td>
<td>netbios-ssn</td>
<td>nntp</td>
<td>finger</td>
<td>sunrpc</td>
</tr>
<tr>
<td>dns</td>
<td>isakmp</td>
<td>mysql</td>
<td>oracle</td>
<td>cvs</td>
<td>shell</td>
<td>x11</td>
</tr>
<tr>
<td>imap</td>
<td>pop2</td>
<td>pop3</td>
<td>snmp</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Attribute Table Affect on rules**

Snort uses service information in two ways; initialization of detection engine and as a detection criteria. To take advantage of this, Snort rules must contain the metadata: service SERVICE convention specified. During rule evaluation the default behavior will check first that the packet has been matched to a service, and then check that the packet’s service matches the service(s) specified in the rule; if both these checks passed then Snort will disable source and destination port checks for the rule.

Snort 2.9.8 provides new functionality to control how rules use service information known as "service overrides". Service overrides are specified in the same way that services are specified in the rule, or more simply as a "reserved" SERVICE. The table below defines the new reserved service override names.

<table>
<thead>
<tr>
<th>Metadata</th>
<th>Description</th>
</tr>
</thead>
</table>
| service and-ports | • Packet service must be set.  
 |                  | • Packet service must match one of the rule services.  
 |                  | • Packet must match the ports specified in the rule header.                |
| service or-ports | • Packet service is set and it matches one of the rule services (skipping port checks).  
 |                  | • Packet service is set but it DOES NOT match one of the rule services; packet must match the ports specified in the rule header.  
 |                  | • Packet service is NOT set, only perform port checks.                     |
service else-ports

- Packet service is set, packet must match one of the rule services.
- Packet service is NOT set; then packet must match the ports specified in the rule header.

This is the default behavior of a rule containing metadata service information.

service unknown

The keyword “unknown” is an alias for “service else-ports” above. It is intended for use in rules that do not contain metadata service information (port only rules). When used in a rule that doesn’t otherwise contain metadata (rule only specifies ports), the evaluation is:

- Packet service must NOT be set; then match ports.

2.8 Dynamic Modules

Dynamically loadable modules were introduced with Snort 2.6. They can be loaded via directives in `snort.conf` or via command-line options.

2.8.1 Format

```
<directive> <parameters>
```

2.8.2 Directives

<table>
<thead>
<tr>
<th>Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>`dynamicpreprocessor [ file &lt;shared library path&gt;</td>
<td>directory &lt;directory of shared libraries&gt; ]`</td>
</tr>
<tr>
<td>`dynamicengine [ file &lt;shared library path&gt;</td>
<td>directory &lt;directory of shared libraries&gt; ]`</td>
</tr>
<tr>
<td>`dynamicdetection [ file &lt;shared library path&gt;</td>
<td>directory &lt;directory of shared libraries&gt; ]`</td>
</tr>
</tbody>
</table>
2.9 Reloading a Snort Configuration

Snort now supports reloading a configuration in lieu of restarting Snort in so as to provide seamless traffic inspection during a configuration change. A separate thread will parse and create a swappable configuration object while the main Snort packet processing thread continues inspecting traffic under the current configuration. When a swappable configuration object is ready for use, the main Snort packet processing thread will swap in the new configuration to use and will continue processing under the new configuration. Note that for some preprocessors, existing session data will continue to use the configuration under which they were created in order to continue with proper state for that session. All newly created sessions will, however, use the new configuration.

2.9.1 Enabling support

To enable support for reloading a configuration, add `--enable-reload` to configure when compiling.

There is also an ancillary option that determines how Snort should behave if any non-reloadable options are changed (see section 2.9.3 below). This option is enabled by default and the behavior is for Snort to restart if any non-reloadable options are added/modified/removed. To disable this behavior and have Snort exit instead of restart, add `--disable-reload-error-restart` in addition to `--enable-reload` to configure when compiling.

⚠️ NOTE
This functionality is not currently supported in Windows.

Caveat: When Snort is run on the primary network interface of an OpenBSD system, the reload and failopen operations may not function as expected.

2.9.2 Reloading a configuration

First modify your snort.conf (the file passed to the `-c` option on the command line).

Then, to initiate a reload, send Snort a SIGHUP signal, e.g.

```bash
$ kill -SIGHUP <snort pid>
```

⚠️ NOTE
If reload support is not enabled, Snort will restart (as it always has) upon receipt of a SIGHUP.

⚠️ NOTE
An invalid configuration will still result in a fatal error, so you should test your new configuration before issuing a reload, e.g. $ snort -c snort.conf -T

2.9.3 Non-reloadable configuration options

There are a number of option changes that are currently non-reloadable because they require changes to output, startup memory allocations, etc. Modifying any of these options will cause Snort to restart (as a SIGHUP previously did) or exit (if `--disable-reload-error-restart` was used to configure Snort).

Reloadable configuration options of note:

- Adding/modifying/Removing text rules and variables are reloadable.
- Adding/modifying/removing preprocessor configurations are reloadable (except as noted below).
Non-reloadable configuration options of note:

- Adding/modifying/removing shared objects via dynamicdetection, dynamicengine and dynamicpreprocessor are not reloadable, i.e. any new/modified/removed shared objects will require a restart.
- Any changes to output will require a restart.

Changes to the following options are not reloadable:

attribute_table
cfg alertfile
cfg asnl
cfg chroot
cfg daemon
cfg detection_filter
cfg flowbits_size
cfg interface
cfg logdir
cfg max_attribute_hosts
cfg max_attribute_services_per_host
cfg nolog
cfg no_promisc
cfg pkt_count
cfg rate_filter
cfg response
cfg set_gid
cfg set_uid
cfg snaplen
cfg threshold
dynamicdetection
dynamicengine
dynamicpreprocessor
output

In certain cases, only some of the parameters to a config option or preprocessor configuration are not reloadable. Those parameters are listed below the relevant config option or preprocessor.

config ppm: max-rule-time <int>
  rule-log
config profile_rules
  filename
  print
  sort
config profile_preprocs
  filename
  print
  sort
preprocessor dcerpc2
  memcap
preprocessor frag3_global
  max_frags
  memcap
prealloc_frags
prealloc_memcap
  disabled
preprocessor perfmonitor
  file
2.10 Multiple Configurations

Snort now supports multiple configurations based on VLAN Id or IP subnet within a single instance of Snort. This will allow administrators to specify multiple snort configuration files and bind each configuration to one or more VLANs or subnets rather than running one Snort for each configuration required. Each unique snort configuration file will create a new configuration instance within snort. VLANs/Subnets not bound to any specific configuration will use the default configuration. Each configuration can have different preprocessor settings and detection rules.

2.10.1 Creating Multiple Configurations

Default configuration for snort is specified using the existing -c option. A default configuration binds multiple vlans or networks to non-default configurations, using the following configuration line:

```
config binding: <path_to_snort.conf> vlan <vlanIdList>
config binding: <path_to_snort.conf> net <ipList>
config binding: <path_to_snort.conf> policy_id <id>
```

- **path_to_snort.conf** - Refers to the absolute or relative path to the snort.conf for specific configuration.
- **vlanIdList** - Refers to the comma separated list of vlanIds and vlanId ranges. The format for ranges is two vlanId separated by a "-". Spaces are allowed within ranges. Valid vlanId is any number in 0-4095 range. Negative vlanIds and alphanumeric are not supported.
- **ipList** - Refers to ip subnets. Subnets can be CIDR blocks for IPV6 or IPv4. A maximum of 512 individual IPv4 or IPv6 addresses or CIDRs can be specified.
- **policy_id** - Refers to the specific policy_id to be applied. Valid policy_id is any number in 0-4095 range.

⚠️ **NOTE**

Vlan and Subnets can not be used in the same line. Configurations can be applied based on either Vlans or Subnets not both.

⚠️ **NOTE**

Even though Vlan Ids 0 and 4095 are reserved, they are included as valid in terms of configuring Snort.
2.10.2 Configuration Specific Elements

Config Options

Generally config options defined within the default configuration are global by default i.e. their value applies to all other configurations. The following config options are specific to each configuration.

- policy_id
- policy_mode
- policy_version

The following config options are specific to each configuration. If not defined in a configuration, the default values of the option (not the default configuration values) take effect.

- config checksum_drop
- config disable_decode_alerts
- config disable_decode_drops
- config disable_ipopt_alerts
- config disable_ipopt_drops
- config disable_tcpopt_alerts
- config disable_tcpopt_drops
- config disable_tcpopt_experimental_alerts
- config disable_tcpopt_experimental_drops
- config disable_tcpoptObsolete_alerts
- config disable_tcpoptObsolete_drops
- config disable_ttcp_alerts
- config disable_ttcp_drops

Rules

Rules are specific to configurations but only some parts of a rule can be customized for performance reasons. If a rule is not specified in a configuration then the rule will never raise an event for the configuration. A rule shares all parts of the rule options, including the general options, payload detection options, non-payload detection options, and post-detection options. Parts of the rule header can be specified differently across configurations, limited to:

- Source IP address and port
- Destination IP address and port
- Action

A higher revision of a rule in one configuration will override other revisions of the same rule in other configurations.

Variables

Variables defined using "var", "portvar" and "ipvar" are specific to configurations. If the rules in a configuration use variables, those variables must be defined in that configuration.

Preprocessors

Preprocessors configurations can be defined within each vlan or subnet specific configuration. Options controlling specific preprocessor memory usage, through specific limit on memory usage or number of instances, are processed only in default policy. The options control total memory usage for a preprocessor across all policies. These options are ignored in non-default policies without raising an error. A preprocessor must be configured in default configuration before it can be configured in non-default configuration. This is required as some mandatory preprocessor configuration options are processed only in default configuration.
Events and Output

An unique policy id can be assigned by user, to each configuration using the following config line:

```
config policy_id: <id>
```

**id** - Refers to a 16-bit unsigned value. This policy id will be used to identify alerts from a specific configuration in the unified2 records.

⚠️ **NOTE**

If no policy id is specified, snort assigns 0 (zero) value to the configuration.

To enable vlanId logging in unified2 records the following option can be used.

```
output alert_unified2: vlan_event_types (alert logging only)
output unified2: filename <filename>, vlan_event_types (true unified logging)
```

**filename** - Refers to the absolute or relative filename.

**vlan_event_types** - When this option is set, snort will use unified2 event type 104 and 105 for IPv4 and IPv6 respectively.

⚠️ **NOTE**

Each event logged will have the vlanId from the packet if vlan headers are present otherwise 0 will be used.

### 2.10.3 How Configuration is applied?

Snort assigns every incoming packet to a unique configuration based on the following criteria. If VLANID is present, then the innermost VLANID is used to find bound configuration. If the bound configuration is the default configuration, then destination IP address is searched to the most specific subnet that is bound to a non-default configuration. The packet is assigned non-default configuration if found otherwise the check is repeated using source IP address. In the end, default configuration is used if no other matching configuration is found.

For addressed based configuration binding, this can lead to conflicts between configurations if source address is bound to one configuration and destination address is bound to another. In this case, snort will use the first configuration in the order of definition, that can be applied to the packet.

### 2.11 Active Response

Snort 2.9 includes a number of changes to better handle inline operation, including:

- a single mechanism for all responses
- fully encoded reset or icmp unreachable packets
- updated flexible response rule option
- updated react rule option
- added block and sblock rule actions

These changes are outlined below.
### 2.11.1 Enabling Active Response

This enables active responses (snort will send TCP RST or ICMP unreachable/port) when dropping a session.

```
./configure --enable-active-response / -DACTIVE_RESPONSE
```

```
preprocessor stream5_global: \n  max_active_responses <max_rsp>, \n  min_response_seconds <min_sec>
```

- `<max_rsp>` ::= (0..25)
- `<min_sec>` ::= (1..300)

Active responses will be encoded based on the triggering packet. TTL will be set to the value captured at session pickup.

### 2.11.2 Configure Sniping

Configure the number of attempts to land a TCP RST within the session’s current window (so that it is accepted by the receiving TCP). This sequence “strafing” is really only useful in passive mode. In inline mode the reset is put straight into the stream in lieu of the triggering packet so strafing is not necessary.

Each attempt (sent in rapid succession) has a different sequence number. Each active response will actually cause this number of TCP resets to be sent. TCP data (sent for react) is multiplied similarly. At most 1 ICMP unreachable is sent, if and only if attempts > 0.

```
./configure --enable-active-response
```

```
config response: [device <dev>] [dst_mac <MAC address>] attempts <att>
```

- `<dev>` ::= ip | eth0 | etc.
- `<att>` ::= (1..20)
  (n is a hex number from 0-F)

- device ip will perform network layer injection. It is probably a better choice to specify an interface and avoid kernel routing tables, etc.
- dst_mac will change response destination MAC address, if the device is eth0, eth1, eth2 etc. Otherwise, response destination MAC address is derived from packet. Example:

```
config response: device eth0 dst_mac 00:06:76:DD:5F:E3 attempts 2
```

### 2.11.3 Flexresp

Flexresp and flexresp2 are replaced with flexresp3.

* Flexresp is deleted; these features are no longer available:

```
./configure --enable-flexresp / -DENABLE_RESPOND -DENABLE_RESPONSE
```

```
config flexresp: attempts 1
```

* Flexresp2 is deleted; these features are deprecated, non-functional, and will be deleted in a future release:
/configure --enable-flexresp2 /-DENABLE_RESPOND -DENABLE_RESPONSE2

config flexresp2_interface: eth0
config flexresp2_attempts: 4
config flexresp2_memcap: 1000000
config flexresp2_rows: 1000

* Flexresp3 is new: the resp rule option keyword is used to configure active responses for rules that fire.

./configure --enable-flexresp3 /-DENABLE_RESPOND -DENABLE_RESPONSE3

alert tcp any any -> any 80 {content:"a"; resp:<resp_t>; sid:1;}

* resp_t includes all flexresp and flexresp2 options:

<resp_t> ::= \n  rst_snd | rst_rcv | rst_all | \n  reset_source | reset_dest | reset_both | icmp_net | \n  icmp_host | icmp_port | icmp_all

2.11.4 React

react is a rule option keyword that enables sending an HTML page on a session and then resetting it. This is built with:

./configure --enable-react /-DENABLE_REACT

The page to be sent can be read from a file:

config react: <block.html>

or else the default is used:

<default_page> ::= \n  "HTTP/1.1 403 Forbidden\n  "Connection: close\n  "Content-Type: text/html; charset=utf-8\n  "\n  "<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.1//EN" "http://www.w3.org/TR/xhtml11/DTD/xhtml11.dtd">
  "html xml:lang="en">
  "head">
  "meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
  "title">Access Denied</title>
  "\n  "body">
  "h1">Access Denied</h1>
  "p">%s</p>
  "</body">
  "</html>

Note that the file must contain the entire response, including any HTTP headers. In fact, the response isn’t strictly limited to HTTP. You could craft a binary payload of arbitrary content.

Be aware of size when creating such responses. While it may be possible to respond with arbitrarily large responses, responses for TCP sessions will need to take into account that the receiver’s window may only accept up to a certain
amount of data. Sending past this limit will result in truncated data. In general, the smaller the response, the more likely it will be successful.

When the rule is configured, the page is loaded and the selected message, which defaults to:

```<default_msg> ::= \n    "You are attempting to access a forbidden site.<br />
    "Consult your system administrator for details.";```

Additional formatting operators beyond a single within a reference URL.

This is an example rule:

```drop tcp any any -> any $HTTP_PORTS ( \n    content: "d"; msg:"Unauthorized Access Prohibited!"; \n    react: <react_opts>; sid:4;)
```

```<react_opts> ::= [msg] [, <dep_opts>]
```

These options are deprecated:

```<dep_opts> ::= [block|warn], [proxy <port#>]
```

The original version sent the web page to one end of the session only if the other end of the session was port 80 or the optional proxy port. The new version always sends the page to the client. If no page should be sent, a resp option can be used instead. The deprecated options are ignored.

### 2.11.5 Rule Actions

The block and sblock actions have been introduced as synonyms for drop and sdrop to help avoid confusion between packets dropped due to load (e.g. lack of available buffers for incoming packets) and packets blocked due to Snort’s analysis.
Chapter 3

Writing Snort Rules

3.1 The Basics

Snort uses a simple, lightweight rules description language that is flexible and quite powerful. There are a number of simple guidelines to remember when developing Snort rules that will help safeguard your sanity.

Most Snort rules are written in a single line. This was required in versions prior to 1.8. In current versions of Snort, rules may span multiple lines by adding a backslash \ to the end of the line.

Snort rules are divided into two logical sections, the rule header and the rule options. The rule header contains the rule’s action, protocol, source and destination IP addresses and netmasks, and the source and destination ports information. The rule option section contains alert messages and information on which parts of the packet should be inspected to determine if the rule action should be taken.

Figure 3.1 illustrates a sample Snort rule.

The text up to the first parenthesis is the rule header and the section enclosed in parenthesis contains the rule options. The words before the colons in the rule options section are called option keywords.

⚠️ NOTE

Note that the rule options section is not specifically required by any rule, they are just used for the sake of making tighter definitions of packets to collect or alert on (or drop, for that matter).

All of the elements in that make up a rule must be true for the indicated rule action to be taken. When taken together, the elements can be considered to form a logical AND statement. At the same time, the various rules in a Snort rules library file can be considered to form a large logical OR statement.

3.2 Rules Headers

3.2.1 Rule Actions

The rule header contains the information that defines the who, where, and what of a packet, as well as what to do in the event that a packet with all the attributes indicated in the rule should show up. The first item in a rule is the rule

```
alert tcp any any -> 192.168.1.0/24 111 \
(content:"|00 01 86 a5|"; msg:"mountd access");
```

Figure 3.1: Sample Snort Rule
action. The rule action tells Snort what to do when it finds a packet that matches the rule criteria. There are 3 available default actions in Snort, alert, log, pass. In addition, if you are running Snort in inline mode, you have additional options which include drop, reject, and sdrop.

1. alert - generate an alert using the selected alert method, and then log the packet
2. log - log the packet
3. pass - ignore the packet
4. drop - block and log the packet
5. reject - block the packet, log it, and then send a TCP reset if the protocol is TCP or an ICMP port unreachable message if the protocol is UDP.
6. sdrop - block the packet but do not log it.

You can also define your own rule types and associate one or more output plugins with them. You can then use the rule types as actions in Snort rules.

This example will create a type that will log to just tcpdump:

```
ruletype suspicious
{
    type log
    output log_tcpdump: suspicious.log
}
```

This example will create a rule type that will log to syslog and tcpdump: database:

```
ruletype redalert
{
    type alert
    output alert_syslog: LOG_AUTH LOG_ALERT
    output log_tcpdump: suspicious.log
}
```

### 3.2.2 Protocols

The next field in a rule is the protocol. There are four protocols that Snort currently analyzes for suspicious behavior – TCP, UDP, ICMP, and IP. In the future there may be more, such as ARP, IGRP, GRE, OSPF, RIP, IPX, etc.

### 3.2.3 IP Addresses

The next portion of the rule header deals with the IP address and port information for a given rule. The keyword any may be used to define any address. Snort does not have a mechanism to provide host name lookup for the IP address fields in the config file. The addresses are formed by a straight numeric IP address and a CIDR[3] block. The CIDR block indicates the netmask that should be applied to the rule’s address and any incoming packets that are tested against the rule. A CIDR block mask of /24 indicates a Class C network, /16 a Class B network, and /32 indicates a specific machine address. For example, the address/CIDR combination 192.168.1.0/24 would signify the block of addresses from 192.168.1.1 to 192.168.1.255. Any rule that used this designation for, say, the destination address would match on any address in that range. The CIDR designations give us a nice short-hand way to designate large address spaces with just a few characters.

In Figure 3.1, the source IP address was set to match for any computer talking, and the destination address was set to match on the 192.168.1.0 Class C network.
There is an operator that can be applied to IP addresses, the negation operator. This operator tells Snort to match any IP address except the one indicated by the listed IP address. The negation operator is indicated with a !. For example, an easy modification to the initial example is to make it alert on any traffic that originates outside of the local net with the negation operator as shown in Figure 3.2.

This rule’s IP addresses indicate any tcp packet with a source IP address not originating from the internal network and a destination address on the internal network.

You may also specify lists of IP addresses. An IP list is specified by enclosing a comma separated list of IP addresses and CIDR blocks within square brackets. For the time being, the IP list may not include spaces between the addresses. See Figure 3.3 for an example of an IP list in action.

### 3.2.4 Port Numbers

Port numbers may be specified in a number of ways, including any ports, static port definitions, ranges, and by negation. Any ports are a wildcard value, meaning literally any port. Static ports are indicated by a single port number, such as 111 for portmapper, 23 for telnet, or 80 for http, etc. Port ranges are indicated with the range operator :. The range operator may be applied in a number of ways to take on different meanings, such as in Figure 3.4.

Port negation is indicated by using the negation operator !. The negation operator may be applied against any of the other rule types (except any, which would translate to none, how Zen...). For example, if for some twisted reason you wanted to log everything except the X Windows ports, you could do something like the rule in Figure 3.5.

### 3.2.5 The Direction Operator

The direction operator -> indicates the orientation, or direction, of the traffic that the rule applies to. The IP address and port numbers on the left side of the direction operator is considered to be the traffic coming from the source host, and the address and port information on the right side of the operator is the destination host. There is also a bidirectional operator, which is indicated with a <-> symbol. This tells Snort to consider the address/port pairs in either the source or destination orientation. This is handy for recording/analyzing both sides of a conversation, such as

```
log udp any any -> 192.168.1.0/24 1:1024
log udp traffic coming from any port and destination ports ranging from 1 to 1024

log tcp any any -> 192.168.1.0/24 :6000
log tcp traffic from any port going to ports less than or equal to 6000

log tcp any :1024 -> 192.168.1.0/24 500:
log tcp traffic from privileged ports less than or equal to 1024 going to ports greater than or equal to 500
```

Figure 3.4: Port Range Examples
log tcp any any -> 192.168.1.0/24 !6000:6010

Figure 3.5: Example of Port Negation

log tcp !192.168.1.0/24 any <> 192.168.1.0/24 23

Figure 3.6: Snort rules using the Bidirectional Operator

telnet or POP3 sessions. An example of the bidirectional operator being used to record both sides of a telnet session is shown in Figure 3.6.

Also, note that there is no < operator. In Snort versions before 1.8.7, the direction operator did not have proper error checking and many people used an invalid token. The reason the < does not exist is so that rules always read consistently.

3.2.6 Activate/Dynamic Rules

 Activate and Dynamic rules are phased out in favor of a combination of tagging (3.7.5) and flowbits (3.6.10).

3.3 Rule Options

Rule options form the heart of Snort’s intrusion detection engine, combining ease of use with power and flexibility. All Snort rule options are separated from each other using the semicolon (;) character. Rule option keywords are separated from their arguments with a colon (:) character.

There are four major categories of rule options.

general These options provide information about the rule but do not have any affect during detection
payload These options all look for data inside the packet payload and can be inter-related
non-payload These options look for non-payload data
post-detection These options are rule specific triggers that happen after a rule has “fired.”

3.4 General Rule Options

3.4.1 msg

The msg rule option tells the logging and alerting engine the message to print along with a packet dump or to an alert. It is a simple text string that utilizes the \ as an escape character to indicate a discrete character that might otherwise confuse Snort’s rules parser (such as the semi-colon ; character).

Format

msg: "<message text>";

3.4.2 reference

The reference keyword allows rules to include references to external attack identification systems. The plugin currently supports several specific systems as well as unique URLs. This plugin is to be used by output plugins to provide a link to additional information about the alert produced.
Make sure to also take a look at http://www.snort.org/pub-bin/sigs-search.cgi/ for a system that is indexing descriptions of alerts based on the sid (See Section 3.4.4).

<table>
<thead>
<tr>
<th>System</th>
<th>URL Prefix</th>
</tr>
</thead>
<tbody>
<tr>
<td>bugtraq</td>
<td><a href="http://www.securityfocus.com/bid/">http://www.securityfocus.com/bid/</a></td>
</tr>
<tr>
<td>cve</td>
<td><a href="http://cve.mitre.org/cgi-bin/cvename.cgi?name=">http://cve.mitre.org/cgi-bin/cvename.cgi?name=</a></td>
</tr>
<tr>
<td>nessus</td>
<td><a href="http://cgi.nessus.org/plugins/dump.php3?id=">http://cgi.nessus.org/plugins/dump.php3?id=</a></td>
</tr>
<tr>
<td>arachnids</td>
<td>(currently down) <a href="http://www.whitehats.com/info/IDS">http://www.whitehats.com/info/IDS</a></td>
</tr>
<tr>
<td>mcafee</td>
<td><a href="http://vil.nai.com/vil/content/v">http://vil.nai.com/vil/content/v</a>.</td>
</tr>
<tr>
<td>osvdb</td>
<td><a href="http://osvdb.org/show/osvdb/">http://osvdb.org/show/osvdb/</a></td>
</tr>
<tr>
<td>url</td>
<td>http://</td>
</tr>
</tbody>
</table>

### Table 3.1: Supported Systems

**Format**

reference:<id system>, <id>; [reference:<id system>, <id>;]

**Examples**

```
alert tcp any any -> any 7070 (msg:"IDS411/dos-realaudio"; \
flags:AP; content:"|fff4 fffd 06|"; reference:arachnids,IDS411;)
```

```
alert tcp any any -> any 21 (msg:"IDS287/ftp-wuftp260-venqlin-linux"; \
flags:AP; content:"|31c031db 31c9b046 cd80 31c031db|"; \
reference:arachnids,IDS287; reference:bugtraq,1387; \ 
reference:cve,CAN-2000-1574;)
```

### 3.4.3 gid

The gid keyword (generator id) is used to identify what part of Snort generates the event when a particular rule fires. For example gid 1 is associated with the rules subsystem and various gids over 100 are designated for specific preprocessors and the decoder. See etc/generators in the source tree for the current generator ids in use. Note that the gid keyword is optional and if it is not specified in a rule, it will default to 1 and the rule will be part of the general rule subsystem. To avoid potential conflict with gids defined in Snort (that for some reason aren’t noted it etc/generators), it is recommended that values starting at 1,000,000 be used. For general rule writing, it is not recommended that the gid keyword be used. This option should be used with the sid keyword. (See section 3.4.4)

The file etc/gen-msg.map contains contains more information on preprocessor and decoder gids.

**Format**

```
gid:<generator id>;
```

**Example**

This example is a rule with a generator id of 1000001.

```
alert tcp any any -> any 80 (content:"BOB"; gid:1000001; sid:1; rev:1;)
```
3.4.4 sid

The `sid` keyword is used to uniquely identify Snort rules. This information allows output plugins to identify rules easily. This option should be used with the `rev` keyword. (See section 3.4.5)

- <100 Reserved for future use
- 100-999,999 Rules included with the Snort distribution
- >=1,000,000 Used for local rules

The file `sid-msg.map` contains a mapping of alert messages to Snort rule IDs. This information is useful when post-processing alert to map an ID to an alert message.

**Format**

```
sid:<snort rules id>;
```

**Example**

This example is a rule with the Snort Rule ID of 1000983.

```
alert tcp any any -> any 80 (content:"BOB"; sid:1000983; rev:1;)
```

3.4.5 rev

The `rev` keyword is used to uniquely identify revisions of Snort rules. Revisions, along with Snort rule id’s, allow signatures and descriptions to be refined and replaced with updated information. This option should be used with the `sid` keyword. (See section 3.4.4)

**Format**

```
rev:<revision integer>;
```

**Example**

This example is a rule with the Snort Rule Revision of 1.

```
alert tcp any any -> any 80 (content:"BOB"; sid:1000983; rev:1;)
```

3.4.6 classtype

The `classtype` keyword is used to categorize a rule as detecting an attack that is part of a more general type of attack class. Snort provides a default set of attack classes that are used by the default set of rules it provides. Defining classifications for rules provides a way to better organize the event data Snort produces.

**Format**

```
classtype:<class name>;
```
Example

```
alert tcp any any -> any 25 (msg:"SMTP expn root"; flags:A+; \
content:"expn root"; nocase; classtype:attempted-recon;)
```

Attack classifications defined by Snort reside in the `classification.config` file. The file uses the following syntax:

```
config classification: <class name>,<class description>,<default priority>
```

These attack classifications are listed in Table 3.2. They are currently ordered with 4 default priorities. A priority of 1 (high) is the most severe and 4 (very low) is the least severe.

<table>
<thead>
<tr>
<th>Classtype</th>
<th>Description</th>
<th>Priority</th>
</tr>
</thead>
<tbody>
<tr>
<td>attempted-admin</td>
<td>Attempted Administrator Privilege Gain</td>
<td>high</td>
</tr>
<tr>
<td>attempted-user</td>
<td>Attempted User Privilege Gain</td>
<td>high</td>
</tr>
<tr>
<td>inappropriate-content</td>
<td>Inappropriate Content was Detected</td>
<td>high</td>
</tr>
<tr>
<td>policy-violation</td>
<td>Potential Corporate Privacy Violation</td>
<td>high</td>
</tr>
<tr>
<td>shellcode-detect</td>
<td>Executable code was detected</td>
<td>high</td>
</tr>
<tr>
<td>successful-admin</td>
<td>Successful Administrator Privilege Gain</td>
<td>high</td>
</tr>
<tr>
<td>successful-user</td>
<td>Successful User Privilege Gain</td>
<td>high</td>
</tr>
<tr>
<td>trojan-activity</td>
<td>A Network Trojan was detected</td>
<td>high</td>
</tr>
<tr>
<td>unsuccessful-user</td>
<td>Unsuccessful User Privilege Gain</td>
<td>high</td>
</tr>
<tr>
<td>web-application-attack</td>
<td>Web Application Attack</td>
<td>medium</td>
</tr>
<tr>
<td>attempted-dos</td>
<td>Attempted Denial of Service</td>
<td>medium</td>
</tr>
<tr>
<td>attempted-recon</td>
<td>Attempted Information Leak</td>
<td>medium</td>
</tr>
<tr>
<td>bad-unknown</td>
<td>Potentially Bad Traffic</td>
<td>medium</td>
</tr>
<tr>
<td>default-login-attempt</td>
<td>Attempt to login by a default username and password</td>
<td>medium</td>
</tr>
<tr>
<td>denial-of-service</td>
<td>Detection of a Denial of Service Attack</td>
<td>medium</td>
</tr>
<tr>
<td>misc-attack</td>
<td>Misc Attack</td>
<td>medium</td>
</tr>
<tr>
<td>non-standard-protocol</td>
<td>Detection of a non-standard protocol or event</td>
<td>medium</td>
</tr>
<tr>
<td>rpc-portmap-decode</td>
<td>Decode of an RPC Query</td>
<td>medium</td>
</tr>
<tr>
<td>successful-dos</td>
<td>Denial of Service</td>
<td>medium</td>
</tr>
<tr>
<td>successful-recon-largescale</td>
<td>Large Scale Information Leak</td>
<td>medium</td>
</tr>
<tr>
<td>successful-recon-limited</td>
<td>Information Leak</td>
<td>medium</td>
</tr>
<tr>
<td>suspicious-filename-detect</td>
<td>A suspicious filename was detected</td>
<td>medium</td>
</tr>
<tr>
<td>suspicious-login</td>
<td>An attempted login using a suspicious username was detected</td>
<td>medium</td>
</tr>
<tr>
<td>system-call-detect</td>
<td>A system call was detected</td>
<td>medium</td>
</tr>
<tr>
<td>unusual-client-port-connection</td>
<td>A client was using an unusual port</td>
<td>medium</td>
</tr>
<tr>
<td>web-application-activity</td>
<td>Access to a potentially vulnerable web application</td>
<td>medium</td>
</tr>
<tr>
<td>icmp-event</td>
<td>Generic ICMP event</td>
<td>low</td>
</tr>
<tr>
<td>misc-activity</td>
<td>Misc activity</td>
<td>low</td>
</tr>
<tr>
<td>network-scan</td>
<td>Detection of a Network Scan</td>
<td>low</td>
</tr>
<tr>
<td>not-suspicious</td>
<td>Not Suspicious Traffic</td>
<td>low</td>
</tr>
<tr>
<td>protocol-command-decode</td>
<td>Generic Protocol Command Decode</td>
<td>low</td>
</tr>
<tr>
<td>string-detect</td>
<td>A suspicious string was detected</td>
<td>low</td>
</tr>
<tr>
<td>unknown</td>
<td>Unknown Traffic</td>
<td>low</td>
</tr>
<tr>
<td>tcp-connection</td>
<td>A TCP connection was detected</td>
<td>very low</td>
</tr>
</tbody>
</table>
Warnings

The classtype option can only use classifications that have been defined in snort.conf by using the config classification option. Snort provides a default set of classifications in classification.config that are used by the rules it provides.

3.4.7 priority

The priority tag assigns a severity level to rules. A classtype rule assigns a default priority (defined by the config classification option) that may be overridden with a priority rule. Examples of each case are given below.

Format

priority:<priority integer>;

Examples

alert tcp any any -> any 80 (msg:"WEB-MISC phf attempt"; flags:A+;\
    content:"/cgi-bin/phf"; priority:10;)

alert tcp any any -> any 80 (msg:"EXPLOIT ntpdx overflow";\
    dsize:>128; classtype:attempted-admin; priority:10 );

3.4.8 metadata

The metadata tag allows a rule writer to embed additional information about the rule, typically in a key-value format. Certain metadata keys and values have meaning to Snort and are listed in Table 3.3. Keys other than those listed in the table are effectively ignored by Snort and can be free-form, with a key and a value. Multiple keys are separated by a comma, while keys and values are separated by a space.

<table>
<thead>
<tr>
<th>Key</th>
<th>Description</th>
<th>Value Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>engine</td>
<td>Indicate a Shared Library Rule</td>
<td>&quot;shared&quot;</td>
</tr>
<tr>
<td>soid</td>
<td>Shared Library Rule Generator and SID</td>
<td>gid/sid</td>
</tr>
<tr>
<td>service</td>
<td>Target-Based Service Identifier</td>
<td>&quot;http&quot;</td>
</tr>
</tbody>
</table>

⚠️ NOTE

The service Metadata Key is only meaningful when a Host Attribute Table is provided. See Section 2.7 for details on the Host Attribute Table.

Format

The examples below show an stub rule from a shared library rule. The first uses multiple metadata keywords, the second a single metadata keyword, with keys separated by commas.

metadata:key1 value1;
metadata:key1 value1, key2 value2;
Examples

```plaintext
alert tcp any any -> any 80 (msg:"Shared Library Rule Example"; \
    metadata:engine shared; metadata:soid 3\|12345;)
```

```plaintext
alert tcp any any -> any 80 (msg:"Shared Library Rule Example"; \
    metadata:engine shared, soid 3\|12345;)
```

```plaintext
alert tcp any any -> any 80 (msg:"HTTP Service Rule Example"; \
    metadata:service http;)
```

3.4.9 General Rule Quick Reference

<table>
<thead>
<tr>
<th>Keyword</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>msg</td>
<td>The msg keyword tells the logging and alerting engine the message to print with the packet dump or alert.</td>
</tr>
<tr>
<td>reference</td>
<td>The reference keyword allows rules to include references to external attack identification systems.</td>
</tr>
<tr>
<td>gid</td>
<td>The gid keyword (generator id) is used to identify what part of Snort generates the event when a particular rule fires.</td>
</tr>
<tr>
<td>sid</td>
<td>The sid keyword is used to uniquely identify Snort rules.</td>
</tr>
<tr>
<td>rev</td>
<td>The rev keyword is used to uniquely identify revisions of Snort rules.</td>
</tr>
<tr>
<td>classtype</td>
<td>The classtype keyword is used to categorize a rule as detecting an attack that is part of a more general type of attack class.</td>
</tr>
<tr>
<td>priority</td>
<td>The priority keyword assigns a severity level to rules.</td>
</tr>
<tr>
<td>metadata</td>
<td>The metadata keyword allows a rule writer to embed additional information about the rule, typically in a key-value format.</td>
</tr>
</tbody>
</table>

3.5 Payload Detection Rule Options

3.5.1 content

The content keyword is one of the more important features of Snort. It allows the user to set rules that search for specific content in the packet payload and trigger response based on that data. Whenever a content option pattern match is performed, the Boyer-Moore pattern match function is called and the (rather computationally expensive) test is performed against the packet contents. If data exactly matching the argument data string is contained anywhere within the packet's payload, the test is successful and the remainder of the rule option tests are performed. Be aware that this test is case sensitive.

The option data for the content keyword is somewhat complex; it can contain mixed text and binary data. The binary data is generally enclosed within the pipe (|) character and represented as bytecode. Bytecode represents binary data as hexadecimal numbers and is a good shorthand method for describing complex binary data. The example below shows use of mixed text and binary data in a Snort rule.

Note that multiple content rules can be specified in one rule. This allows rules to be tailored for less false positives.

If the rule is preceded by a !, the alert will be triggered on packets that do not contain this content. This is useful when writing rules that want to alert on packets that do not match a certain pattern.
Also note that the following characters must be escaped inside a content rule:

```
; \ "
```

### Format

```
content: (![content string]);
```

### Examples

```
alert tcp any any -> any 139 (content: "|5c 00|P|00|I|00|P|00|E|00 5c|";)

alert tcp any any -> any 80 (content: !"GET";)
```

A `!` modifier negates the results of the entire content search, modifiers included. For example, if using `content: !"A"; within: 50;` and there are only 5 bytes of payload and there is no "A" in those 5 bytes, the result will return a match. If there must be 50 bytes for a valid match, use `isdataat` as a pre-cursor to the content.

### Changing content behavior

The `content` keyword has a number of modifier keywords. The modifier keywords change how the previously specified content works. These modifier keywords are:

<table>
<thead>
<tr>
<th>Modifier</th>
<th>Section</th>
</tr>
</thead>
<tbody>
<tr>
<td>nocase</td>
<td>3.5.5</td>
</tr>
<tr>
<td>rawbytes</td>
<td>3.5.6</td>
</tr>
<tr>
<td>depth</td>
<td>3.5.7</td>
</tr>
<tr>
<td>offset</td>
<td>3.5.8</td>
</tr>
<tr>
<td>distance</td>
<td>3.5.9</td>
</tr>
<tr>
<td>within</td>
<td>3.5.10</td>
</tr>
<tr>
<td>http_client_body</td>
<td>3.5.11</td>
</tr>
<tr>
<td>http_cookie</td>
<td>3.5.12</td>
</tr>
<tr>
<td>http_raw_cookie</td>
<td>3.5.13</td>
</tr>
<tr>
<td>http_header</td>
<td>3.5.14</td>
</tr>
<tr>
<td>http_raw_header</td>
<td>3.5.15</td>
</tr>
<tr>
<td>http_method</td>
<td>3.5.16</td>
</tr>
<tr>
<td>http_uri</td>
<td>3.5.17</td>
</tr>
<tr>
<td>http_raw_uri</td>
<td>3.5.18</td>
</tr>
<tr>
<td>http_stat_code</td>
<td>3.5.19</td>
</tr>
<tr>
<td>http_stat_msg</td>
<td>3.5.20</td>
</tr>
<tr>
<td>fast_pattern</td>
<td>3.5.22</td>
</tr>
</tbody>
</table>

### 3.5.2 protected_content

The `protected_content` keyword provides much of the functionality of the `content` keyword, however it performs and is utilized in a very different manner. The primary advantage `protected` content has over `content` is that `protected` allows
one to hide the target contents by only revealing secure hash digests of said content. As with the content keyword, its primary purpose is to match strings of specific bytes. The search is performed by hashing portions of incoming packets and comparing the results against the hash provided, and as such, it is computationally expensive.

Currently, it is possible to utilize the MD5, SHA256, and SHA512 hash algorithms with the protected\_content keyword. A hashing algorithm must be specified in the rule using hash if a default has not be set in the Snort configuration. Additionally, a length modifier must be specified with protected to indicate the length of the raw data.

As with content, it is possible to use multiple protected\_content rules can in one rule. Additionally, it is possible to mix multiple protected\_content rules with multiple content rules.

If the rule is preceded by a !, the alert will be triggered on packets that do not contain the target content. This is useful when writing rules that want to alert on packets that do not match a certain pattern.

\section*{NOTE}
The protected\_content keyword can be used with some (but not all) of the content modifiers. Those not supported include:
- nocase
- fast\_pattern
- depth
- within

\begin{verbatim}
protected_content:[!]"<content hash>", length:orig_len[, hash:md5|sha256|sha512];
\end{verbatim}

**Examples**

The following alert on the string "HTTP":

```
alert tcp any any <> any 80 (msg:"MD5 Alert";
protected_content:"293C9EA246FF9985DC6F62A650F78986"; hash:md5; offset:0; length:4;)
```

```
alert tcp any any <> any 80 (msg:"SHA256 Alert";
protected_content:"56D6F32151AD8474F40D7B939C2161EE2BBF10023F4AF1DBB3E13260EBDC6342";
hash:sha256; offset:0; length:4;)
```

\section*{NOTE}
A ! modifier negates the results of the entire content search, modifiers included. For example, if using content:"A"; within:50; and there are only 5 bytes of payload and there is no "A" in those 5 bytes, the result will return a match. If there must be 50 bytes for a valid match, use isdataat as a pre-cursor to the content.

3.5.3 hash

The hash keyword is used to specify the hashing algorithm to use when matching a protected\_content rule. If a default algorithm is not specified in the Snort configuration, a protected\_content rule must specify the algorithm used. Currently, MD5, SHA256, and SHA512 are supported.

\begin{verbatim}
hash:[md5|sha256|sha512];
\end{verbatim}
3.5.4 length

The length keyword is used to specify the original length of the content specified in a protected content rule digest. The value provided must be greater than 0 and less than 65536.

Format

    length:[<original_length>];

3.5.5 nocase

The nocase keyword allows the rule writer to specify that the Snort should look for the specific pattern, ignoring case. nocase modifies the previous content keyword in the rule.

Format

    nocase;

Example

    alert tcp any any -> any 21 (msg:"FTP ROOT"; content:"USER root"; nocase;)

3.5.6 rawbytes

The rawbytes keyword allows rules to look at the raw packet data, ignoring any decoding that was done by preprocessors. This acts as a modifier to the previous content 3.5.1 option.

HTTP Inspect has a set of keywords to use raw data, such as http.raw.cookie, http.raw.header, http.raw.uri etc that match on specific portions of the raw HTTP requests and responses.

Most other preprocessors use decoded/normalized data for content match by default, if rawbytes is not specified explicitly. Therefore, rawbytes should be specified in order to inspect arbitrary raw data from the packet.

Format

    rawbytes;

Example

This example tells the content pattern matcher to look at the raw traffic, instead of the decoded traffic provided by the Telnet decoder.

    alert tcp any any -> any 21 (msg:"Telnet NOP"; content:"\0|FF F1|"; rawbytes;)

3.5.7 depth

The depth keyword allows the rule writer to specify how far into a packet Snort should search for the specified pattern. depth modifies the previous 'content' keyword in the rule.

A depth of 5 would tell Snort to only look for the specified pattern within the first 5 bytes of the payload.

As the depth keyword is a modifier to the previous content keyword, there must be a content in the rule before depth is specified.
This keyword allows values greater than or equal to the pattern length being searched. The minimum allowed value is 1. The maximum allowed value for this keyword is 65535.

The value can also be set to a string value referencing a variable extracted by the `byte_extract` keyword in the same rule.

**Format**

```
depth:[<number>|<var_name>];
```

### 3.5.8 offset

The offset keyword allows the rule writer to specify where to start searching for a pattern within a packet. offset modifies the previous `content` keyword in the rule.

An offset of 5 would tell Snort to start looking for the specified pattern after the first 5 bytes of the payload.

As this keyword is a modifier to the previous `content` keyword, there must be a content in the rule before `offset` is specified.

This keyword allows values from -65535 to 65535.

The value can also be set to a string value referencing a variable extracted by the `byte_extract` keyword in the same rule.

**Format**

```
offset:[<number>|<var_name>];
```

**Example**

The following example shows use of a combined content, offset, and depth search rule.

```
alert tcp any any -> any 80 (content:"cgi-bin/phf"; offset:4; depth:20;)
```

### 3.5.9 distance

The distance keyword allows the rule writer to specify how far into a packet Snort should ignore before starting to search for the specified pattern relative to the end of the previous pattern match.

This can be thought of as exactly the same thing as offset (See Section 3.5.8), except it is relative to the end of the last pattern match instead of the beginning of the packet.

This keyword allows values from -65535 to 65535.

The value can also be set to a string value referencing a variable extracted by the `byte_extract` keyword in the same rule.

**Format**

```
distance:[<byte_count>|<var_name>];
```
Example

The rule below maps to a regular expression of /ABC.{1,}DEF/.

```
alert tcp any any -> any any (content:"ABC"; content:"DEF"; distance:1;)
```

3.5.10 within

The within keyword is a content modifier that makes sure that at most N bytes are between pattern matches using the content keyword (See Section 3.5.1). It’s designed to be used in conjunction with the distance (Section 3.5.9) rule option.

This keyword allows values greater than or equal to pattern length being searched. The maximum allowed value for this keyword is 65535.

The value can also be set to a string value referencing a variable extracted by the byte_extract keyword in the same rule.

Format

```
within:[<byte_count>|<var_name>];
```

Examples

This rule constrains the search of EFG to not go past 10 bytes past the ABC match.

```
alert tcp any any -> any any (content:"ABC"; content:"EFG"; within:10;)
```

3.5.11 http_client_body

The http_client_body keyword is a content modifier that restricts the search to the body of an HTTP client request.

As this keyword is a modifier to the previous content keyword, there must be a content in the rule before 'http_client_body' is specified.

The amount of data that is inspected with this option depends on the post_depth config option of HttpInspect. Pattern matches with this keyword won’t work when post_depth is set to -1.

Format

```
http_client_body;
```

Examples

This rule constrains the search for the pattern "EFG" to the raw body of an HTTP client request.

```
alert tcp any any -> any 80 (content:"ABC"; content:"EFG"; http_client_body;)
```

⚠️ NOTE

The http_client_body modifier is not allowed to be used with the rawbytes modifier for the same content.
3.5.12 http_cookie

The http_cookie keyword is a content modifier that restricts the search to the extracted Cookie Header field (excluding the header name itself and the CRLF terminating the header line) of a HTTP client request or a HTTP server response (per the configuration of HttpInspect 2.2.7). The Cookie buffer does not include the header names (Cookie: for HTTP requests or Set-Cookie: for HTTP responses) or leading spaces and the CRLF terminating the header line. These are included in the HTTP header buffer.

As this keyword is a modifier to the previous content keyword, there must be a content in the rule before http_cookie is specified. This keyword is dependent on the enable_cookie config option. The Cookie Header field will be extracted only when this option is configured. If enable_cookie is not specified, the cookie still ends up in HTTP header. When enable_cookie is not specified, using http_cookie is the same as using http_header.

The extracted Cookie Header field may be NORMALIZED, per the configuration of HttpInspect (see 2.2.7).

Format

    http_cookie;

Examples

This rule constrains the search for the pattern "EFG" to the extracted Cookie Header field of a HTTP client request.

    alert tcp any any -> any 80 (content:"ABC"; content:"EFG"; http_cookie;)

NOTE

The http_cookie modifier is not allowed to be used with the rawbytes or fast_pattern modifiers for the same content.

3.5.13 http_raw_cookie

The http_raw_cookie keyword is a content modifier that restricts the search to the extracted UNNORMALIZED Cookie Header field of a HTTP client request or a HTTP server response (per the configuration of HttpInspect 2.2.7).

As this keyword is a modifier to the previous content keyword, there must be a content in the rule before http_raw_cookie is specified. This keyword is dependent on the enable_cookie config option. The Cookie Header field will be extracted only when this option is configured.

Format

    http_raw_cookie;

Examples

This rule constrains the search for the pattern "EFG" to the extracted Unnormalized Cookie Header field of a HTTP client request.

    alert tcp any any -> any 80 (content:"ABC"; content:"EFG"; http_raw_cookie;)

NOTE

The http_raw_cookie modifier is not allowed to be used with the rawbytes, http_cookie or fast_pattern modifiers for the same content.
3.5.14  http_header

The `http_header` keyword is a content modifier that restricts the search to the extracted Header fields of a HTTP client request or a HTTP server response (per the configuration of HttpInspect 2.2.7).

As this keyword is a modifier to the previous `content` keyword, there must be a content in the rule before `http_header` is specified.

The extracted Header fields may be NORMALIZED, per the configuration of HttpInspect (see 2.2.7).

**Format**

```
http_header;
```

**Examples**

This rule constrains the search for the pattern "EFG" to the extracted Header fields of a HTTP client request or a HTTP server response.

```
alert tcp any any -> any 80 (content:"ABC"; content:"EFG"; http_header;)
```

⚠️ **NOTE**

The `http_header` modifier is not allowed to be used with the `rawbytes` modifier for the same content.

3.5.15  http_raw_header

The `http_raw_header` keyword is a content modifier that restricts the search to the extracted UNNORMALIZED Header fields of a HTTP client request or a HTTP server response (per the configuration of HttpInspect 2.2.7).

As this keyword is a modifier to the previous `content` keyword, there must be a content in the rule before `http_raw_header` is specified.

**Format**

```
http_raw_header;
```

**Examples**

This rule constrains the search for the pattern "EFG" to the extracted Header fields of a HTTP client request or a HTTP server response.

```
alert tcp any any -> any 80 (content:"ABC"; content:"EFG"; http_raw_header;)
```

⚠️ **NOTE**

The `http_raw_header` modifier is not allowed to be used with the `rawbytes`, `http_header` or `fast_pattern` modifiers for the same content.
3.5.16  http_method

The http_method keyword is a content modifier that restricts the search to the extracted Method from a HTTP client request.

As this keyword is a modifier to the previous content keyword, there must be a content in the rule before http_method is specified.

Format

    http_method;

Examples

This rule constrains the search for the pattern "GET" to the extracted Method from a HTTP client request.

    alert tcp any any -> any 80 (content:"ABC"; content:"GET"; http_method;)

⚠️ NOTE

The http_method modifier is not allowed to be used with the rawbytes or fast_pattern modifiers for the same content.

3.5.17  http_uri

The http_uri keyword is a content modifier that restricts the search to the NORMALIZED request URI field. Using a content rule option followed by a http_uri modifier is the same as using a uricontent by itself (see: 3.5.23).

As this keyword is a modifier to the previous content keyword, there must be a content in the rule before http_uri is specified.

Format

    http_uri;

Examples

This rule constrains the search for the pattern "EFG" to the NORMALIZED URI.

    alert tcp any any -> any 80 (content:"ABC"; content:"EFG"; http_uri;)

⚠️ NOTE

The http_uri modifier is not allowed to be used with the rawbytes modifier for the same content.

3.5.18  http_raw_uri

The http_raw_uri keyword is a content modifier that restricts the search to the UNNORMALIZED request URI field. As this keyword is a modifier to the previous content keyword, there must be a content in the rule before http_raw_uri is specified.
Format

http_raw_uri;

Examples

This rule constrains the search for the pattern "EFG" to the UNNORMALIZED URI.

alert tcp any any -> any 80 (content:"ABC"; content:"EFG"; http_raw_uri;)

⚠️ NOTE

The http_raw_uri modifier is not allowed to be used with the rawbytes, http_uri or fast_pattern modifiers for the same content.

3.5.19 http_stat_code

The http_stat_code keyword is a content modifier that restricts the search to the extracted Status code field from a HTTP server response.

As this keyword is a modifier to the previous content keyword, there must be a content in the rule before http_stat_code is specified.

The Status Code field will be extracted only if the extended response inspection is configured for the HttpInspect (see 2.2.7).

Format

http_stat_code;

Examples

This rule constrains the search for the pattern "200" to the extracted Status Code field of a HTTP server response.

alert tcp any any -> any 80 (content:"ABC"; content:"200"; http_stat_code;)

⚠️ NOTE

The http_stat_code modifier is not allowed to be used with the rawbytes or fast_pattern modifiers for the same content.

3.5.20 http_stat_msg

The http_stat_msg keyword is a content modifier that restricts the search to the extracted Status Message field from a HTTP server response.

As this keyword is a modifier to the previous content keyword, there must be a content in the rule before http_stat_msg is specified.

The Status Message field will be extracted only if the extended response inspection is configured for the HttpInspect (see 2.2.7).
Format

```
http_stat_msg;
```

Examples

This rule constrains the search for the pattern "Not Found" to the extracted Status Message field of a HTTP server response.

```
alert tcp any any -> any 80 (content:"ABC"; content:"Not Found"; http_stat_msg;)
```

⚠️ NOTE

The `http_stat_msg` modifier is not allowed to be used with the `rawbytes` or `fast_pattern` modifiers for the same content.

### 3.5.21 http_encode

The `http_encode` keyword will enable alerting based on encoding type present in a HTTP client request or a HTTP server response (per the configuration of HttpInspect 2.2.7).

There are several keywords associated with `http_encode`. The keywords 'uri', 'header' and 'cookie' determine the HTTP fields used to search for a particular encoding type. The keywords 'utf8', 'double_encode', 'non_ascii', 'uencode', 'iis_encode', 'ascii' and 'bare_byte' determine the encoding type which would trigger the alert. These keywords can be combined using a OR operation. Negation is allowed on these keywords.

The config option 'normalize_headers' needs to be turned on for rules to work with the keyword 'header'. The keyword 'cookie' is dependent on config options 'enable_cookie' and 'normalize_cookies' (see 2.2.7). This rule option will not be able to detect encodings if the specified HTTP fields are not NORMALIZED.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>uri</td>
<td>Check for the specified encoding type in HTTP client request URI field.</td>
</tr>
<tr>
<td>header</td>
<td>Check for the specified encoding type in HTTP request or HTTP response header fields (depending on the packet flow)</td>
</tr>
<tr>
<td>cookie</td>
<td>Check for the specified encoding type in HTTP request or HTTP response cookie header fields (depending on the packet flow)</td>
</tr>
<tr>
<td>utf8</td>
<td>Check for utf8 encoding in the specified buffer</td>
</tr>
<tr>
<td>double_encode</td>
<td>Check for double encoding in the specified buffer</td>
</tr>
<tr>
<td>non_ascii</td>
<td>Check for non-ASCII encoding in the specified buffer</td>
</tr>
<tr>
<td>uencode</td>
<td>Check for u-encoding in the specified buffer</td>
</tr>
<tr>
<td>bare_byte</td>
<td>Check for bare byte encoding in the specified buffer</td>
</tr>
<tr>
<td>ascii</td>
<td>Check for ascii encoding in the specified buffer</td>
</tr>
<tr>
<td>iis_encode</td>
<td>Check for IIS Unicode encoding in the specified buffer</td>
</tr>
</tbody>
</table>

Format

```
http_encode:<http buffer type>, [!]<encoding type>
http_encode:[uri|header|cookie], [!][][utf8|double_encode|non_ascii|uencode|bare_byte|ascii|iis_encode>
```

Examples

```
alert tcp any any -> any any (msg:"UTF8/UEncode Encoding present"; http_encode:uri,utf8|uencode;)
alert tcp any any -> any any (msg:"No UTF8"; http_encode:uri,!utf8;)
```
3.5.22 fast_pattern

The fast_pattern keyword is a content modifier that sets the content within a rule to be used with the fast pattern matcher. The default behavior of fast pattern determination is to use the longest HTTP buffer content. If no HTTP buffer is present, then the fast pattern is the longest content. Given this behavior, it is useful if a shorter content is more "unique" than the longer content, meaning the shorter content is less likely to be found in a packet than the longer content.

The fast pattern matcher is used to select only those rules that have a chance of matching by using a content in the rule for selection and only evaluating that rule if the content is found in the payload. Though this may seem to be overhead, it can significantly reduce the number of rules that need to be evaluated and thus increases performance. The better the content used for the fast pattern matcher, the less likely the rule will needlessly be evaluated.

As this keyword is a modifier to the previous content keyword, there must be a content rule option in the rule before fast_pattern is specified. The fast_pattern option may be specified only once per rule.


The fast_pattern modifier can be used with negated contents only if those contents are not modified with offset, depth, distance or within.

The fast pattern matcher is always case insensitive.

Format

The fast_pattern option can be used alone or optionally take arguments. When used alone, the meaning is simply to use the specified content as the fast pattern content for the rule.

fast_pattern;

The optional argument only can be used to specify that the content should only be used for the fast pattern matcher and should not be evaluated as a rule option. This is useful, for example, if a known content must be located in the payload independent of location in the payload, as it saves the time necessary to evaluate the rule option. Note that (1) the modified content must be case insensitive since patterns are inserted into the pattern matcher in a case insensitive manner, (2) negated contents cannot be used and (3) contents cannot have any positional modifiers such as offset, depth, distance or within.

fast_pattern:only;

The optional argument <offset>,<length> can be used to specify that only a portion of the content should be used for the fast pattern matcher. This is useful if the pattern is very long and only a portion of the pattern is necessary to satisfy "uniqueness" thus reducing the memory required to store the entire pattern in the fast pattern matcher.
fast_pattern:<offset>,<length>;

⚠️ **NOTE**
The optional arguments `only` and `<offset>,<length>` are mutually exclusive.

**Examples**

This rule causes the pattern "IJKLMNO" to be used with the fast pattern matcher, even though it is shorter than the earlier pattern "ABCDEFGH".

```
alert tcp any any -> any 80 (content:"ABCDEFGH"; content:"IJKLMNO"; fast_pattern;)
```

This rule says to use the content "IJKLMNO" for the fast pattern matcher and that the content should only be used for the fast pattern matcher and not evaluated as a content rule option.

```
alert tcp any any -> any 80 (content:"ABCDEFGH"; content:"IJKLMNO"; nocase; fast_pattern:only;)
```

This rule says to use "JKLNMN" as the fast pattern content, but still evaluate the content rule option as "IJKLMNO".

```
alert tcp any any -> any 80 (content:"ABCDEFGH"; content:"IJKLMNO"; fast_pattern:1,5;)
```

### 3.5.23 uricontent

The uricontent keyword in the Snort rule language searches the NORMALIZED request URI field. This is equivalent to using the `http_uri` modifier to a `content` keyword. As such if you are writing rules that include things that are normalized, such as `%2f` or directory traversals, these rules will not alert. The reason is that the things you are looking for are normalized out of the URI buffer.

For example, the URI:

```
/scripts/..%0a%af../winnt/system32/cmd.exe/?/c+ver
```

will get normalized into:

```
/winnt/system32/cmd.exe/?/c+ver
```

Another example, the URI:

```
/cgi-bin/aaaaaaaaaaaaaaaaaaaaaaaaa/..%252fp%68f?
```

will get normalized into:

```
/cgi-bin/phf?
```

When writing a `uricontent` rule, write the content that you want to find in the context that the URI will be normalized. For example, if Snort normalizes directory traversals, do not include directory traversals.

You can write rules that look for the non-normalized content by using the content option. (See Section 3.5.1)

`uricontent` can be used with several of the modifiers available to the `content` keyword. These include:

This option works in conjunction with the HTTP Inspect preprocessor specified in Section 2.2.7.
Table 3.6: Uricontent Modifiers

<table>
<thead>
<tr>
<th>Modifier</th>
<th>Section</th>
</tr>
</thead>
<tbody>
<tr>
<td>nocase</td>
<td>3.5.5</td>
</tr>
<tr>
<td>depth</td>
<td>3.5.7</td>
</tr>
<tr>
<td>offset</td>
<td>3.5.8</td>
</tr>
<tr>
<td>distance</td>
<td>3.5.9</td>
</tr>
<tr>
<td>within</td>
<td>3.5.10</td>
</tr>
<tr>
<td>fast_pattern</td>
<td>3.5.22</td>
</tr>
</tbody>
</table>

Format

uricontent:[!]"<content string>";

⚠️ NOTE

uricontent cannot be modified by a rawbytes modifier or any of the other HTTP modifiers. If you wish to search the UNNORMALIZED request URI field, use the http_raw_uri modifier with a content option.

3.5.24 urilen

The urilen keyword in the Snort rule language specifies the exact length, the minimum length, the maximum length, or range of URI lengths to match. By default the raw uri buffer will be used. With the optional <uribuf> argument, you can specify whether the raw or normalized buffer are used.

Format

urilen:min<>max[,<uribuf>];
urilen:[][]<number>[,<uribuf>];

<uribuf> : "norm" | "raw"

The following example will match URIs that are 5 bytes long:

urilen:5;

The following example will match URIs that are shorter than 5 bytes:

urilen:<5;

The following example will match URIs that are greater than 5 bytes and less than 10 bytes (inclusive):

urilen:5<>10;

The following example will match URIs that are greater than 500 bytes using the normalized URI buffer:

urilen:>500,norm;

The following example will match URIs that are greater than 500 bytes explicitly stating to use the raw URI buffer:

urilen:>500,raw;

This option works in conjunction with the HTTP Inspect preprocessor specified in Section 2.2.7.
3.5.25 isdataat

Verify that the payload has data at a specified location, optionally looking for data relative to the end of the previous content match.

Format

```
isdataat:[!]<int>[, relative|rawbytes];
```

Example

```
alert tcp any any -> any 111 (content:"PASS"; isdataat:50,relative; 
    content:!'\0a\0'; within:50;)
```

This rule looks for the string PASS exists in the packet, then verifies there is at least 50 bytes after the end of the string PASS, then verifies that there is not a newline character within 50 bytes of the end of the PASS string.

When the rawbytes modifier is specified with isdataat, it looks at the raw packet data, ignoring any decoding that was done by the preprocessors. This modifier will work with the relative modifier as long as the previous content match was in the raw packet data.

A ! modifier negates the results of the isdataat test. It will alert if a certain amount of data is not present within the payload. For example, the rule with modifiers content:"foo"; isdataat:!10,relative; would alert if there were not 10 bytes after "foo" before the payload ended.

3.5.26 pcre

The pcre keyword allows rules to be written using perl compatible regular expressions. For more detail on what can be done via a pcre regular expression, check out the PCRE web site http://www.pcre.org

Format

```
pcre:[!]"(/<regex>/|m<delim><regex><delim>)[ismxAEGRUBPHMCOIDKYS]";
```

The post-re modifiers set compile time flags for the regular expression. See tables 3.7, 3.8, and 3.9 for descriptions of each modifier.

| i | case insensitive          |
| s | include newlines in the dot metacharacter |
| m | By default, the string is treated as one big line of characters. ^ and $ match at the beginning and ending of the string. When m is set, ^ and $ match immediately following or immediately before any newline in the buffer, as well as the very start and very end of the buffer. |
| x | whitespace data characters in the pattern are ignored except when escaped or inside a character class |

⚠️ NOTE

The modifiers R (relative) and B (rawbytes) are not allowed with any of the HTTP modifiers such as U, I, P, H, D, M, C, K, S and Y.
Table 3.8: PCRE compatible modifiers for `pcre`

<table>
<thead>
<tr>
<th>Modifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>the pattern must match only at the start of the buffer (same as <code>^</code>)</td>
</tr>
<tr>
<td>E</td>
<td>Set $ to match only at the end of the subject string. Without E, $ also matches immediately before the final character if it is a newline (but not before any other newlines).</td>
</tr>
<tr>
<td>G</td>
<td>Inverts the &quot;greediness&quot; of the quantifiers so that they are not greedy by default, but become greedy if followed by &quot;?&quot;.</td>
</tr>
</tbody>
</table>

Example

This example performs a case-insensitive search for the HTTP URI `foo.php?id=<some numbers>`.

```plaintext
alert tcp any any -> any 80 (content:"/foo.php?id="; pcre:"/\/foo.php?id=[0-9]{1,10}/iU";)
```

⚠️ NOTE

It is wise to have at least one `content` keyword in a rule that uses `pcre`. This allows the fast-pattern matcher to filter out non-matching packets so that the pcre evaluation is not performed on each and every packet coming across the wire.

⚠️ NOTE

Snort’s handling of multiple URIs with PCRE does not work as expected. PCRE when used without a `uricontent` only evaluates the first URI. In order to use pcre to inspect all URIs, you must use either a `content` or a `uricontent`.

3.5.27 `pkt_data`

This option sets the cursor used for detection to the raw transport payload.

Any relative or absolute content matches (without HTTP modifiers or rawbytes) and other payload detecting rule options that follow `pkt_data` in a rule will apply to the raw TCP/UDP payload or the normalized buffers (in case of `telnet`, `smtp` normalization) until the cursor (used for detection) is set again.

This rule option can be used several times in a rule.

Format

```plaintext
pkt_data;
```

Example

```plaintext
alert tcp any any -> any any(msg:"Absolute Match"; pkt_data; content:"BLAH"; offset:0; depth:10;)
alert tcp any any -> any any(msg:"PKT DATA"; pkt_data; content:"foo"; within:10;)
alert tcp any any -> any any(msg:"PKT DATA"; pkt_data; content:"foo";)
alert tcp any any -> any any(msg:"PKT DATA"; pkt_data; pcre:"/foo/i";)
```
Table 3.9: Snort specific modifiers for pcre

<table>
<thead>
<tr>
<th>Modifier</th>
<th>Description</th>
</tr>
</thead>
</table>
| R        | Match relative to the end of the last pattern match. (Similar to distance:0;)
| U        | Match the decoded URI buffers (Similar to uricontent and http-uri). This modifier is not allowed with the unnormalized HTTP request uri buffer modifier(I) for the same content. |
| I        | Match the unnormalized HTTP request uri buffer (Similar to http_raw_uri). This modifier is not allowed with the HTTP request uri buffer modifier(U) for the same content. |
| P        | Match unnormalized HTTP request body (Similar to http_client_body). For SIP message, match SIP body for request or response (Similar to sip_body). |
| H        | Match normalized HTTP request or HTTP response header (Similar to http_header). This modifier is not allowed with the unnormalized HTTP request or HTTP response header modifier(D) for the same content. For SIP message, match SIP header for request or response (Similar to sip_header). |
| D        | Match unnormalized HTTP request or HTTP response header (Similar to http_raw_header). This modifier is not allowed with the normalized HTTP request or HTTP response header modifier(H) for the same content. |
| M        | Match normalized HTTP request method (Similar to http_method) |
| C        | Match normalized HTTP request or HTTP response cookie (Similar to http_cookie). This modifier is not allowed with the unnormalized HTTP request or HTTP response cookie modifier(K) for the same content. |
| K        | Match unnormalized HTTP request or HTTP response cookie (Similar to http_raw_cookie). This modifier is not allowed with the normalized HTTP request or HTTP response cookie modifier(C) for the same content. |
| S        | Match HTTP response status code (Similar to http_stat_code) |
| Y        | Match HTTP response status message (Similar to http_stat_msg) |
| B        | Do not use the decoded buffers (Similar to rawbytes) |
| O        | Override the configured pcre match limit and pcre match limit recursion for this expression (See section 2.1.3). It completely ignores the limits while evaluating the pcre pattern specified. |

3.5.28 file_data

This option sets the cursor used for detection to one of the following buffers: 1. When the traffic being detected is HTTP it sets the buffer to, a. HTTP response body (without chunking/compression/normalization) b. HTTP de-chunked response body c. HTTP decompressed response body (when inspect_gzip is turned on) d. HTTP normalized response body (when normalized_javascript is turned on) e. HTTP UTF normalized response body (when normalize_utf is turned on) f. All of the above 2. When the traffic being detected is SMTP/POP/IMAP it sets the buffer to, a. SMTP/POP/IMAP data body (including Email headers and MIME when decoding is turned off) b. Base64 decoded MIME attachment (when b64_decode_depth is greater than -1) c. Non-Encoded MIME attachment (when bitenc_decode_depth is greater than -1) d. Quoted-Printable decoded MIME attachment (when qp_decode_depth is greater than -1) e. Unix-to-Unix decoded attachment (when uu_decode_depth is greater than -1) 3. If it is not set by 1 and 2, it will be set to the payload.

Any relative or absolute content matches (without HTTP modifiers or rawbytes) and payload detecting rule options that follow file_data in a rule will apply to this buffer until explicitly reset by other rule options.

This rule option can be used several time in a rule.

The argument mime to file_data is deprecated. The rule options file_data will itself point to the decoded MIME attachment.
Format

file_data;

Example

alert tcp any any -> any any(msg:"Absolute Match"; file_data; content:"BLAH"; offset:0; depth:10;)
alert tcp any any -> any any(msg:"FILE_DATA"; file_data; content:"foo"; within:10;)
alert tcp any any -> any any(msg:"FILE_DATA"; file_data; content:"foo");
alert tcp any any -> any any(msg:"FILE_DATA"; file_data; pcre:"/foo/i");

The following rule searches for content "foo" within the file_data buffer and content "bar" within the entire packet payload. The rule option pkt_data will reset the cursor used for detection to the TCP payload.
alert tcp any any -> any any(msg:"FILE_DATA"; file_data; content:"foo"; pkt_data; content:"bar");

3.5.29 base64_decode

This option is used to decode the base64 encoded data. This option is particularly useful in case of HTTP headers such as HTTP authorization headers. This option unfolds the data before decoding it.

Format

base64_decode[:[bytes <bytes_to_decode>][, ]offset <offset>[], relative]]; 

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>bytes</td>
<td>Number of base64 encoded bytes to decode. This argument takes positive and non-zero values only. When this option is not specified we look for base64 encoded data till either the end of header line is reached or end of packet payload is reached.</td>
</tr>
<tr>
<td>offset</td>
<td>Determines the offset relative to the doc.ptr when the option relative is specified or relative to the start of the packet payload to begin inspection of base64 encoded data. This argument takes positive and non-zero values only.</td>
</tr>
<tr>
<td>relative</td>
<td>Specifies the inspection for base64 encoded data is relative to the doc.ptr.</td>
</tr>
</tbody>
</table>

The above arguments to base64_decode are optional.

⚠️ NOTE

This option can be extended to protocols with folding similar to HTTP. If folding is not present the search for base64 encoded data will end when we see a carriage return or line feed or both without a following space or tab.
This option needs to be used in conjunction with base64_data for any other payload detecting rule options to work on base64 decoded buffer.

Examples

    alert tcp $EXTERNAL_NET any -> $HOME_NET any \  
    (msg:"Base64 Encoded Data"; base64_decode; base64_data; \  
    content:"foo bar"; within:20;)

    alert tcp $EXTERNAL_NET any -> $HOME_NET any \  
    (msg:"Authorization NTLM"; content:"Authorization: NTLM";
This option is similar to the rule option file_data and is used to set the cursor used for detection to the beginning of the base64 decoded buffer if present.

This option does not take any arguments. The rule option base64_decode needs to be specified before the base64_data option.

**Format**

```plaintext
base64_data;
```

This option matches if there is base64 decoded buffer.

⚠️ **NOTE**

Fast pattern content matches are not allowed with this buffer.

**Example**

```plaintext
alert tcp any any -> any any (msg:"Authorization NTLM";
    content:"Authorization:"; http_header;
    base64_decode:bytes 12, offset 6, relative; base64_data;
    content:"NTLMSSP"; within:8;)
```

**3.5.31 byte_test**

Test a byte field against a specific value (with operator). Capable of testing binary values or converting representative byte strings to their binary equivalent and testing them.

For a more detailed explanation, please read Section 3.9.5.

**Format**

```plaintext
byte_test:<bytes to convert>, [!]<operator>, <value>, <offset> \[
    [, relative][, <endianness>][, string, <number type>][, dce] \[
    [, bitmask <bitmask_value>];
```

- **bytes** = 1 - 10
- **operator** = '<' | '=' | '>' | '<=' | '>=' | '&' | 'ˆ'
- **value** = 0 - 4294967295
- **offset** = -65535 to 65535
- **bitmask_value** = 1 to 4 byte hexadecimal value
<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>bytes_to_convert</td>
<td>Number of bytes to pick up from the packet. The allowed values are 1 to 10 when used without dce. If used with dce allowed values are 1, 2 and 4.</td>
</tr>
<tr>
<td>operator</td>
<td>Operation to perform to test the value:</td>
</tr>
<tr>
<td></td>
<td>• &lt; - less than</td>
</tr>
<tr>
<td></td>
<td>• &gt; - greater than</td>
</tr>
<tr>
<td></td>
<td>• &lt;= - less than or equal</td>
</tr>
<tr>
<td></td>
<td>• &gt;= - greater than or equal</td>
</tr>
<tr>
<td></td>
<td>• = - equal</td>
</tr>
<tr>
<td></td>
<td>• &amp; - bitwise AND</td>
</tr>
<tr>
<td></td>
<td>• ^ - bitwise OR</td>
</tr>
<tr>
<td>value</td>
<td>Value to test the converted value against</td>
</tr>
<tr>
<td>offset</td>
<td>Number of bytes into the payload to start processing</td>
</tr>
<tr>
<td>relative</td>
<td>Use an offset relative to last pattern match</td>
</tr>
<tr>
<td>endian</td>
<td>Endian type of the number being read:</td>
</tr>
<tr>
<td></td>
<td>• big - Process data as big endian (default)</td>
</tr>
<tr>
<td></td>
<td>• little - Process data as little endian</td>
</tr>
<tr>
<td>string</td>
<td>Data is stored in string format in packet</td>
</tr>
<tr>
<td>number type</td>
<td>Type of number being read:</td>
</tr>
<tr>
<td></td>
<td>• hex - Converted string data is represented in hexadecimal</td>
</tr>
<tr>
<td></td>
<td>• dec - Converted string data is represented in decimal</td>
</tr>
<tr>
<td></td>
<td>• oct - Converted string data is represented in octal</td>
</tr>
<tr>
<td>dce</td>
<td>Let the DCE/RPC 2 preprocessor determine the byte order of the value to be converted. See section 2.2.16 for a description and examples (2.2.16 for quick reference).</td>
</tr>
<tr>
<td>bitmask</td>
<td>Applies the AND operator on the bytes converted. The result will be right-shifted by the number of bits equal to the number of trailing zeros in the mask.</td>
</tr>
</tbody>
</table>

Any of the operators can also include '!' to check if the operator is not true. If '!' is specified without an operator, then the operator is set to '='.

⚠️ **NOTE**

Snort uses the C operators for each of these operators. If the & operator is used, then it would be the same as using `if (data & value) { do_something(); }`

**Examples**

```plaintext
alert udp $EXTERNAL_NET any -> $HOME_NET any \
(msg:"AMD procedure 7 plog overflow"; \
 content:"00 04 93 F3"; \
 content:"00 00 00 07"; distance:4; within:4; \
 byte_test:4, >, 1000, 20, relative;)
```

```plaintext
alert tcp $EXTERNAL_NET any -> $HOME_NET any \
```
3.5.32 byte_jump

The byte_jump keyword allows rules to be written for length encoded protocols trivially. By having an option that reads the length of a portion of data, then skips that far forward in the packet, rules can be written that skip over specific portions of length-encoded protocols and perform detection in very specific locations.

The byte_jump option does this by reading some number of bytes, convert them to their numeric representation, move that many bytes forward and set a pointer for later detection. This pointer is known as the detect offset end pointer, or doe_ptr.

For a more detailed explanation, please read Section 3.9.5.

**Format**

```plaintext
byte_jump:<bytes_to_convert>, <offset> [, relative][, multiplier <mult_value>] 
[, <endian>][, string, <number_type>][, align][, from_beginning][, from_end] 
[, post_offset <adjustment value>][, dce][, bitmask <bitmask_value>];
```

- **bytes** = 1 - 10
- **offset** = -65535 to 65535
- **mult_value** = 0 - 65535
- **post_offset** = -65535 to 65535
- **bitmask_value** = 1 to 4 bytes hexadecimal value
<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>bytes_to_convert</td>
<td>Number of bytes to pick up from the packet. The allowed values are 1 to 10 when used without dce. If used with dce allowed values are 1, 2 and 4. If used with from_end argument, bytes_to_convert can be 0. If bytes_to_convert is 0, the extracted value is 0.</td>
</tr>
<tr>
<td>offset</td>
<td>Number of bytes into the payload to start processing</td>
</tr>
<tr>
<td>relative</td>
<td>Use an offset relative to last pattern match</td>
</tr>
<tr>
<td>multiplier &lt;value&gt;</td>
<td>Multiply the number of calculated bytes by &lt;value&gt; and skip forward that number of bytes.</td>
</tr>
<tr>
<td>big</td>
<td>Process data as big endian (default)</td>
</tr>
<tr>
<td>little</td>
<td>Process data as little endian</td>
</tr>
<tr>
<td>string</td>
<td>Data is stored in string format in packet</td>
</tr>
<tr>
<td>hex</td>
<td>Converted string data is represented in hexadecimal</td>
</tr>
<tr>
<td>dec</td>
<td>Converted string data is represented in decimal</td>
</tr>
<tr>
<td>oct</td>
<td>Converted string data is represented in octal</td>
</tr>
<tr>
<td>align</td>
<td>Round the number of converted bytes up to the next 32-bit boundary</td>
</tr>
<tr>
<td>from_beginning</td>
<td>Skip forward from the beginning of the packet payload instead of from the current position in the packet.</td>
</tr>
<tr>
<td>from_end</td>
<td>The jump will originate from the end of payload</td>
</tr>
<tr>
<td>post_offset &lt;value&gt;</td>
<td>Skip forward or backwards (positive of negative value) by &lt;value&gt; number of bytes after the other jump options have been applied.</td>
</tr>
<tr>
<td>dce</td>
<td>Let the DCE/RPC 2 preprocessor determine the byte order of the value to be converted. See section 2.2.16 for a description and examples (2.2.16 for quick reference).</td>
</tr>
<tr>
<td>bitmask</td>
<td>Applies the AND operator on the bytes_to_convert argument. The result will be right-shifted by the number of bits equal to the number of trailing zeros in the mask.</td>
</tr>
</tbody>
</table>

**Example**

```plaintext
alert udp any any -> any 32770:34000 (content:"|00 01 86 B8|"; \
   content:"|00 00 00 01|"; distance:4; within:4; \
   byte_jump:4, 12, relative, align; \
   byte_test:4, >, 900, 20, relative; \
   msg:"statd format string buffer overflow");
```

```plaintext
alert tcp any any -> any any (content:"Begin"; \
   byte_jump:0, 0, from_end, post_offset -6; \
   content:"end.."; distance:0; within:5; \
   msg:"Content match from end of the payload");
```

```plaintext
alert tcp any any -> any any (content:"catalog"; \
   byte_jump:2, 1, relative, post_offset 2, bitmask 0x03f0; \
   byte_test:2, =, 968, 0, relative; \
   msg:"Bitmask applied on the 2 bytes extracted for byte_jump");
```

```plaintext
alert tcp any any -> any any (content:"catalog"; \
   byte_jump:1, 2, from_end, post_offset -5, bitmask 0x3c; \
   byte_test:1, =, 106, 0, relative; \
   msg:"Byte jump calculated from end of payload after bitmask applied");
```

### 3.5.33 byte_extract

The byte_extract keyword is another useful option for writing rules against length-encoded protocols. It reads in some number of bytes from the packet payload and saves it to a variable. These variables can be referenced later in
the rule, instead of using hard-coded values.

**NOTE**

Only two `byte_extract` variables may be created per rule. They can be re-used in the same rule any number of times.

**Format**

```
byte_extract:<bytes_to_extract>, <offset>, <name> [, relative] 
[, multiplier <multiplier value>][, <endian>][, string][, hex][, dec][, oct] 
[, align <align value>][, dce][, bitmask <bitmask>];
```

- `bytes_to_extract` = 1 - 10
- `operator` = '<' | '=' | '>' | '<=' | '>=' | '&' | 'ˆ'
- `value` = 0 - 4294967295
- `offset` = -65535 to 65535
- `bitmask_value` = 1 to 4 byte hexadecimal value

### Option Description

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>bytes_to_extract</td>
<td>Number of bytes to pick up from the packet</td>
</tr>
<tr>
<td>offset</td>
<td>Number of bytes into the payload to start processing</td>
</tr>
<tr>
<td>name</td>
<td>Name of the variable. This will be used to reference the variable in other rule options.</td>
</tr>
<tr>
<td>relative</td>
<td>Use an offset relative to last pattern match</td>
</tr>
<tr>
<td>multiplier &lt;value&gt;</td>
<td>Multiply the bytes read from the packet by &lt;value&gt; and save that number into the variable.</td>
</tr>
<tr>
<td>big</td>
<td>Process data as big endian (default)</td>
</tr>
<tr>
<td>little</td>
<td>Process data as little endian</td>
</tr>
<tr>
<td>dce</td>
<td>Use the DCE/RPC 2 preprocessor to determine the byte-ordering. The DCE/RPC 2 preprocessor must be enabled for this option to work.</td>
</tr>
<tr>
<td>string</td>
<td>Data is stored in string format in packet</td>
</tr>
<tr>
<td>hex</td>
<td>Converted string data is represented in hexadecimal</td>
</tr>
<tr>
<td>dec</td>
<td>Converted string data is represented in decimal</td>
</tr>
<tr>
<td>oct</td>
<td>Converted string data is represented in octal</td>
</tr>
<tr>
<td>align &lt;value&gt;</td>
<td>Round the number of converted bytes up to the next &lt;value&gt;-byte boundary.</td>
</tr>
<tr>
<td>bitmask</td>
<td>Applies the AND operator on the value of <code>bytes_to_extract</code> argument. The result will be right-shifted by the number of bits equal to the number of trailing zeros in the mask.</td>
</tr>
</tbody>
</table>

### Other options which use `byte_extract` variables

A `byte_extract` rule option detects nothing by itself. Its use is in extracting packet data for use in other rule options. Here is a list of places where `byte_extract` variables can be used:

<table>
<thead>
<tr>
<th>Rule Option</th>
<th>Arguments that Take Variables</th>
</tr>
</thead>
<tbody>
<tr>
<td>content</td>
<td>offset, depth, distance, within</td>
</tr>
<tr>
<td>uricontent</td>
<td>offset, depth, distance, within</td>
</tr>
<tr>
<td>byte_test</td>
<td>offset, value</td>
</tr>
<tr>
<td>byte_jump</td>
<td>offset</td>
</tr>
<tr>
<td>isdataat</td>
<td>offset</td>
</tr>
</tbody>
</table>

### Examples

This example uses two variables to:
- Read the offset of a string from a byte at offset 0.
- Read the depth of a string from a byte at offset 1.
- Use these values to constrain a pattern match to a smaller area.

```
alert tcp any any -> any any (byte_extract:1, 0, str_offset; 
  byte_extract:1, 1, str_depth; 
  content:"bad stuff"; offset:str_offset; depth:str_depth; 
  msg:"Bad Stuff detected within field");

alert tcp any any -> any any (content:"|04 63 34 35|"; offset:4; depth:4; 
  byte_extract: 2, 0, var_match, relative, bitmask 0x03ff; 
  byte_test: 2, =, var_match, 2, relative; 
  msg:"Byte test value matches bitmask applied on bytes extracted");
```

### 3.5.34 byte_math

Perform a mathematical operation on an extracted value and a specified value or existing variable, and store the outcome in a new resulting variable. These resulting variables can be referenced later in the rule, instead of using hard-coded values.

**Format**

```
byte_math:bytes <bytes_to_extract>, offset <offset_value>, oper <operator>,
  rvalue <r_value>, result <result_variable> [, relative]
  [, endian <endian>] [, string <number type>] [, dce]
  [, bitmask <bitmask_value>];
```

- **bytes_to_extract** = 1 - 10
- **operator** = `+` | `-` | `*` | `/` | `<<` | `>>`
- **r_value** = 0 - 4294967295 | byte extract variable
- **offset_value** = -65535 to 65535
- **bitmask_value** = 1 to 4 byte hexadecimal value
- **result_variable** = Result Variable name
### Option

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>bytes_to_extract</strong></td>
<td>Number of bytes to pick up from the packet. The allowed values are 1 to 10 when used without dce. If used with dce, allowed values are 1, 2 and 4. If used with &lt;&lt; or &gt;&gt; operator, allowed values are 1 to 4.</td>
</tr>
<tr>
<td><strong>oper</strong></td>
<td>Mathematical Operation to perform on the extracted value. Operations allowed: +, -, *, /, &lt;&lt;, &gt;&gt;</td>
</tr>
<tr>
<td><strong>rvalue</strong></td>
<td>Value to use mathematical operation against</td>
</tr>
<tr>
<td><strong>offset</strong></td>
<td>Number of bytes into the payload to start processing</td>
</tr>
<tr>
<td><strong>relative</strong></td>
<td>Use an offset relative to last pattern match</td>
</tr>
</tbody>
</table>
| **endian**     | Endian type of the number being read:  
|                | • **big** - Process data as big endian (default)  
|                | • **little** - Process data as little endian |
| **string**     | Data is stored in string format in packet |
| **number_type** | Type of number being read:  
|                | • **hex** - Converted string data is represented in hexadecimal  
|                | • **dec** - Converted string data is represented in decimal  
|                | • **oct** - Converted string data is represented in octal |
| **dce**        | Let the DCE/RPC 2 preprocessor determine the byte order of the value to be converted. See section 2.2.16 for a description and examples (2.2.16 for quick reference). |
| **bitmask**    | Applies the AND operator on the bytes extracted. The result will be right-shifted by the number of bits equal to the number of trailing zeros in the mask. |

### Other rule options which use byte_math result variable

<table>
<thead>
<tr>
<th>Rule Option</th>
<th>Arguments that take result variable</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>content</strong></td>
<td>offset, depth, distance, within</td>
</tr>
<tr>
<td><strong>byte_test</strong></td>
<td>offset, value</td>
</tr>
<tr>
<td><strong>byte_jump</strong></td>
<td>offset</td>
</tr>
<tr>
<td><strong>isdataat</strong></td>
<td>offset</td>
</tr>
</tbody>
</table>

### Examples

```plaintext
alert udp $EXTERNAL_NET any -> $HOME_NET any \  
(msg:"Perform Arithmetic Operation on the extracted bytes"; \  
content:"|00 04 93 F3|"; \  
content:"|00 00 00 07|"; distance:4; within:4; \  
byte_math:bytes 4, offset 0, oper +, rvalue 248, result var, relative; \  
byte_test:4, >, var, 2, relative;)
```

```plaintext
alert tcp $EXTERNAL_NET any -> $HOME_NET any \  
(msg:"Bitwise shift operator"; \  
content:"|00 00 00 07|"; distance:4; within:4; \  
byte_extract: 1, 0, extracted_val, relative; \  
byte_math: bytes 1, offset 2, oper >>, rvalue extracted_val, result var, relative; \  
byte_test:2, =, var, 0, relative;)
```

```plaintext
alert udp any any -> any 1234 \  
(content: "Packets start"; \  
byte_math: bytes 2, offset 0, oper -, rvalue 100, result var, relative, bitmask 0x7FF0; \  
byte_test:5, =, var, 0, relative;)
```
3.5.35 ftpbounce

The ftpbounce keyword detects FTP bounce attacks.

Format

ftpbounce;

Example

alert tcp $EXTERNAL_NET any -> $HOME_NET 21 (msg:"FTP PORT bounce attempt"; flow:to_server,established; content:"PORT"; nocase; ftpbounce; pcre:"/\^PORT/smi"; classtype:misc-attack; sid:3441; rev:1;)

3.5.36 asn1

The ASN.1 detection plugin decodes a packet or a portion of a packet, and looks for various malicious encodings. Multiple options can be used in an ‘asn1’ option and the implied logic is boolean OR. So if any of the arguments evaluate as true, the whole option evaluates as true.

The ASN.1 options provide programmatic detection capabilities as well as some more dynamic type detection. If an option has an argument, the option and the argument are separated by a space or a comma. The preferred usage is to use a space between option and argument.

Format

asn1:[bitstring_overflow][, double_overflow][, oversize_length <value>][, absolute_offset <value>|relative|215]
<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>bitstring_overflow</td>
<td>Detects invalid bitstring encodings that are known to be remotely exploitable.</td>
</tr>
<tr>
<td>double_overflow</td>
<td>Detects a double ASCII encoding that is larger than a standard buffer. This is</td>
</tr>
<tr>
<td></td>
<td>known to be an exploitable function in Microsoft, but it is unknown at this time which</td>
</tr>
<tr>
<td></td>
<td>services may be exploitable.</td>
</tr>
<tr>
<td>oversize_length &lt;value&gt;</td>
<td>Compares ASN.1 type lengths with the supplied argument. The syntax looks like,</td>
</tr>
<tr>
<td></td>
<td>&quot;oversize_length 500&quot;. This means that if an ASN.1 type is greater than 500, then</td>
</tr>
<tr>
<td></td>
<td>this keyword is evaluated as true. This keyword must have one argument which</td>
</tr>
<tr>
<td></td>
<td>specifies the length to compare against.</td>
</tr>
<tr>
<td>absolute_offset &lt;value&gt;</td>
<td>This is the absolute offset from the beginning of the packet. For example,</td>
</tr>
<tr>
<td></td>
<td>if you wanted to decode snmp packets, you would say “absolute_offset 0”. absolute_offset</td>
</tr>
<tr>
<td></td>
<td>has one argument, the offset value. Offset may be positive or negative.</td>
</tr>
<tr>
<td>relative_offset &lt;value&gt;</td>
<td>This is the relative offset from the last content match, pcre or byte_jump.</td>
</tr>
<tr>
<td></td>
<td>relative_offset has one argument, the offset number. So if you wanted to start</td>
</tr>
<tr>
<td></td>
<td>decoding an ASN.1 sequence right after the content “foo”, you would specify</td>
</tr>
<tr>
<td></td>
<td>’content:&quot;foo&quot;; asn1:bitstring_overflow, relative_offset 0’. Offset</td>
</tr>
<tr>
<td></td>
<td>values may be positive or negative.</td>
</tr>
</tbody>
</table>

**Examples**

```
alert udp any any -> any 161 (msg:"Oversize SNMP Length"; \
  asn1:oversize_length 10000, absolute_offset 0;)

alert tcp any any -> any 80 (msg:"ASN1 Relative Foo"; content:"foo"; \
  asn1:bitstring_overflow, relative_offset 0;)
```

### 3.5.37 cvs

The CVS detection plugin aids in the detection of: Bugtraq-10384, CVE-2004-0396: “Malformed Entry Modified and Unchanged flag insertion”. Default CVS server ports are 2401 and 514 and are included in the default ports for stream reassembly.

⚠️ **NOTE**

This plugin cannot do detection over encrypted sessions, e.g. SSH (usually port 22).

**Format**

```
cvs:<option>;
```

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>invalid-entry</td>
<td>Looks for an invalid Entry string, which is a way of causing a heap overflow (see CVE-2004-0396) and bad pointer dereference in versions of CVS 1.11.15 and before.</td>
</tr>
</tbody>
</table>

**Examples**

```
alert tcp any any -> any 2401 (msg:"CVS Invalid-entry"; \
  flow:to_server,established; cvs:invalid-entry;)
```
3.5.38 **dce_iface**
See the DCE/RPC 2 Preprocessor section 2.2.16 for a description and examples of using this rule option.

3.5.39 **dce_opnum**
See the DCE/RPC 2 Preprocessor section 2.2.16 for a description and examples of using this rule option.

3.5.40 **dce_stub_data**
See the DCE/RPC 2 Preprocessor section 2.2.16 for a description and examples of using this rule option.

3.5.41 **sip_method**
See the SIP Preprocessor section 2.2.19 for a description and examples of using this rule option.

3.5.42 **sip_stat_code**
See the SIP Preprocessor section 2.2.19 for a description and examples of using this rule option.

3.5.43 **sip_header**
See the SIP Preprocessor section 2.2.19 for a description and examples of using this rule option.

3.5.44 **sip_body**
See the SIP Preprocessor section 2.2.19 for a description and examples of using this rule option.

3.5.45 **gtp_type**
See the GTP Preprocessor section 2.2.21 for a description and examples of using this rule option.

3.5.46 **gtp_info**
See the GTP Preprocessor section 2.2.21 for a description and examples of using this rule option.

3.5.47 **gtp_version**
See the GTP Preprocessor section 2.2.21 for a description and examples of using this rule option.

3.5.48 **ssl_version**
See the SSL/TLS Preprocessor section 2.2.14 for a description and examples of using this rule option.

3.5.49 **ssl_state**
See the SSL/TLS Preprocessor section 2.2.14 for a description and examples of using this rule option.
## 3.5.50 Payload Detection Quick Reference

Table 3.10: Payload detection rule option keywords

<table>
<thead>
<tr>
<th>Keyword</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>content</td>
<td>The content keyword allows the user to set rules that search for specific content in the packet payload and trigger response based on that data.</td>
</tr>
<tr>
<td>rawbytes</td>
<td>The rawbytes keyword allows rules to look at the raw packet data, ignoring any decoding that was done by preprocessors.</td>
</tr>
<tr>
<td>depth</td>
<td>The depth keyword allows the rule writer to specify how far into a packet Snort should search for the specified pattern.</td>
</tr>
<tr>
<td>offset</td>
<td>The offset keyword allows the rule writer to specify where to start searching for a pattern within a packet.</td>
</tr>
<tr>
<td>distance</td>
<td>The distance keyword allows the rule writer to specify how far into a packet Snort should ignore before starting to search for the specified pattern relative to the end of the previous pattern match.</td>
</tr>
<tr>
<td>within</td>
<td>The within keyword is a content modifier that makes sure that at most N bytes are between pattern matches using the content keyword.</td>
</tr>
<tr>
<td>uricontent</td>
<td>The uricontent keyword in the Snort rule language searches the normalized request URI field.</td>
</tr>
<tr>
<td>isdataat</td>
<td>The isdataat keyword verifies that the payload has data at a specified location.</td>
</tr>
<tr>
<td>pcre</td>
<td>The pcre keyword allows rules to be written using perl compatible regular expressions.</td>
</tr>
<tr>
<td>byte_test</td>
<td>The byte_test keyword tests a byte field against a specific value (with operator).</td>
</tr>
<tr>
<td>byte_jump</td>
<td>The byte_jump keyword allows rules to read the length of a portion of data, then skip that far forward in the packet.</td>
</tr>
<tr>
<td>ftpbounce</td>
<td>The ftpbounce keyword detects FTP bounce attacks.</td>
</tr>
<tr>
<td>asn1</td>
<td>The asn1 detection plugin decodes a packet or a portion of a packet, and looks for various malicious encodings.</td>
</tr>
<tr>
<td>cvs</td>
<td>The cvs keyword detects invalid entry strings.</td>
</tr>
<tr>
<td>dce_iface</td>
<td>See the DCE/RPC 2 Preprocessor section 2.2.16.</td>
</tr>
<tr>
<td>dce_opnum</td>
<td>See the DCE/RPC 2 Preprocessor section 2.2.16.</td>
</tr>
<tr>
<td>dce_stub_data</td>
<td>See the DCE/RPC 2 Preprocessor section 2.2.16.</td>
</tr>
<tr>
<td>sip_method</td>
<td>See the SIP Preprocessor section 2.2.19.</td>
</tr>
<tr>
<td>sip_stat_code</td>
<td>See the SIP Preprocessor section 2.2.19.</td>
</tr>
<tr>
<td>sip_header</td>
<td>See the SIP Preprocessor section 2.2.19.</td>
</tr>
<tr>
<td>sip_body</td>
<td>See the SIP Preprocessor section 2.2.19.</td>
</tr>
<tr>
<td>gtp_type</td>
<td>See the GTP Preprocessor section 2.2.21.</td>
</tr>
<tr>
<td>gtp_info</td>
<td>See the GTP Preprocessor section 2.2.21.</td>
</tr>
<tr>
<td>gtp_version</td>
<td>See the GTP Preprocessor section 2.2.21.</td>
</tr>
</tbody>
</table>

### 3.6 Non-Payload Detection Rule Options

#### 3.6.1 fragoffset

The fragoffset keyword allows one to compare the IP fragment offset field against a decimal value. To catch all the first fragments of an IP session, you could use the fragbits keyword and look for the More fragments option in conjunction with a fragoffset of 0.
Format

    fragoffset:![<>|]>]<number>;

Example

    alert ip any any -> any any
        (msg:"First Fragment"; fragbits:M; fragoffset:0;)

3.6.2 ttl

The ttl keyword is used to check the IP time-to-live value. This option keyword was intended for use in the detection of traceroute attempts. This keyword takes numbers from 0 to 255.

Format

    ttl: [<, >, =, <=, >=] <number>;
    ttl: [<number>] - [<number>];

Example

This example checks for a time-to-live value that is less than 3.

    ttl: < 3;

This example checks for a time-to-live value that between 3 and 5.

    ttl: 3 - 5;

This example checks for a time-to-live value that between 0 and 5.

    ttl: 0 - 5;

This example checks for a time-to-live value that between 5 and 255.

    ttl: 5 - ;

Few other examples are as follows:

    ttl: <= 5;
    ttl: >= 5;
    ttl: = 5;

The following examples are NOT allowed by ttl keyword:

    ttl: >= 5;
    ttl: <= 5;
    ttl: 5 - 3;

3.6.3 tos

The tos keyword is used to check the IP TOS field for a specific value.
3.6.4 id

The id keyword is used to check the IP ID field for a specific value. Some tools (exploits, scanners and other odd programs) set this field specifically for various purposes, for example, the value 31337 is very popular with some hackers.

Format

    id:<number>;

Example

This example looks for the IP ID of 31337.

    id:31337;

3.6.5 ipopts

The ipopts keyword is used to check if a specific IP option is present.

The following options may be checked:

rr - Record Route

eol - End of list

nop - No Op

ts - Time Stamp

sec - IP Security

esec - IP Extended Security

lsrr - Loose Source Routing

lsrre - Loose Source Routing (For MS99-038 and CVE-1999-0909)

ssrr - Strict Source Routing

satid - Stream identifier

any - any IP options are set

The most frequently watched for IP options are strict and loose source routing which aren’t used in any widespread internet applications.
Format

\texttt{ipopts:<rr|eol|nop|ts|sec|esec|lsrr|lsrre|ssrr|satid|any>};

Example

This example looks for the IP Option of Loose Source Routing.

\texttt{ipopts:lsrr};

Warning

Only a single \texttt{ipopts} keyword may be specified per rule.

3.6.6 fragbits

The \texttt{fragbits} keyword is used to check if fragmentation and reserved bits are set in the IP header.

The following bits may be checked:

M - More Fragments
D - Don’t Fragment
R - Reserved Bit

The following modifiers can be set to change the match criteria:

+ match on the specified bits, plus any others
* match if any of the specified bits are set
! match if the specified bits are not set

Format

\texttt{fragbits:[+*!]<MDR>};

Example

This example checks if the More Fragments bit and the Do not Fragment bit are set.

\texttt{fragbits:MD+};

3.6.7 dsize

The \texttt{dsize} keyword is used to test the packet payload size. This may be used to check for abnormally sized packets that might cause buffer overflows.

Format

\texttt{dsize:min<>max;}
\texttt{dsize:[<|]>number>};
Example

This example looks for a dsize that is between 300 and 400 bytes (inclusive).

\[ \text{dsize:}300<>400; \]

Warning

Note that segmentation makes dsize less reliable for TCP based protocols such as HTTP. Furthermore, dsize will fail on stream rebuilt packets, regardless of the size of the payload, unless protocol aware flushing (PAF) marks this packet as the start of a message.

3.6.8 flags

The flags keyword is used to check if specific TCP flag bits are present.

The following bits may be checked:

- F - FIN - Finish (LSB in TCP Flags byte)
- S - SYN - Synchronize sequence numbers
- R - RST - Reset
- P - PSH - Push
- A - ACK - Acknowledgment
- U - URG - Urgent
- C - CWR - Congestion Window Reduced (MSB in TCP Flags byte)
- E - ECE - ECN-Echo (If SYN, then ECN capable. Else, CE flag in IP header is set)
- 0 - No TCP Flags Set

The following modifiers can be set to change the match criteria:

- + - match on the specified bits, plus any others
- * - match if any of the specified bits are set
- ! - match if the specified bits are not set

To handle writing rules for session initiation packets such as ECN where a SYN packet is sent with CWR and ECE set, an option mask may be specified by preceding the mask with a comma. A rule could check for a flags value of S,CE if one wishes to find packets with just the syn bit, regardless of the values of the reserved bits.

Format

\[ \text{flags:}![!*]+<\text{FSRPAUCE0}>[,<\text{FSRPAUCE}>]; \]
Example

This example checks if just the SYN and the FIN bits are set, ignoring CWR (reserved bit 1) and ECN (reserved bit 2).

```plaintext
alert tcp any any -> any any (flags:SF,CE;
```

⚠️ **NOTE**

The reserved bits '1' and '2' have been replaced with 'C' and 'E', respectively, to match RFC 3168, "The Addition of Explicit Congestion Notification (ECN) to IP". The old values of '1' and '2' are still valid for the flag keyword, but are now deprecated.

3.6.9 flow

The flow keyword is used in conjunction with session tracking (see Section 2.2.2). It allows rules to only apply to certain directions of the traffic flow.

This allows rules to only apply to clients or servers. This allows packets related to $HOME_NET clients viewing web pages to be distinguished from servers running in the $HOME_NET.

The established keyword will replace the flags:+A used in many places to show established TCP connections.

Options

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>to_client</td>
<td>Trigger on server responses from A to B</td>
</tr>
<tr>
<td>to_server</td>
<td>Trigger on client requests from A to B</td>
</tr>
<tr>
<td>from_client</td>
<td>Trigger on client requests from A to B</td>
</tr>
<tr>
<td>from_server</td>
<td>Trigger on server responses from A to B</td>
</tr>
<tr>
<td>established</td>
<td>Trigger only on established TCP connections</td>
</tr>
<tr>
<td>not_established</td>
<td>Trigger only when no TCP connection is established</td>
</tr>
<tr>
<td>stateless</td>
<td>Trigger regardless of the state of the stream processor (useful for packets that are designed to cause machines to crash)</td>
</tr>
<tr>
<td>no_stream</td>
<td>Do not trigger on rebuilt stream packets (useful for dsize and stream5)</td>
</tr>
<tr>
<td>only_stream</td>
<td>Only trigger on rebuilt stream packets</td>
</tr>
<tr>
<td>no_frag</td>
<td>Do not trigger on rebuilt frag packets</td>
</tr>
<tr>
<td>only_frag</td>
<td>Only trigger on rebuilt frag packets</td>
</tr>
</tbody>
</table>

Format

```plaintext
flow:[{established|not_established|stateless}]
    [, (to_client|to_server|from_client|from_server)]
    [, (no_stream|only_stream)]
    [, (no_frag|only_frag)];
```

Examples

```plaintext
alert tcp !$HOME_NET any -> $HOME_NET 21 (msg:"cd incoming detected"; 
    flow:from_client; content:"CWD incoming"; nocase;)

alert tcp !$HOME_NET 0 -> $HOME_NET 0 (msg:"Port 0 TCP traffic"; 
    flow:stateless;)
```
3.6.10 flowbits

The flowbits keyword is used in conjunction with conversation tracking from the Session preprocessor (see Section 2.2.2). It allows rules to track states during a transport protocol session. The flowbits option is most useful for TCP sessions, as it allows rules to generically track the state of an application protocol.

There are several keywords associated with flowbits. Most of the options need a user-defined name for the specific state that is being checked. Some keyword uses group name. When no group name is specified the flowbits will belong to a default group. A particular flowbit can belong to more than one group. Flowbit name and group name should be limited to any alphanumeric string including periods, dashes, and underscores.

**General Format**

```
flowbits:[set|setx|unset|toggle|isset|isnotset|noalert|reset][, <bits/bats>][, <GROUP_NAME>];
```

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>set</td>
<td>Sets the specified states for the current flow and assign them to a group when a GROUP_NAME is specified.</td>
</tr>
<tr>
<td>setx</td>
<td>Sets the specified states for the current flow and clear other states in the group.</td>
</tr>
<tr>
<td>unset</td>
<td>Unsets the specified states for the current flow.</td>
</tr>
<tr>
<td>toggle</td>
<td>For every state specified, sets the specified state if the state is unset and unsets it if the state is set.</td>
</tr>
<tr>
<td>isset</td>
<td>Checks if the specified states are set.</td>
</tr>
<tr>
<td>isnotset</td>
<td>Checks if the specified states are not set.</td>
</tr>
<tr>
<td>noalert</td>
<td>Cause the rule to not generate an alert, regardless of the rest of the detection options.</td>
</tr>
<tr>
<td>reset</td>
<td>Reset all states on a given flow.</td>
</tr>
</tbody>
</table>

**set**

This keyword sets bits to group for a particular flow. When no group specified, set the default group. This keyword always returns true.

**Syntax:**

```
flowbits:set,bats[,group]
```

**Usage:**

```
flowbits:set,bit1,doc;
flowbits:set,bit2&bit3,doc;
```

First rule sets bit1 in doc group, second rule sets bit2 and bit3 in doc group. So doc group has bit 1, bit2 and bit3 set.

**setx**

This keyword sets bits to group exclusively. This clears other bits in group. Group must present. This keyword always returns true.

**Syntax:**

```
flowbits:setx,bats,group
```

**Usage:**

```
flowbits: setx, bit1, doc
flowbits: setx, bit2&bit3, doc
```

First rule sets bit1 in doc group, second rule sets bit2 and bit3 in doc group. So doc group has bit2 and bit3 set, because bit1 is cleared by rule 2.
**unset**

This keyword clears bits specified for a particular flow or clears all bits in the group (Group must present). This keyword always returns true.

**Syntax:**
- `flowbits: unset, bats`
- `flowbits: unset, all, group`

**Usage:**
- `flowbits: unset, bit1`
  Clear bit1.

- `flowbits: unset, bit1&bit2`
  Clear bit1 and bit2

- `flowbits: unset, all, doc`
  This clears all bits in the doc group.

**toggle**

If flowbit is set, unset it. If it is unset, set it. Toggle every bit specified or toggle all the bits in group (Group must be present). This keyword always returns true.

**Syntax:**
- `flowbits: toggle, bats`
- `flowbits: toggle, all, group`

**Usage:**
- `flowbits: toggle, bit1&bit2`
  If bit1 is 0 and bit2 is 1 before, after this rule, bit1 is 1 and bit2 is 0.

- `flowbits: toggle, all, doc`
  Toggle all the bits in group doc as described above.

**isset**

This keyword checks a bit or several bits to see if it is set. It returns true or false based on the following syntax.

**Syntax:**
- `flowbits: isset, bits => Check whether any bit is set`
- `flowbits: isset, bats => Check whether all bits are set`
- `flowbits: isset, any, group => Check whether any bit in the group is set.`
- `flowbits: isset, all, group => Check whether all bits in the group are set.`

**Usage**
- `flowbits: isset, bit1|bit2 => If either bit1 or bit2 is set, return true`
- `flowbits: isset, bit1&bit2 => If both bit1 and bit2 are set, return true, otherwise false`
- `flowbits: isset, any, doc => If any bit in group doc is set, return true`
- `flowbits: isset, all, doc => If all the bits in doc group are set, return true`

**isnotset**

This keyword is the reverse of isset. It returns true if isset is false, it returns false if isset is true. Isnotset works on the final result, not on individual bits.
Syntax:

flowbits:isnotset, bits => Check whether not any bit is set
flowbits:isnotset, bats => Check whether not all bits are set
flowbits:isnotset, any, group => Check whether not bit in the group is set.
flowbits:isnotset, all, group => Check whether not all bits in the group are set.

Usage

flowbits:isnotset, bit1|bit2 => If either bit1 or bit2 is set, return true
flowbits:isnotset, bit1&bit2 => If both bit1 and bit2 are set, return true, otherwise false
flowbits:isnotset, any, doc => If any bit in group doc is set, return true
flowbits:isnotset, all, doc => If all the bits in doc group are set, return true

noalert

This keyword always returns false. It allows users to write rules that set, unset, and toggle bit without generating an alert. This is most useful for writing flowbit rules that set bit on normal traffic and significantly reduces unwanted alerts. There is no bit specified with this keyword.

flowbits:noalert;

reset

This keyword resets all of the states on a given flow if no group specified, otherwise, reset all the bits in a group. This always returns true. There is no bit specified with this keyword.

Syntax:

flowbits:reset[,group]

Usage:

flowbits:reset => reset all the bits in the flow
flowbits: reset, doc => reset all the bits in the doc group

Examples

alert tcp any 143 -> any any (msg:"IMAP login";
    content:"OK LOGIN"; flowbits:set,logged_in;
    flowbits:noalert;)

    alert tcp any any -> any 143 (msg:"IMAP LIST"; content:"LIST";
    flowbits:isset,logged_in;)

3.6.11  seq

The seq keyword is used to check for a specific TCP sequence number.

Format

seq:<number>;
Example
This example looks for a TCP sequence number of 0.

    seq:0;

3.6.12  ack

The ack keyword is used to check for a specific TCP acknowledge number.

Format

    ack:<number>;

Example
This example looks for a TCP acknowledge number of 0.

    ack:0;

3.6.13  window

The window keyword is used to check for a specific TCP window size.

Format

    window:[!]<number>;

Example
This example looks for a TCP window size of 55808.

    window:55808;

3.6.14  itype

The itype keyword is used to check for a specific ICMP type value.

Format

    itype:min<>max;
    itype:[<>]<number>;

Example
This example looks for an ICMP type greater than 30.

    itype:>30;
3.6.15 icode

The icode keyword is used to check for a specific ICMP code value.

**Format**

```
icode:min<>max;
icode:[<|]>number;
```

The <> operator in the first format checks for an ICMP code within a specified range (exclusive). That is, strictly greater than the min value and strictly less than the max value. Note that the min value can a -1 allowing an ICMP code of zero to be included in the range.

Numerical values are validated with respect to permissible ICMP code values between 0 and 255 and other criteria.

```
icode:min<>max
-1 <= min <= 254
1 <= max <= 256
(max - min) > 1

icode:number
0 <= number <= 255

icode:<number
1 <= number <= 256

icode:>number
0 <= number <= 254
```

**Examples**

This example looks for an ICMP code greater than 30.

```
icode:>30;
```

This example looks for an ICMP code greater than zero and less than 30.

```
icode:-1<>30;
```

3.6.16 icmp_id

The icmp_id keyword is used to check for a specific ICMP ID value.

This is useful because some covert channel programs use static ICMP fields when they communicate. This particular plugin was developed to detect the stacheldraht DDoS agent.

**Format**

```
icmp_id:<number>;
```

**Example**

This example looks for an ICMP ID of 0.

```
icmp_id:0;
```
3.6.17  icmp_seq

The icmp_seq keyword is used to check for a specific ICMP sequence value. This is useful because some covert channel programs use static ICMP fields when they communicate. This particular plugin was developed to detect the stacheldraht DDoS agent.

Format

    icmp_seq:<number>;

Example

This example looks for an ICMP Sequence of 0.

    icmp_seq:0;

3.6.18  rpc

The rpc keyword is used to check for a RPC application, version, and procedure numbers in SUNRPC CALL requests. Wildcards are valid for both version and procedure numbers by using "*";

Format

    rpc:<application number>, [<version number>|"*"], [<procedure number>|"*">;

Example

The following example looks for an RPC portmap GETPORT request.

    alert tcp any any -> any 111 (rpc:100000, *, 3;);

Warning

Because of the fast pattern matching engine, the RPC keyword is slower than looking for the RPC values by using normal content matching.

3.6.19  ip_proto

The ip_proto keyword allows checks against the IP protocol header. For a list of protocols that may be specified by name, see /etc/protocols.

Format

    ip_proto:[!>|<] <name or number>;

Example

This example looks for IGMP traffic.

    alert ip any any -> any any (ip_proto:igmp);
3.6.20 sameip

The sameip keyword allows rules to check if the source ip is the same as the destination IP.

Format

    sameip;

Example

This example looks for any traffic where the Source IP and the Destination IP is the same.

    alert ip any any -> any any (sameip;)

3.6.21 stream_reassemble

The stream_reassemble keyword allows a rule to enable or disable TCP stream reassembly on matching traffic.

⚠️ NOTE

The stream_reassemble option is only available when the Stream preprocessor is enabled.

Format

    stream_reassemble:<enable|disable>, <server|client|both>[, noalert][, fastpath];

- The optional noalert parameter causes the rule to not generate an alert when it matches.
- The optional fastpath parameter causes Snort to ignore the rest of the connection.

Example

For example, to disable TCP reassembly for client traffic when we see a HTTP 200 Ok Response message, use:

    alert tcp any 80 -> any any (flow:to_client, established; content:"200 OK";
    stream_reassemble:disable,client,noalert;)

3.6.22 stream_size

The stream_size keyword allows a rule to match traffic according to the number of bytes observed, as determined by the TCP sequence numbers.

⚠️ NOTE

The stream_size option is only available when the Stream preprocessor is enabled.
Format

`stream_size:<server|client|both|either>, <operator>, <number>;
``

Where the operator is one of the following:

- `<` - less than
- `>` - greater than
- `=` - equal
- `!=` - not equal
- `<=` - less than or equal
- `>=` - greater than or equal

Example

For example, to look for a session that is less than 6 bytes from the client side, use:

```
alert tcp any any -> any any (stream_size:client,<,6;)
```

### 3.6.23 Non-Payload Detection Quick Reference

Table 3.11: Non-payload detection rule option keywords

<table>
<thead>
<tr>
<th>Keyword</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>fragoffset</td>
<td>The fragoffset keyword allows one to compare the IP fragment offset field against a decimal value.</td>
</tr>
<tr>
<td>ttl</td>
<td>The ttl keyword is used to check the IP time-to-live value.</td>
</tr>
<tr>
<td>tos</td>
<td>The tos keyword is used to check the IP TOS field for a specific value.</td>
</tr>
<tr>
<td>id</td>
<td>The id keyword is used to check the IP ID field for a specific value.</td>
</tr>
<tr>
<td>ipopts</td>
<td>The ipopts keyword is used to check if a specific IP option is present.</td>
</tr>
<tr>
<td>fragbits</td>
<td>The fragbits keyword is used to check if fragmentation and reserved bits are set in the IP header.</td>
</tr>
<tr>
<td>dsize</td>
<td>The dsize keyword is used to test the packet payload size.</td>
</tr>
<tr>
<td>flags</td>
<td>The flags keyword is used to check if specific TCP flag bits are present.</td>
</tr>
<tr>
<td>flow</td>
<td>The flow keyword allows rules to only apply to certain directions of the traffic flow.</td>
</tr>
<tr>
<td>flowbits</td>
<td>The flowbits keyword allows rules to track states during a transport protocol session.</td>
</tr>
<tr>
<td>seq</td>
<td>The seq keyword is used to check for a specific TCP sequence number.</td>
</tr>
<tr>
<td>ack</td>
<td>The ack keyword is used to check for a specific TCP acknowledge number.</td>
</tr>
<tr>
<td>window</td>
<td>The window keyword is used to check for a specific TCP window size.</td>
</tr>
<tr>
<td>itype</td>
<td>The itype keyword is used to check for a specific ICMP type value.</td>
</tr>
<tr>
<td>icode</td>
<td>The icode keyword is used to check for a specific ICMP code value.</td>
</tr>
<tr>
<td>icmp_id</td>
<td>The icmp_id keyword is used to check for a specific ICMP ID value.</td>
</tr>
<tr>
<td>icmp_seq</td>
<td>The icmp_seq keyword is used to check for a specific ICMP sequence value.</td>
</tr>
<tr>
<td>rpc</td>
<td>The rpc keyword is used to check for a RPC application, version, and procedure numbers in SUNRPC CALL requests.</td>
</tr>
<tr>
<td>ip_proto</td>
<td>The ip_proto keyword allows checks against the IP protocol header.</td>
</tr>
<tr>
<td>sameip</td>
<td>The sameip keyword allows rules to check if the source ip is the same as the destination IP.</td>
</tr>
</tbody>
</table>
3.7 Post-Detection Rule Options

3.7.1 logto

The logto keyword tells Snort to log all packets that trigger this rule to a special output log file. This is especially helpful for combining data from things like NMAP activity, HTTP CGI scans, etc. It should be noted that this option does not work when Snort is in binary logging mode.

Format

```plaintext
logto:"filename";
```

3.7.2 session

The session keyword is built to extract user data from TCP Sessions. There are many cases where seeing what users are typing in telnet, rlogin, ftp, or even web sessions is very useful.

There are three available argument keywords for the session rule option: printable, binary, or all.

The printable keyword only prints out data that the user would normally see or be able to type. The binary keyword prints out data in a binary format. The all keyword substitutes non-printable characters with their hexadecimal equivalents.

Format

```plaintext
session:[printable|binary|all];
```

Example

The following example logs all printable strings in a telnet packet.

```plaintext
log tcp any any <> any 23 (session:printable;)
```

Given an FTP data session on port 12345, this example logs the payload bytes in binary form.

```plaintext
log tcp any any <> any 12345 (metadata:service ftp-data; session:binary;)
```

Warnings

Using the session keyword can slow Snort down considerably, so it should not be used in heavy load situations. The session keyword is best suited for post-processing binary (pcap) log files.

The binary keyword does not log any protocol headers below the application layer, and Stream reassembly will cause duplicate data when the reassembled packets are logged.

3.7.3 resp

The resp keyword enables an active response that kills the offending session. Resp can be used in both passive or inline modes. See 2.11.3 for details.
3.7.4 react

The react keyword enables an active response that includes sending a web page or other content to the client and then closing the connection. React can be used in both passive and inline modes. See 2.11.4 for details.

3.7.5 tag

The tag keyword allow rules to log more than just the single packet that triggered the rule. Once a rule is triggered, additional traffic involving the source and/or destination host is tagged. Tagged traffic is logged to allow analysis of response codes and post-attack traffic. tagged alerts will be sent to the same output plugins as the original alert, but it is the responsibility of the output plugin to properly handle these special alerts.

Format

tag:host, <count>, <metric>, <direction>;
tag:session[, <count>, <metric>][, exclusive];

type

- session - Log packets in the session that set off the rule
- host - Log packets from the host that caused the tag to activate (uses [direction] modifier)

count

- <integer> - Count is specified as a number of units. Units are specified in the <metric> field.

metric

- packets - Tag the host/session for <count> packets
- seconds - Tag the host/session for <count> seconds
- bytes - Tag the host/session for <count> bytes

other

- src - Tag packets containing the source IP address of the packet that generated the initial event. Only relevant if host type is used.
- dst - Tag packets containing the destination IP address of the packet that generated the initial event. Only relevant if host type is used.
- exclusive - Tag packets only in the first matching session. Only relevant if session type is used.

Note that neither subsequent alerts nor event filters will prevent a tagged packet from being logged. Subsequent tagged alerts will cause the limit to reset.

alert tcp any any <> 10.1.1.1 any \(flowbits:isnotset,tagged; content:"foobar"; nocase; \flowbits:set,tagged; tag:host,600,seconds,src;)

Also note that if you have a tag option in a rule that uses a metric other than packets, a tagged_packet_limit will be used to limit the number of tagged packets regardless of whether the seconds or bytes count has been reached. The default tagged_packet_limit value is 256 and can be modified by using a config option in your snort.conf file (see Section 2.1.3 on how to use the tagged_packet_limit config option). You can disable this packet limit for a particular rule by adding a packets metric to your tag option and setting its count to 0 (This can be done on a global scale by setting the tagged_packet_limit option in snort.conf to 0). Doing this will ensure that packets are tagged for the full amount of seconds or bytes and will not be cut off by the tagged_packet_limit. (Note that the tagged_packet_limit was introduced to avoid DoS situations on high bandwidth sensors for tag rules with a high seconds or bytes counts.)

alert tcp 10.1.1.4 any -> 10.1.1.1 any \(content:"TAGMYPACKETS"; tag:host,0,packets,600,seconds,src;)

233
Example

This example logs the first 10 seconds or the tagged \texttt{packet.limit} (whichever comes first) of any telnet session.

\begin{verbatim}
alert tcp any any -> any 23 (flags:S,CE; tag:session,10,seconds;)
\end{verbatim}

While at least one count and metric is required for \texttt{tag:host}, \texttt{tag:session} with exclusive without any metrics can be used to get a full session like this:

\begin{verbatim}
pass tcp any any -> 192.168.1.1 80 (flags:S; tag:session,exclusive;)
\end{verbatim}

3.7.6 replace

The \texttt{replace} keyword is a feature available in inline mode which will cause Snort to replace the prior matching content with the given string. Both the new string and the content it is to replace must have the same length. You can have multiple replacements within a rule, one per content.

\begin{verbatim}
replace: "<string>";
\end{verbatim}

3.7.7 detection\_filter

detection\_filter defines a rate which must be exceeded by a source or destination host before a rule can generate an event. detection\_filter has the following format:

\begin{verbatim}
detection\_filter: \\
    track \texttt{by_src|by\_dst}, \\
    count \texttt{c}, seconds \texttt{s};
\end{verbatim}

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>track \texttt{by_src</td>
<td>by_dst}</td>
</tr>
<tr>
<td>count \texttt{c}</td>
<td>The maximum number of rule matches in \texttt{s} seconds allowed before the detection filter limit to be exceeded. \texttt{C} must be nonzero.</td>
</tr>
<tr>
<td>seconds \texttt{s}</td>
<td>Time period over which count is accrued. The value must be nonzero.</td>
</tr>
</tbody>
</table>

Snort evaluates a detection\_filter as the last step of the detection phase, after evaluating all other rule options (regardless of the position of the filter within the rule source). At most one detection\_filter is permitted per rule.

Example - this rule will fire on every failed login attempt from 10.1.2.100 during one sampling period of 60 seconds, after the first 30 failed login attempts:

\begin{verbatim}
drop tcp 10.1.2.100 any > 10.1.1.100 22 ( \\
    msg:"SSH Brute Force Attempt"; \\
    flow:established,to_server; \\
    content:"SSH"; nocase; offset:0; depth:4; \\
    detection\_filter:track by\_src, count 30, seconds 60; \\
    sid:1000001; rev:1;)
\end{verbatim}

Since potentially many events will be generated, a detection\_filter would normally be used in conjunction with an event\_filter to reduce the number of logged events.

\begin{verbatim}
\textbf{NOTE}
\end{verbatim}

As mentioned above, Snort evaluates detection\_filter as the last step of the detection and not in post-detection.
3.7.8 Post-Detection Quick Reference

Table 3.12: Post-detection rule option keywords

<table>
<thead>
<tr>
<th>Keyword</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>logto</td>
<td>The logto keyword tells Snort to log all packets that trigger this rule to a special output log file.</td>
</tr>
<tr>
<td>session</td>
<td>The session keyword is built to extract user data from TCP Sessions.</td>
</tr>
<tr>
<td>resp</td>
<td>The resp keyword is used to attempt to close sessions when an alert is triggered.</td>
</tr>
<tr>
<td>react</td>
<td>This keyword implements an ability for users to react to traffic that matches a Snort rule by closing connection and sending a notice.</td>
</tr>
<tr>
<td>tag</td>
<td>The tag keyword allows rules to log more than just the single packet that triggered the rule.</td>
</tr>
<tr>
<td>replace</td>
<td>Replace the prior matching content with the given string of the same length. Available in inline mode only.</td>
</tr>
<tr>
<td>detection_filter</td>
<td>Track by source or destination IP address and if the rule otherwise matches more than the configured rate it will fire.</td>
</tr>
</tbody>
</table>

3.8 Rule Thresholds

⚠️ NOTE

Rule thresholds are deprecated and will not be supported in a future release. Use `detectionFilters` (3.7.7) within rules, or `eventFilters` (2.4.2) as standalone configurations instead.

threshold can be included as part of a rule, or you can use standalone thresholds that reference the generator and SID they are applied to. There is no functional difference between adding a threshold to a rule, or using a standalone threshold applied to the same rule. There is a logical difference. Some rules may only make sense with a threshold. These should incorporate the threshold into the rule. For instance, a rule for detecting a too many login password attempts may require more than 5 attempts. This can be done using the ‘limit’ type of threshold. It makes sense that the threshold feature is an integral part of this rule.

Format

```plaintext
threshold: \
  type <limit|threshold|both>, \
  track <by_src|by_dst>, \
  count <c>, seconds <s>;
```

Examples

This rule logs the first event of this SID every 60 seconds.

```plaintext
alert tcp $external_net any -> $http_servers $http_ports  
  (msg:"web-misc robots.txt access"; flow:to_server, established; 
  uricontent:"/robots.txt"; nocase; reference:nessus,10302; 
  classtype:web-application-activity; threshold:type limit, track \ 
  by_src, count 1 , seconds 60; sid:1000852; rev:1;)
```
<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>type limit</td>
<td>threshold</td>
</tr>
<tr>
<td>track by_src</td>
<td>by_dst</td>
</tr>
<tr>
<td>count c</td>
<td></td>
</tr>
<tr>
<td>seconds s</td>
<td></td>
</tr>
</tbody>
</table>

This rule logs every 10th event on this SID during a 60 second interval. So if less than 10 events occur in 60 seconds, nothing gets logged. Once an event is logged, a new time period starts for type=threshold.

```
alert tcp $external_net any -> $http_servers $http_ports \
   (msg:"web-misc robots.txt access"; flow:to_server, established; \
   uricontent:="/robots.txt"; nocase; reference:nessus,10302; \
   classtype:web-application-activity; threshold:type threshold, \
   track by_dst, count 10 , seconds 60 ; sid:1000852; rev:1;)
```

This rule logs at most one event every 60 seconds if at least 10 events on this SID are fired.

```
alert tcp $external_net any -> $http_servers $http_ports \
   (msg:"web-misc robots.txt access"; flow:to_server, established; \
   uricontent:="/robots.txt"; nocase; reference:nessus,10302; \
   classtype:web-application-activity; threshold:type both, track \
   by_dst, count 10 , seconds 60 ; sid:1000852; rev:1;)
```

### 3.9 Writing Good Rules

There are some general concepts to keep in mind when developing Snort rules to maximize efficiency and speed.

#### 3.9.1 Content Matching

Snort groups rules by protocol (ip, tcp, udp, icmp), then by ports (ip and icmp use slightly different logic), then by those with content and those without. For rules with content, a multi-pattern matcher is used to select rules that have a chance at matching based on a single content. Selecting rules for evaluation via this "fast" pattern matcher was found to increase performance, especially when applied to large rule groups like HTTP. The longer and more unique a content is, the less likely that rule and all of its rule options will be evaluated unnecessarily - it's safe to say there is generally more "good" traffic than "bad". Rules without content are always evaluated (relative to the protocol and port group in which they reside), potentially putting a drag on performance. While some detection options, such as pcre and byte.test, perform detection in the payload section of the packet, they are not used by the fast pattern matching engine. If at all possible, try and have at least one content (or uricontent) rule option in your rule.

#### 3.9.2 Catch the Vulnerability, Not the Exploit

Try to write rules that target the vulnerability, instead of a specific exploit.

For example, look for a the vulnerable command with an argument that is too large, instead of shellcode that binds a shell.
By writing rules for the vulnerability, the rule is less vulnerable to evasion when an attacker changes the exploit slightly.

### 3.9.3 Catch the Oddities of the Protocol in the Rule

Many services typically send the commands in upper case letters. FTP is a good example. In FTP, to send the username, the client sends:

```text
user username_here
```

A simple rule to look for FTP root login attempts could be:

```text
alert tcp any any -> any any 21 (content:"user root");
```

While it may seem trivial to write a rule that looks for the username root, a good rule will handle all of the odd things that the protocol might handle when accepting the user command.

For example, each of the following are accepted by most FTP servers:

```text
user root
user root
user root
user root
user<tab>root
```

To handle all of the cases that the FTP server might handle, the rule needs more smarts than a simple string match.

A good rule that looks for root login on ftp would be:

```text
alert tcp any any -> any any 21 (flow:to_server,established; \content:"root"; pcre:"/user\s+root/i");
```

There are a few important things to note in this rule:

- The rule has a `flow` option, verifying this is traffic going to the server on an established session.
- The rule has a `content` option, looking for `root`, which is the longest, most unique string in the attack. This option is added to allow the fast pattern matcher to select this rule for evaluation only if the content `root` is found in the payload.
- The rule has a `pcre` option, looking for user, followed at least one space character (which includes tab), followed by root, ignoring case.

### 3.9.4 Optimizing Rules

The content matching portion of the detection engine has recursion to handle a few evasion cases. Rules that are not properly written can cause Snort to waste time duplicating checks.

The way the recursion works now is if a pattern matches, and if any of the detection options after that pattern fail, then look for the pattern again after where it was found the previous time. Repeat until the pattern is not found again or the opt functions all succeed.

On first read, that may not sound like a smart idea, but it is needed. For example, take the following rule:

```text
alert ip any any -> any any {content:"a"; content:"b"; within:1;}
```
This rule would look for “a”, immediately followed by “b”. Without recursion, the payload “aab” would fail, even though it is obvious that the payload “aab” has “a” immediately followed by “b”, because the first “a” is not immediately followed by “b”.

While recursion is important for detection, the recursion implementation is not very smart.

For example, the following rule options are not optimized:

```
content:"|13|"; dsize:1;
```

By looking at this rule snippet, it is obvious the rule looks for a packet with a single byte of 0x13. However, because of recursion, a packet with 1024 bytes of 0x13 could cause 1023 too many pattern match attempts and 1023 too many dsize checks. Why? The content 0x13 would be found in the first byte, then the dsize option would fail, and because of recursion, the content 0x13 would be found again starting after where the previous 0x13 was found, once it is found, then check the dsize again, repeating until 0x13 is not found in the payload again.

Reordering the rule options so that discrete checks (such as dsize) are moved to the beginning of the rule speed up Snort.

The optimized rule snipping would be:

```
dsize:1; content:"|13|";
```

A packet of 1024 bytes of 0x13 would fail immediately, as the dsize check is the first option checked and dsize is a discrete check without recursion.

The following rule options are discrete and should generally be placed at the beginning of any rule:

- dsize
- flags
- flow
- fragbits
- icmp_id
- icmp_seq
- icode
- id
- ipopts
- ip_proto
- itype
- seq
- session
- tos
- ttl
- ack
- window
- resp
- sameip
### 3.9.5 Testing Numerical Values

The rule options `byte=\textit{test}` and `byte=\textit{jump}` were written to support writing rules for protocols that have length encoded data. RPC was the protocol that spawned the requirement for these two rule options, as RPC uses simple length based encoding for passing data.

In order to understand why `byte=\textit{test}` and `byte=\textit{jump}` are useful, let’s go through an exploit attempt against the sadmind service.

This is the payload of the exploit:

```
89 09 9c e2 00 00 00 00 00 00 00 02 00 01 87 88 ............
00 00 00 0a 00 00 00 01 00 00 00 01 00 00 20 ............
40 28 3a 10 00 00 00 0a 4d 45 54 41 53 50 4c 4f @\{......metasplo
49 54 00 00 00 00 00 00 00 00 00 00 00 00 00 00 it............
00 00 00 00 00 00 00 00 40 28 3a 14 00 07 45 df ........@\{....e.
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 ............
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 ............
7f 00 00 01 00 01 87 88 00 00 00 0a 00 00 00 04 ............
7f 00 00 01 00 01 87 88 00 00 00 0a 00 00 00 11 ............
00 00 00 1e 00 00 00 00 00 00 00 00 00 00 00 00 ............
00 00 00 00 00 00 00 00 3b 4d 45 54 41 53 50 4f ..........;metasplo
49 54 00 00 00 00 00 00 00 00 00 00 00 00 00 00 it............
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 ............
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 ............
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 ............
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 ............
00 00 00 00 15 2e 2e 2e 2e 2e 2e 2e 2e 2e 2e 2e 2e ..........;../../../..
2e 2e 2f 62 69 6e 2f 73 68 00 00 00 04 1e ../bin/sh........
<snip>
```

Let’s break this up, describe each of the fields, and figure out how to write a rule to catch this exploit.

There are a few things to note with RPC:

- Numbers are written as uint32s, taking four bytes. The number 26 would show up as 0x0000001a.
- Strings are written as a uint32 specifying the length of the string, the string, and then null bytes to pad the length of the string to end on a 4 byte boundary. The string “bob” would show up as 0x00000003626f626f.

```
89 09 9c e2 - the request id, a random uint32, unique to each request
00 00 00 00 - rpc type (call = 0, response = 1)
00 00 00 02 - rpc version (2)
00 01 87 88 - rpc program (0x00018788 = 100232 = sadmind)
00 00 00 0a - rpc program version (0x0000000a = 10)
00 00 00 01 - rpc procedure (0x00000001 = 1)
00 00 00 01 - credential flavor (1 = auth_unix)
00 00 00 20 - length of auth_unix data (0x20 = 32

## the next 32 bytes are the auth_unix data
40 28 3a 10 - unix timestamp (0x040283a10 = 1076378128 = feb 10 01:55:28 2004 gmt)
00 00 00 00 - length of the client machine name (0x00a = 10)
4d 45 54 41 53 50 4f 49 54 00 00 - metasploit
00 00 00 00 - uid of requesting user (0)
00 00 00 00 - gid of requesting user (0)
00 00 00 00 - extra group ids (0)
```
00 00 00 00  - verifier flavor (0 = auth\_null, aka none)
00 00 00 00  - length of verifier (0, aka none)

The rest of the packet is the request that gets passed to procedure 1 of sadmind.
However, we know the vulnerability is that sadmind trusts the uid coming from the client. sadmind runs any request where the client’s uid is 0 as root. As such, we have decoded enough of the request to write our rule.

First, we need to make sure that our packet is an RPC call.

```plaintext
content:"|00 00 00 00|"; offset:4; depth:4;
```

Then, we need to make sure that our packet is a call to sadmind.

```plaintext
content:"|00 01 87 88|"; offset:12; depth:4;
```

Then, we need to make sure that our packet is a call to the procedure 1, the vulnerable procedure.

```plaintext
content:"|00 00 00 01|"; offset:20; depth:4;
```

Then, we need to make sure that our packet has auth\_unix credentials.

```plaintext
content:"|00 00 00 01|"; offset:24; depth:4;
```

We don’t care about the hostname, but we want to skip over it and check a number value after the hostname. This is where byte\_test is useful. Starting at the length of the hostname, the data we have is:

00 00 00 0a 4d 45 54 41 53 50 4l 4o 49 54 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00

We want to read 4 bytes, turn it into a number, and jump that many bytes forward, making sure to account for the padding that RPC requires on strings. If we do that, we are now at:

00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00

which happens to be the exact location of the uid, the value we want to check.

In English, we want to read 4 bytes, 36 bytes from the beginning of the packet, and turn those 4 bytes into an integer and jump that many bytes forward, aligning on the 4 byte boundary. To do that in a Snort rule, we use:

```plaintext
byte\_jump:4,36,align;
```

then we want to look for the uid of 0.

```plaintext
content:"|00 00 00 00|"; within:4;
```

Now that we have all the detection capabilities for our rule, let’s put them all together.

```plaintext
content:"|00 00 00 00|"; offset:4; depth:4;
content:"|00 01 87 88|"; offset:12; depth:4;
content:"|00 00 00 01|"; offset:20; depth:4;
content:"|00 00 00 01|"; offset:24; depth:4;
byte\_jump:4,36,align;
content:"|00 00 00 00|"; within:4;
```
The 3rd and fourth string match are right next to each other, so we should combine those patterns. We end up with:

```
content:"|00 00 00 00|"; offset:4; depth:4;
content:"|00 01 87 88|"; offset:12; depth:4;
content:"|00 00 00 01 00 00 00 01|"; offset:20; depth:8;
byte_jump:4,36,align;
content:"|00 00 00 00|"; within:4;
```

If the sadmind service was vulnerable to a buffer overflow when reading the client’s hostname, instead of reading the length of the hostname and jumping that many bytes forward, we would check the length of the hostname to make sure it is not too large.

To do that, we would read 4 bytes, starting 36 bytes into the packet, turn it into a number, and then make sure it is not too large (let’s say bigger than 200 bytes). In Snort, we do:

```
byte_test:4,>,200,36;
```

Our full rule would be:

```
content:"|00 00 00 00|"; offset:4; depth:4;
content:"|00 01 87 88|"; offset:12; depth:4;
content:"|00 00 00 01 00 00 00 01|"; offset:20; depth:8;
byte_test:4,>,200,36;
```
Chapter 4

Dynamic Modules

Preprocessors, detection capabilities, and rules can now be developed as dynamically loadable modules to snort. The dynamic API presents a means for loading dynamic libraries and allowing the module to utilize certain functions within the main snort code.

The remainder of this chapter will highlight the data structures and API functions used in developing preprocessors, detection engines, and rules as a dynamic plugin to snort.

Beware: the definitions herein may be out of date; check the appropriate header files for the current definitions.

4.1 Data Structures

A number of data structures are central to the API. The definition of each is defined in the following sections.

4.1.1 DynamicPluginMeta

The DynamicPluginMeta structure defines the type of dynamic module (preprocessor, rules, or detection engine), the version information, and path to the shared library. A shared library can implement all three types, but typically is limited to a single functionality such as a preprocessor. It is defined in sf_dynamic_meta.h as:

```c
#define MAX_NAME_LEN 1024
#define TYPE_ENGINE 0x01
#define TYPE_DETECTION 0x02
#define TYPE_PREPROCESSOR 0x04

typedef struct _DynamicPluginMeta
{
    int type;
    int major;
    int minor;
    int build;
    char uniqueName[MAX_NAME_LEN];
    char *libraryPath;
} DynamicPluginMeta;
```

4.1.2 DynamicPreprocessorData

The DynamicPreprocessorData structure defines the interface the preprocessor uses to interact with snort itself. This includes functions to register the preprocessor’s configuration parsing, restart, exit, and processing functions. It in-
cludes function to log messages, errors, fatal errors, and debugging info. It also includes information for setting alerts, handling Inline drops, access to the StreamAPI, and it provides access to the normalized http and alternate data buffers. This data structure should be initialized when the preprocessor shared library is loaded. It is defined in `sf_dynamic_preprocessor.h`. Check the header file for the current definition.

### 4.1.3 DynamicEngineData

The *DynamicEngineData* structure defines the interface a detection engine uses to interact with snort itself. This includes functions for logging messages, errors, fatal errors, and debugging info as well as a means to register and check flowbits. It also includes a location to store rule-stubs for dynamic rules that are loaded, and it provides access to the normalized http and alternate data buffers. It is defined in `sf_dynamic_engine.h` as:

```c
typedef struct _DynamicEngineData
{
    int version;
    u_int8_t *altBuffer;
    UriInfo *uriBuffers[MAX_URIINFOS];
    RegisterRule ruleRegister;
    RegisterBit flowbitRegister;
    CheckFlowbit flowbitCheck;
    DetectAsn1 asn1Detect;
    LogMsgFunc logMsg;
    LogMsgFunc errMsg;
    LogMsgFunc fatalMsg;
    char *dataDumpDirectory;

    GetPreprocRuleOptFuncs getPreprocOptFuncs;

    SetRuleData setRuleData;
    GetRuleData getRuleData;

    DebugMsgFunc debugMsg;

#ifdef HAVE_WCHAR_H
    DebugWideMsgFunc debugWideMsg;
#endif

    char **debugMsgFile;
    int *debugMsgLine;

    PCRECompileFunc pcreCompile;
    PCREStudyFunc pcreStudy;
    PCREExecFunc pcreExec;
} DynamicEngineData;
```

### 4.1.4 SFSnortPacket

The *SFSnortPacket* structure mirrors the snort Packet structure and provides access to all of the data contained in a given packet.

It and the data structures it incorporates are defined in `sf_snort_packet.h`. Additional data structures may be defined to reference other protocol fields. Check the header file for the current definitions.
4.1.5 Dynamic Rules

A dynamic rule should use any of the following data structures. The following structures are defined in `sf_snort_plugin_api.h`.

Rule

The `Rule` structure defines the basic outline of a rule and contains the same set of information that is seen in a text rule. That includes protocol, address and port information and rule information (classification, generator and signature IDs, revision, priority, classification, and a list of references). It also includes a list of rule options and an optional evaluation function.

```c
#define RULE_MATCH 1
#define RULE_NOMATCH 0

typedef struct __Rule
{
    IPInfo ip;
    RuleInformation info;

    RuleOption **options; /* NULL terminated array of RuleOption union */

    ruleEvalFunc evalFunc;

    char initialized; /* Rule Initialized, used internally */
    u_int32_t numOptions; /* Rule option count, used internally */
    char noAlert; /* Flag with no alert, used internally */
    void *ruleData; /* Hash table for dynamic data pointers */
} Rule;
```

The rule evaluation function is defined as

```c
typedef int (*ruleEvalFunc)(void *);
```

where the parameter is a pointer to the SFSnortPacket structure.

RuleInformation

The `RuleInformation` structure defines the meta data for a rule and includes generator ID, signature ID, revision, classification, priority, message text, and a list of references.

```c
typedef struct __RuleInformation
{
    u_int32_t genID;
    u_int32_t sigID;
    u_int32_t revision;
    char *classification; /* String format of classification name */
    u_int32_t priority;
    char *message;
    RuleReference **references; /* NULL terminated array of references */
    RuleMetaData **meta; /* NULL terminated array of references */
} RuleInformation;
```
RuleReference

The *RuleReference* structure defines a single rule reference, including the system name and rereference identifier.

typedef struct _RuleReference
{
    char *systemName;
    char *refIdentifier;
} RuleReference;

IPInfo

The *IPInfo* structure defines the initial matching criteria for a rule and includes the protocol, src address and port, destination address and port, and direction. Some of the standard strings and variables are predefined - any, HOME_NET, HTTP_SERVERS, HTTP_PORTS, etc.

typedef struct _IPInfo
{
    u_int8_t protocol;
    char * src_addr;
    char * src_port; /* 0 for non TCP/UDP */
    char direction; /* non-zero is bi-directional */
    char * dst_addr;
    char * dst_port; /* 0 for non TCP/UDP */
} IPInfo;

#define ANY_NET "any"
#define HOME_NET "$HOME_NET"
#define EXTERNAL_NET "$EXTERNAL_NET"
#define ANY_PORT "any"
#define HTTP_SERVERS "$HTTP_SERVERS"
#define HTTP_PORTS "$HTTP_PORTS"
#define SMTP_SERVERS "$SMTP_SERVERS"

RuleOption

The *RuleOption* structure defines a single rule option as an option type and a reference to the data specific to that option. Each option has a flags field that contains specific flags for that option as well as a "Not" flag. The "Not" flag is used to negate the results of evaluating that option.

typedef enum DynamicOptionType {
    OPTION_TYPE_PREPROCESSOR,
    OPTION_TYPE_CONTENT,
    OPTION_TYPE_PCRE,
    OPTION_TYPE_FLOWBIT,
    OPTION_TYPE_FLOWFLAGS,
    OPTION_TYPE_ASN1,
    OPTION_TYPE_CURSOR,
    OPTION_TYPE_HDR_CHECK,
    OPTION_TYPE_BYTE_TEST,
    OPTION_TYPE_BYTE_JUMP,
    OPTION_TYPE_BYTE_EXTRACT,
    OPTION_TYPE_SET_CURSOR,
    OPTION_TYPE_LOOP,
    OPTION_TYPE_MAX
} DynamicOptionType;
Some options also contain information that is initialized at run time, such as the compiled PCRE information, Boyer-Moore content information, the integer ID for a flowbit, etc.

The option types and related structures are listed below.

- **OptionType: Content & Structure: ContentInfo**

  The `ContentInfo` structure defines an option for a content search. It includes the pattern, depth and offset, and flags (one of which must specify the buffer – raw, URI or normalized – to search). Additional flags include nocase, relative, unicode, and a designation that this content is to be used for snort's fast pattern evaluation. The most unique content, that which distinguishes this rule as a possible match to a packet, should be marked for fast pattern evaluation. In the dynamic detection engine provided with Snort, if no `ContentInfo` structure in a given rules uses that flag, the one with the longest content length will be used.

```c
typedef struct _ContentInfo
{
    u_int8_t *pattern;
    u_int32_t depth;
    int32_t offset;
    u_int32_t flags; /* must include a CONTENT_BUF_X */
    void *boyer_ptr;
    u_int8_t *patternByteForm;
    u_int32_t patternByteFormLength;
    u_int32_t incrementLength;
} ContentInfo;
```

```c
#define CONTENT_NOCASE 0x01
#define CONTENT_RELATIVE 0x02
#define CONTENT_UNICODE2BYTE 0x04
#define CONTENT_UNICODE4BYTE 0x08
#define CONTENT_FAST_PATTERN 0x10
#define CONTENT_END_BUFFER 0x20
#define CONTENT_BUF_NORMALIZED 0x100
```
OptionType: PCRE & Structure: PCREInfo

The PCREInfo structure defines an option for a PCRE search. It includes the PCRE expression, pcre_flags such as caseless, as defined in PCRE.h, and flags to specify the buffer.

/*
 pcre.h provides flags:

PCRE_CASELESS
PCRE_MULTILINE
PCRE_DOTALL
PCRE_EXTENDED
PCRE_ANCHORED
PCRE_DOLLAR_ENDONLY
PCRE_UNGREEDY
*/

typedef struct _PCREInfo
{
    char   *expr;
    void   *compiled_expr;
    void   *compiled_extra;
    u_int32_t compile_flags;
    u_int32_t flags; /* must include a CONTENT_BUF_X */
} PCREInfo;

OptionType: Flowbit & Structure: FlowBitsInfo

The FlowBitsInfo structure defines a flowbits option. It includes the name of the flowbit and the operation (set, setx, unset, toggle, isset, isnotset).

#define FLOWBIT_SET 0x01
#define FLOWBIT_UNSET 0x02
#define FLOWBIT_TOGGLE 0x04
#define FLOWBIT_ISSET 0x08
#define FLOWBIT_ISNOTSET 0x10
#define FLOWBIT_RESET 0x20
#define FLOWBIT_NOALERT 0x40
#define FLOWBIT_SETX 0x80

typedef struct _FlowBitsInfo
{
    char   *flowBitsName;
    uint8_t  operation;
    uint16_t id;
    uint32_t flags;
    char   *groupName;
    uint8_t eval;
    uint16_t *ids;
    uint8_t num_ids;
} FlowBitsInfo;

OptionType: Flow Flags & Structure: FlowFlags

The FlowFlags structure defines a flow option. It includes the flags, which specify the direction (from_server, to_server), established session, etc.
typedef struct _FlowFlags
{
    u_int32_t flags;
} FlowFlags;

• **OptionType: ASN.1 & Structure: Asn1Context**

The Asn1Context structure defines the information for an ASN1 option. It mirrors the ASN1 rule option and also includes a flags field.

typedef struct _Asn1Context
{
    int bs_overflow;
    int double_overflow;
    int print;
    int length;
    unsigned int max_length;
    int offset;
    int offset_type;
    u_int32_t flags;
} Asn1Context;

• **OptionType: Cursor Check & Structure: CursorInfo**

The CursorInfo structure defines an option for a cursor evaluation. The cursor is the current position within the evaluation buffer, as related to content and PCRE searches, as well as byte tests and byte jumps. It includes an offset and flags that specify the buffer. This can be used to verify there is sufficient data to continue evaluation, similar to the isdataat rule option.

typedef struct _CursorInfo
{
    int32_t offset;
    u_int32_t flags; /* specify one of CONTENT_BUF_X */
} CursorInfo;

• **OptionType: Protocol Header & Structure: HdrOptCheck**

The HdrOptCheck structure defines an option to check a protocol header for a specific value. It includes the header field, the operation (<,>,=,etc), a value, a mask to ignore that part of the header field, and flags.

#define IP_HDR_ID 0x0001 /* IP Header ID */
#define IP_HDR_PROTO 0x0002 /* IP Protocol */
#define IP_HDR_FRAGBITS 0x0003 /* Frag Flags set in IP Header */
#define IP_HDR_FRAGOFFSET 0x0004 /* Frag Offset set in IP Header */
#define IP_HDR_OPTIONS 0x0005 /* IP Options -- is option xx included */
#define IP_HDR_TTL 0x0006 /* IP Time to live */
#define IP_HDR_TOS 0x0007 /* IP Type of Service */
#define IP_HDR_OPTCHECK_MASK 0x000f
#define TCP_HDR_ACK 0x0010 /* TCP Ack Value */
#define TCP_HDR_SEQ 0x0020 /* TCP Seq Value */
#define TCP_HDR_FLAGS 0x0030 /* Flags set in TCP Header */
#define TCP_HDR_OPTIONS 0x0040 /* TCP Options -- is option xx included */
#define TCP_HDR_WIN 0x0050 /* TCP Window */
#define TCP_HDR_OPTCHECK_MASK 0x00f0
#define ICMP_HDR_CODE 0x1000 /* ICMP Header Code */
#define ICMP_HDR_TYPE 0x2000 /* ICMP Header Type */
#define ICMP_HDR_ID 0x3000 /* ICMP ID for ICMP_ECHO/ICMP_ECHO_REPLY */
#define ICMP_HDR_SEQ 0x4000 /* ICMP ID for ICMP_ECHO/ICMP_ECHO_REPLY */
#define ICMP_HDR_OPTCHECK_MASK 0xf000

typedef struct _HdrOptCheck
{
    u_int16_t hdrField; /* Field to check */
    u_int32_t op; /* Type of comparison */
    u_int32_t value; /* Value to compare value against */
    u_int32_t mask_value; /* bits of value to ignore */
    u_int32_t flags;
} HdrOptCheck;

• **OptionType: Byte Test & Structure: ByteData**

The ByteData structure defines the information for both ByteTest and ByteJump operations. It includes the number of bytes, an operation (for ByteTest, <,>,=,etc), a value, an offset, multiplier, and flags. The flags must specify the buffer.

#define CHECK_EQ 0
#define CHECK_NEQ 1
#define CHECK_LT 2
#define CHECK_GT 3
#define CHECK_LTE 4
#define CHECK_GTE 5
#define CHECK_AND 6
#define CHECK_XOR 7
#define CHECK_ALL 8
#define CHECK_ATLEASTONE 9
#define CHECK_NONE 10

typedef struct _ByteData
{
    u_int32_t bytes; /* Number of bytes to extract */
    u_int32_t op; /* Type of byte comparison, for checkValue */
    u_int32_t value; /* Value to compare value against, for checkValue, or extracted value */
    int32_t offset; /* Offset from cursor */
    u_int32_t multiplier; /* Used for byte jump -- 32bits is MORE than enough */
    u_int32_t flags; /* must include a CONTENT_BUF_X */
} ByteData;

• **OptionType: Byte Jump & Structure: ByteData**

See Byte Test above.

• **OptionType: Set Cursor & Structure: CursorInfo**

See Cursor Check above.
**OptionType: Loop & Structures: LoopInfo, ByteExtract, DynamicElement**

The **LoopInfo** structure defines the information for a set of options that are to be evaluated repeatedly. The loop option acts like a FOR loop and includes start, end, and increment values as well as the comparison operation for termination. It includes a cursor adjust that happens through each iteration of the loop, a reference to a RuleInfo structure that defines the RuleOptions are to be evaluated through each iteration. One of those options may be a ByteExtract.

```c
typedef struct _LoopInfo
{
    DynamicElement *start; /* Starting value of FOR loop (i=start) */
    DynamicElement *end;   /* Ending value of FOR loop (i OP end) */
    DynamicElement *increment; /* Increment value of FOR loop (i+= increment) */
    u_int32_t op;        /* Type of comparison for loop termination */
    CursorInfo *cursorAdjust; /* How to move cursor each iteration of loop */
    struct _Rule *subRule; /* Pointer to SubRule & options to evaluate within the loop */
    u_int8_t initialized; /* Loop initialized properly (safeguard) */
    u_int32_t flags;     /* can be used to negate loop results, specifies */
} LoopInfo;
```

The **ByteExtract** structure defines the information to use when extracting bytes for a DynamicElement used in Loop evaluation. It includes the number of bytes, an offset, multiplier, flags specifying the buffer, and a reference to the DynamicElement.

```c
typedef struct _ByteExtract
{
    u_int32_t bytes; /* Number of bytes to extract */
    int32_t offset; /* Offset from cursor */
    u_int32_t multiplier; /* Multiply value by this (similar to byte jump) */
    u_int32_t flags; /* must include a CONTENT_BUF_X */
    char *refId; /* To match up with a DynamicElement refId */
    void *memoryLocation; /* Location to store the data extracted */
} ByteExtract;
```

The **DynamicElement** structure is used to define the values for a looping evaluation. It includes whether the element is static (an integer) or dynamic (extracted from a buffer in the packet) and the value. For a dynamic element, the value is filled by a related ByteExtract option that is part of the loop.

```c
#define DYNAMIC_TYPE_INT_STATIC 1
#define DYNAMIC_TYPE_INT_REF   2

typedef struct _DynamicElement
{
    char dynamicType; /* type of this field - static or reference */
    char *refId; /* reference ID (NULL if static) */
    union
    {
        void *voidPtr; /* Holder */
        int32_t staticInt; /* Value of static */
        int32_t *dynamicInt; /* Pointer to value of dynamic */
    } data;
} DynamicElement;
```

### 4.2 Required Functions

Each dynamic module must define a set of functions and data objects to work within this framework.
4.2.1 Preprocessors

Each dynamic preprocessor must define the following items. These must be defined in the global scope of a source file (e.g. spp_example.c).

- `const int MAJOR_VERSION`
  This specifies the major version of the preprocessor.

- `const int MINOR_VERSION`
  This specifies the minor version of the preprocessor.

- `const int BUILD_VERSION`
  This specifies the build version of the preprocessor.

- `const char *PREPROC_NAME`
  This specifies the display name of the preprocessor.

- `void DYNAMIC_PREPROC_SETUPO(void)`
  This function is called to register the preprocessor to be called with packets data.

The preprocessor must be built with the same macros defined as the Snort binary and linked with the dynamic preprocessor library that was created during the Snort build. A package configuration file is exported as part of the Snort build and can be accessed using the following commands with `PKG_CONFIG_PATH=<snort build prefix/lib/pkgconfig>`:

- `pkg-config --cflags snort_preproc`
  Returns the macros and include path needed to compile the dynamic preprocessor.

- `pkg-config --libs snort_preproc`
  Returns the library and library path needed to link the dynamic preprocessor.

4.2.2 Detection Engine

Each dynamic detection engine library must define the following functions.

- `int LibVersion(DynamicPluginMeta *)`
  This function returns the metadata for the shared library.

- `int InitializeEngineLib(DynamicEngineData *)`
  This function initializes the data structure for use by the engine.

The sample code provided with Snort predefines those functions and defines the following APIs to be used by a dynamic rules library.

- `int RegisterRules(Rule **)`
  This is the function to iterate through each rule in the list, initialize it to setup content searches, PCRE evaluation data, and register flowbits.

- `int DumpRules(char *,Rule **)`
  This is the function to iterate through each rule in the list and write a rule-stop to be used by snort to control the action of the rule (alert, log, drop, etc).
int ruleMatch(void *p, Rule *rule)

This is the function to evaluate a rule if the rule does not have its own Rule Evaluation Function. This uses the individual functions outlined below for each of the rule options and handles repetitive content issues.

Each of the functions below returns RULE_MATCH if the option matches based on the current criteria (cursor position, etc).

- int contentMatch(void *p, ContentInfo* content, u_int8 *cursor)
  This function evaluates a single content for a given packet, checking for the existence of that content as delimited by ContentInfo and cursor. Cursor position is updated and returned in *cursor.
  With a text rule, the with option corresponds to depth, and the distance option corresponds to offset.

- int checkFlow(void *p, FlowFlags *flowflags)
  This function evaluates the flow for a given packet.

- int extractValue(void *p, ByteExtract *byteExtract, u_int8 *cursor)
  This function extracts the bytes from a given packet, as specified by ByteExtract and delimited by cursor. Value extracted is stored in ByteExtract memoryLocation parameter.

- int processFlowbits(void *p, FlowBitsInfo *flowbits)
  This function evaluates the flowbits for a given packet, as specified by FlowBitsInfo. It will interact with flowbits used by text-based rules.

- int setCursor(void *p, CursorInfo *cursorInfo, u_int8 *cursor)
  This function adjusts the cursor as delimited by CursorInfo. New cursor position is returned in *cursor.
  It handles bounds checking for the specified buffer and returns RULE_NOMATCH if the cursor is moved out of bounds.
  It is also used by contentMatch, byteJump, and pcreMatch to adjust the cursor position after a successful match.

- int checkCursor(void *p, CursorInfo *cursorInfo, u_int8 *cursor)
  This function validates that the cursor is within bounds of the specified buffer.

- int checkValue(void *p, ByteData *byteData, u_int8 *cursor)
  This function compares the value to the value stored in ByteData.

- int byteTest(void *p, ByteData *byteData, u_int8 *cursor)
  This is a wrapper for extractValue() followed by checkValue().

- int byteJump(void *p, ByteData *byteData, u_int8 *cursor)
  This is a wrapper for extractValue() followed by setCursor().

- int pcreMatch(void *p, PCREInfo *pcre, u_int8 *cursor)
  This function evaluates a single pcre for a given packet, checking for the existence of the expression as delimited by PCREInfo and cursor. Cursor position is updated and returned in *cursor.

- int detectAsn1(void *p, Asn1Context *asn1, u_int8 *cursor)
  This function evaluates an ASN.1 check for a given packet, as delimited by Asn1Context and cursor.

- int checkHdrOpt(void *p, HdrOptCheck *optData)
  This function evaluates the given packet’s protocol headers, as specified by HdrOptCheck.

- int loopEval(void *p, LoopInfo *loop, u_int8 *cursor)
  This function iterates through the SubRule of LoopInfo, as delimited by LoopInfo and cursor. Cursor position is updated and returned in *cursor.

- int preprocOptionEval(void *p, PreprocessorOption *preprocOpt, u_int8 *cursor)
  This function evaluates the preprocessor defined option, as specified by PreprocessorOption. Cursor position is updated and returned in *cursor.

- void setTempCursor(u_int8 **tempCursor, u_int8 *cursor)
  This function is used to handle repetitive contents to save off a cursor position temporarily to be reset at later point.

- void revertTempCursor(u_int8 **tempCursor, u_int8 *cursor)
  This function is used to revert to a previously saved temporary cursor position.
4.2.3 Rules

Each dynamic rules library must define the following functions. Examples are defined in the file `sfsnort_dynamic_detection_lib.c`. The metadata and setup function for the preprocessor should be defined in `sfsnort_dynamic_detection_lib.h`.

- `int LibVersion(DynamicPluginMeta *)`
  This function returns the metadata for the shared library.
- `int EngineVersion(DynamicPluginMeta *)`
  This function defines the version requirements for the corresponding detection engine library.
- `int DumpSkeletonRules()`
  This function writes out the rule-stubs for rules that are loaded.
- `int InitializeDetection()`
  This function registers each rule in the rules library. It should set up fast pattern-matcher content, register flowbits, etc.

The sample code provided with Snort predefines those functions and uses the following data within the dynamic rules library.

- `Rule *rules[]`
  A NULL terminated list of Rule structures that this library defines.

4.3 Examples

This section provides a simple example of a dynamic preprocessor and a dynamic rule.

4.3.1 Preprocessor Example

The following is an example of a simple preprocessor. This preprocessor always alerts on a packet if the TCP port matches the one configured.

The following code is defined in `spp_example.c` and is compiled together with `libsf_dynamic_preproc.a`, using pkg-config, into `libsf_dynamic_preprocessor_example.so`.

Define the required meta data variables.

```c
#define GENERATOR_EXAMPLE 256
extern DynamicPreprocessorData _dpd;
const int MAJOR_VERSION = 1;
const int MINOR_VERSION = 0;
const int BUILD_VERSION = 0;
const char *PREPROC_NAME = "SF_Dynamic_Example_Preprocessor";
#define ExampleSetup DYNAMIC_PREPROC_SETUP
```
Define the Setup function to register the initialization function.

```c
void ExampleInit(unsigned char *args);
void ExampleProcess(void *, void *);

void ExampleSetup()
{
    _dpd.registerPreproc("dynamic_example", ExampleInit);

    DEBUG_WRAP(_dpd.debugMsg(DEBUG_PLUGIN, "Preprocessor: Example is setup\n");)
}
```

The initialization function to parse the keywords from `snort.conf`.

```c
u_int16_t portToCheck;

void ExampleInit(unsigned char *args)
{
    char *arg;
    char *argEnd;
    unsigned long port;

    _dpd.logMsg("Example dynamic preprocessor configuration\n");

    arg = strtok(args, " \	\n\r");

    if(!strncasecmp("port", arg))
    {
        arg = strtok(NULL, " \	\n\r");
        if(!arg)
        {
            _dpd.fatalMsg("ExamplePreproc: Missing port\n");
        }

        port = strtoul(arg, &argEnd, 10);
        if (port < 0 || port > 65535)
        {
            _dpd.fatalMsg("ExamplePreproc: Invalid port %d\n", port);
        }

        portToCheck = port;

        _dpd.logMsg(" Port: %d\n", portToCheck);
    }
    else
    {
        _dpd.fatalMsg("ExamplePreproc: Invalid option %s\n", arg);
    }

    /* Register the preprocessor function, Transport layer, ID 10000 */
    _dpd.addPreproc(ExampleProcess, PRIORITY_TRANSPORT, 10000);

    DEBUG_WRAP(_dpd.debugMsg(DEBUG_PLUGIN, "Preprocessor: Example is initialized\n");)
}
```

The function to process the packet and log an alert if the either port matches.
#define SRC_PORT_MATCH 1
#define SRC_PORT_MATCH_STR "example_preprocessor: src port match"
#define DST_PORT_MATCH 2
#define DST_PORT_MATCH_STR "example_preprocessor: dest port match"

void ExampleProcess(void *pkt, void *context)
{
    SFSnortPacket *p = (SFSnortPacket *)pkt;
    if (!p->ip4_header || p->ip4_header->proto != IPPROTO_TCP || !p->tcp_header)
    {
        /* Not for me, return */
        return;
    }

    if (p->src_port == portToCheck)
    {
        /* Source port matched, log alert */
        _dpd.alertAdd(GENERATOR_EXAMPLE, SRC_PORT_MATCH,
                       1, 0, 3, SRC_PORT_MATCH_STR, 0);
        return;
    }

    if (p->dst_port == portToCheck)
    {
        /* Destination port matched, log alert */
        _dpd.alertAdd(GENERATOR_EXAMPLE, DST_PORT_MATCH,
                       1, 0, 3, DST_PORT_MATCH_STR, 0);
        return;
    }
}

4.3.2 Rules

The following is an example of a simple rule, take from the current rule set, SID 109. It is implemented to work with the detection engine provided with snort.

The snort rule in normal format:

alert tcp $HOME_NET 12345:12346 -> $EXTERNAL_NET any \
    (msg:"BACKDOOR netbus active"; flow:from_server,established; \
    content:"NetBus"; reference:arachnids,401; classtype:misc-activity; \
    sid:109; rev:5;)

This is the metadata for this rule library, defined in detection_lib_meta.h:

/* Version for this rule library */
#define DETECTION_LIB_MAJOR_VERSION 1
#define DETECTION_LIB_MINOR_VERSION 0
#define DETECTION_LIB_BUILD_VERSION 1
#define DETECTION_LIB_NAME "Snort_Dynamic_Rule_Example"

/* Required version and name of the engine */
#define REQ_ENGINE_LIB_MAJOR_VERSION 1
#define REQ_ENGINE_LIB_MINOR_VERSION 0
#define REQ_ENGINE_LIB_NAME "SF_SNORT_DETECTION_ENGINE"
The definition of each data structure for this rule is in `sid109.c`.

Declaration of the data structures.

- **Flow option**

  Define the `FlowFlags` structure and its corresponding `RuleOption`. Per the text version, flow is from server, established.

  ```c
  static FlowFlags sid109flow =
  {
      FLOW_ESTABLISHED|FLOW_TO_CLIENT
  };
  
  static RuleOption sid109option1 =
  {
      OPTION_TYPE_FLOWFLAGS,
      {
          &sid109flow
      }
  };
  ```

- **Content Option**

  Define the `ContentInfo` structure and its corresponding `RuleOption`. Per the text version, content is "NetBus", no depth or offset, case sensitive, and non-relative. Search on the normalized buffer by default. **NOTE:** This content will be used for the fast pattern matcher since it is the longest content option for this rule and no contents have a flag of `CONTENT_FAST_PATTERN`.

  ```c
  static ContentInfo sid109content =
  {
      "NetBus", /* pattern to search for */
      0, /* depth */
      0, /* offset */
      CONTENT_BUF_NORMALIZED, /* flags */
      NULL, /* holder for boyer/moore info */
      NULL, /* holder for byte representation of "NetBus" */
      0, /* holder for length of byte representation */
      0 /* holder for increment length */
  };
  
  static RuleOption sid109option2 =
  {
      OPTION_TYPE_CONTENT,
      {
          &sid109content
      }
  };
  ```

- **Rule and Meta Data**

  Define the references.

  ```c
  static RuleReference sid109ref_arachnids =
  {
      "arachnids", /* Type */
      "401" /* value */
  };
  ```
The list of rule options. Rule options are evaluated in the order specified.

```
RuleOption *sid109options[] =
{
    &sid109option1,
    &sid109option2,
    NULL
};
```

The rule itself, with the protocol header, metadata (sid, classification, message, etc).

```
Rule sid109 =
{
    /* protocol header, akin to => tcp any any -> any any */
    { IPPROTO_TCP, /* proto */
      HOME_NET, /* source IP */
      "12345:12346", /* source port(s) */
      0, /* Direction */
      EXTERNAL_NET, /* destination IP */
      ANY_PORT, /* destination port */
    },
    /* metadata */
    { 3, /* genid -- use 3 to distinguish a C rule */
      109, /* sid */
      5, /* revision */
      "misc-activity", /* classification */
      0, /* priority */
      "BACKDOOR netbus active", /* message */
      sid109refs /* ptr to references */
    },
    sid109options, /* ptr to rule options */
    NULL, /* Use internal eval func */
    0, /* Holder, not yet initialized, used internally */
    0, /* Holder, option count, used internally */
    0, /* Holder, no alert, used internally for flowbits */
    NULL /* Holder, rule data, used internally */
};
```

- The List of rules defined by this rules library

The NULL terminated list of rules. The InitializeDetection iterates through each Rule in the list and initializes the content, flowbits, pcre, etc.

```
extern Rule sid109;
extern Rule sid637;

Rule *rules[] =
{
    &sid109,
    &sid637,
    NULL
};
```
Chapter 5

Snort Development

Currently, this chapter is here as a place holder. It will someday contain references on how to create new detection plugins and preprocessors. End users don’t really need to be reading this section. This is intended to help developers get a basic understanding of what’s going on quickly.

If you are going to be helping out with Snort development, please use the HEAD branch of cvs. We’ve had problems in the past of people submitting patches only to the stable branch (since they are likely writing this stuff for their own IDS purposes). Bug fixes are what goes into STABLE. Features go into HEAD.

5.1 Submitting Patches

Patches to Snort should be sent to the snort-devel@lists.sourceforge.net mailing list. Patches should done with the command `diff -nu snort-orig snort-new`.

5.2 Snort Data Flow

First, traffic is acquired from the network link via libpcap. Packets are passed through a series of decoder routines that first fill out the packet structure for link level protocols then are further decoded for things like TCP and UDP ports.

Packets are then sent through the registered set of preprocessors. Each preprocessor checks to see if this packet is something it should look at.

Packets are then sent through the detection engine. The detection engine checks each packet against the various options listed in the Snort config files. Each of the keyword options is a plugin. This allows this to be easily extensible.

5.2.1 Preprocessors

For example, a TCP analysis preprocessor could simply return if the packet does not have a TCP header. It can do this by checking:

```c
if (p->tcph==null)
   return;
```

Similarly, there are a lot of packet_flags available that can be used to mark a packet as “reassembled” or logged. Check out src/decode.h for the list of pkt_* constants.
5.2.2 Detection Plugins

Basically, look at an existing output plugin and copy it to a new item and change a few things. Later, we’ll document what these few things are.

5.2.3 Output Plugins

Generally, new output plugins should go into the barnyard project rather than the Snort project. We are currently cleaning house on the available output options.

5.3 Unified2 File Format

Unified2 records should not be assumed to be in any order. All values are stored in network byte order.

An example structure of unified2 files

```
[ Serial Unified2 Header ]
[ Unified2 IDS Event ]
[ Unified2 Packet ]
[ Unified2 Extra Data ]
.
.
.
[ Serial Unified2 Header ]
[ Unified2 IDS Event ]
[ Unified2 Packet ]
[ Unified2 Extra Data ]
```

5.3.1 Serial Unified2 Header

```
record type 4 bytes
record length 4 bytes
```

All unified2 records are preceded by a Serial Unified2 header. This unified2 record allows an interpreting application to skip past and apply simple heuristics against records.

The Record Type indicates one of the following unified2 records follows the Serial Unified2 Header:

```
Value  Record Type
-------  ---------
 2      Unified2 Packet
 7      Unified2 IDS Event
72     Unified2 IDS Event IP6
104    Unified2 IDS Event (Version 2)
105    Unified2 IDS Event IP6 (Version 2)
110    Unified2 Extra Data
```

The record length field specifies the entire length of the record (not including the Serial Unified2 Header itself) up to the next Serial Unified2 Header or EOF.
5.3.2 Unified2 Packet

<table>
<thead>
<tr>
<th>Field</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>sensor id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>event id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>event seconds</td>
<td>4 bytes</td>
</tr>
<tr>
<td>packet seconds</td>
<td>4 bytes</td>
</tr>
<tr>
<td>packet microseconds</td>
<td>4 bytes</td>
</tr>
<tr>
<td>linktype</td>
<td>4 bytes</td>
</tr>
<tr>
<td>packet length</td>
<td>4 bytes</td>
</tr>
<tr>
<td>packet data</td>
<td>&lt;variable length&gt;</td>
</tr>
</tbody>
</table>

A Unified2 Packet is provided with each Unified2 Event record. This packet is the ‘alerting’ packet that caused a given event.

Unified2 Packet records contain a copy of the packet that caused an alert (Packet Data) and is packet length octets long.

5.3.3 Unified2 IDS Event

<table>
<thead>
<tr>
<th>Field</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>sensor id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>event id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>event second</td>
<td>4 bytes</td>
</tr>
<tr>
<td>event microsecond</td>
<td>4 bytes</td>
</tr>
<tr>
<td>signature id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>generator id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>signature revision</td>
<td>4 bytes</td>
</tr>
<tr>
<td>classification id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>priority id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>ip source</td>
<td>4 bytes</td>
</tr>
<tr>
<td>ip destination</td>
<td>4 bytes</td>
</tr>
<tr>
<td>source port/icmp type</td>
<td>2 bytes</td>
</tr>
<tr>
<td>dest. port/icmp code</td>
<td>2 bytes</td>
</tr>
<tr>
<td>protocol</td>
<td>1 byte</td>
</tr>
<tr>
<td>impact flag</td>
<td>1 byte</td>
</tr>
<tr>
<td>impact</td>
<td>1 byte</td>
</tr>
<tr>
<td>blocked</td>
<td>1 byte</td>
</tr>
</tbody>
</table>

Unified2 IDS Event is logged for IPv4 Events without VLAN or MPLS tagging.

5.3.4 Unified2 IDS Event IP6

<table>
<thead>
<tr>
<th>Field</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>sensor id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>event id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>event second</td>
<td>4 bytes</td>
</tr>
<tr>
<td>event microsecond</td>
<td>4 bytes</td>
</tr>
<tr>
<td>signature id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>generator id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>signature revision</td>
<td>4 bytes</td>
</tr>
<tr>
<td>classification id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>priority id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>ip source</td>
<td>16 bytes</td>
</tr>
<tr>
<td>ip destination</td>
<td>16 bytes</td>
</tr>
<tr>
<td>source port/icmp type</td>
<td>2 bytes</td>
</tr>
<tr>
<td>dest. port/icmp code</td>
<td>2 bytes</td>
</tr>
<tr>
<td>protocol</td>
<td>1 byte</td>
</tr>
</tbody>
</table>
Unified2 IDS Event IP6 is logged for IPv6 Events without VLAN or MPLS tagging.

5.3.5 Unified2 IDS Event (Version 2)

<table>
<thead>
<tr>
<th>Field</th>
<th>Length</th>
</tr>
</thead>
<tbody>
<tr>
<td>sensor id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>event id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>event second</td>
<td>4 bytes</td>
</tr>
<tr>
<td>event microsecond</td>
<td>4 bytes</td>
</tr>
<tr>
<td>signature id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>generator id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>signature revision</td>
<td>4 bytes</td>
</tr>
<tr>
<td>classification id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>priority id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>ip source</td>
<td>4 bytes</td>
</tr>
<tr>
<td>ip destination</td>
<td>4 bytes</td>
</tr>
<tr>
<td>source port/icmp type</td>
<td>2 bytes</td>
</tr>
<tr>
<td>dest. port/icmp code</td>
<td>2 bytes</td>
</tr>
<tr>
<td>protocol</td>
<td>1 byte</td>
</tr>
<tr>
<td>impact flag</td>
<td>1 byte</td>
</tr>
<tr>
<td>impact</td>
<td>1 byte</td>
</tr>
<tr>
<td>blocked</td>
<td>1 byte</td>
</tr>
<tr>
<td>mpls label</td>
<td>4 bytes</td>
</tr>
<tr>
<td>vlan id</td>
<td>2 bytes</td>
</tr>
<tr>
<td>padding</td>
<td>2 bytes</td>
</tr>
</tbody>
</table>

Unified2 IDS Event (Version 2) are logged for IPv4 packets which contain either MPLS or VLAN headers. Otherwise a Unified2 IDS Event is logged.

⚠️ NOTE

- Note that you’ll need to pass –enable-mpls to configure in order to have Snort fill in the mpls label field.
- Note that you’ll need to configure unified2 logging with either mpls_event types or vlan_event types to get this record type.

5.3.6 Unified2 IDS Event IP6 (Version 2)

<table>
<thead>
<tr>
<th>Field</th>
<th>Length</th>
</tr>
</thead>
<tbody>
<tr>
<td>sensor id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>event id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>event second</td>
<td>4 bytes</td>
</tr>
<tr>
<td>event microsecond</td>
<td>4 bytes</td>
</tr>
<tr>
<td>signature id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>generator id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>signature revision</td>
<td>4 bytes</td>
</tr>
<tr>
<td>classification id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>priority id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>ip source</td>
<td>16 bytes</td>
</tr>
<tr>
<td>ip destination</td>
<td>16 bytes</td>
</tr>
<tr>
<td>source port/icmp type</td>
<td>2 bytes</td>
</tr>
<tr>
<td>dest. port/icmp code</td>
<td>2 bytes</td>
</tr>
</tbody>
</table>
Unified2 IDS Event IP6 (Version 2) are logged for IPv6 packets which contain either MPLS or VLAN headers. Otherwise a Unified2 IDS Event IP6 is logged.

**NOTE**

- Note that you’ll need to pass –enable-mpls to configure in order to have Snort fill in the mpls label field.
- Note that you’ll need to configure unified2 logging with either mpls\_event\_types or vlan\_event\_types to get this record type.

### 5.3.7 Unified2 Extra Data

<table>
<thead>
<tr>
<th>Field</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>sensor id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>event id</td>
<td>4 bytes</td>
</tr>
<tr>
<td>event second</td>
<td>4 bytes</td>
</tr>
<tr>
<td>type</td>
<td>4 bytes</td>
</tr>
<tr>
<td>data type</td>
<td>4 bytes</td>
</tr>
<tr>
<td>data length</td>
<td>4 bytes</td>
</tr>
<tr>
<td>data</td>
<td>&lt;variable length&gt;</td>
</tr>
</tbody>
</table>

### 5.3.8 Description of Fields

- **Sensor ID**
  Unused

- **Event ID**
  The upper 2 bytes represent the snort instance, if specified by passing the -G option to Snort.
  The lower 2 bytes indicate the unique id of the event.
  The Event ID field is used to facilitate the task of coalescing events with packet data.

- **Event Seconds and Event Microseconds**
  Timestamp represented as seconds since the epoch of when the alert was generated.

- **Link Type (Unified2 Packet)**
  The Datalink type of the packet, typically EN10M but could be any of the values as returned by pcap\_datalink that Snort handles.

- **Packet Length (Unified2 Packet)**
  Length of the Packet Data.

- **Packet Data (Unified2 Packet)**
  The alerting packet, of Packet Length bytes long.

- **Type (Unified2 Extra Data)**
  Type specifies the type of extra data that was logged, the valid types are:
<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Original Client IPv4</td>
</tr>
<tr>
<td>2</td>
<td>Original Client IPv6</td>
</tr>
<tr>
<td>3</td>
<td>UNUSED</td>
</tr>
<tr>
<td>4</td>
<td>GZIP Decompressed Data</td>
</tr>
<tr>
<td>5</td>
<td>SMTP Filename</td>
</tr>
<tr>
<td>6</td>
<td>SMTP Mail From</td>
</tr>
<tr>
<td>7</td>
<td>SMTP RCPT To</td>
</tr>
<tr>
<td>8</td>
<td>SMTP Email Headers</td>
</tr>
<tr>
<td>9</td>
<td>HTTP URI</td>
</tr>
<tr>
<td>10</td>
<td>HTTP Hostname</td>
</tr>
<tr>
<td>11</td>
<td>IPv6 Source Address</td>
</tr>
<tr>
<td>12</td>
<td>IPv6 Destination Address</td>
</tr>
<tr>
<td>13</td>
<td>Normalized Javascript Data</td>
</tr>
</tbody>
</table>

- **Data Type (Unified2 Extra Data)**
  The type of extra data in the record.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Blob</td>
</tr>
</tbody>
</table>

- **Data Length (Unified2 Extra Data)**
  Length of the data stored in the extra data record.

- **Data (Unified2 Extra Data)**
  Raw extra event data up to Data Length bytes in size.
  All of these Extra data types, with the exception of 1, 2, 11, and 12 (IP Addresses) are stored in plain-text. The IP Address types need to be interpreted as if they were coming off the wire.

- **Signature ID**
  The Signature ID of the alerting rule, as specified by the sid keyword.

- **Generator ID**
  The Generator ID of the alerting rule, as specified by the gid keyword.

- **Signature Revision**
  Revision of the rule as specified by the rev keyword.

- **Classification ID**
  Classification ID as mapped in the file classifications.conf

- **Priority ID**
  Priority of the rule as mapped in the file classifications.conf or overridden by the priority keyword for text rules.

- **IP Source**
  Source IP of the packet that generated the event.

- **IP Destination**
  Destination IP of the packet that generated the event.

- **Source Port/ICMP Type**
  If Protocol is TCP or UDP than this field contains the source port of the alerting packet.
  If Protocol is ICMP than this field contains the ICMP type of the alerting packet.
• Destination Port/ICMP Code
If protocol is TCP or UDP than this field contains the source port of the alerting packet.
If protocol is icmp than this field contains the icmp code of the alerting packet.

• Protocol
Transport protocol of the alerting packet. One of: ip, tcp, udp, or icmp.

• Impact flag
Legacy field, specifies whether a packet was dropped or not.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>32</td>
<td>Blocked</td>
</tr>
</tbody>
</table>

• Impact
UNUSED; deprecated.

• Blocked
Whether the packet was not dropped, was dropped or would have been dropped.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Was NOT Dropped</td>
</tr>
<tr>
<td>1</td>
<td>Was Dropped</td>
</tr>
<tr>
<td>2</td>
<td>Would Have Dropped*</td>
</tr>
</tbody>
</table>

⚠️ NOTE
Note that you’ll obtain Would Have Dropped on rules which are set to drop while Snort is running in inline-test mode. Would Have Dropped is also obtained when a drop rule fires while pruning sessions or during shutdown.

• MPLS Label (4 bytes)
The extracted mpls label from the mpls header in the alerting packet.

• VLAN ID
The extracted vlan id from the vlan header in the alerting packet.

• Padding
Padding is used to keep the event structures aligned on a 4 byte boundary.

5.4 Buffer dump utility

Buffer dump option will dump the buffers used by snort during different stages of packet processing path.


```
./configure --enable-buffer-dump / -DDUMP_BUFFER
```

Two options are provided to dump buffers. `-buffer-dump-alert` will dump buffers only when there is an alert.
`-buffer-dump` will dump buffers for every packet.

```
./snort -A cmg -k none -Q --daq-dir=<dir> --daq dump -r <pcap> -c snort.conf --buffer-dump-alert=<file>
```

```
or
```
```
./snort -A cmg -k none -Q --daq-dir=<dir> --daq dump -r <pcap> -c snort.conf --buffer-dump=<file>
```

Note: If <file> parameter is not used, buffers are dumped on the console
5.4.1 Example Buffer Dump output

METHOD_DUMP, 3

00000000 47 45 54  |GET |

URI_DUMP, 340

00000000 2F 70 68 70 42 42 33 2F 76 69 65 77 74 6F 70 69  |/phpBB3/viewtopi|
00000010 63 2E 70 68 70 3F 70 3D 39 30 30 32 26 73 69 64  |c.php?p=9002&sid|
00000020 3D 66 35 33 39 39 61 32 64 32 34 33 63 65 61 64  |=f5399a2d243ceed|
00000030 33 61 35 65 61 37 61 64 66 31 35 62 66 63 38 37  |3a5ea7adf15bfc87|
00000040 32 26 68 69 67 68 6C 69 67 68 74 3D 27 2E 66 77  |2&highlight='.fw|
00000050 72 69 74 65 28 66 26 68 69 67 68 6C 69 67 68 72 28 |rite(fopen(chr(1|
00000060 39 38 29 2E 63 68 72 28 30 39 32 26 68 63 68 72 28 |98).chr(49).chr(|
00000070 28 31 31 33 63 65 61 37 61 64 66 31 35 62 66 63 38 37 |31113eadf1387|
00000080 29 2E 63 68 72 3D 27 2E 66 77 2E 63 68 72 28 31 31 37 |.chr(47).chr(117|
00000090 29 31 30 35 2E 63 68 72 28 31 31 35 2E 63 68 72 28 31 37 |.chr(115).chr(1|
000000a0 2E 63 68 72 3D 27 2E 66 77 2E 63 68 72 28 31 31 35 2E 63 68 72 28 31 37 |.chr(47).chr(117|
000000b0 29 2E 63 68 72 28 31 31 35 29 2E 63 68 72 28 31 37 |.chr(115).chr(1|
000000c0 29 31 30 35 2E 63 68 72 28 31 31 35 29 2E 63 68 72 28 31 37 |.chr(115).chr(1|
000000d0 29 31 30 35 2E 63 68 72 28 31 31 35 29 2E 63 68 72 28 31 37 |.chr(115).chr(1|
000000e0 29 31 30 35 2E 63 68 72 28 31 31 35 29 2E 63 68 72 28 31 37 |.chr(115).chr(1|
000000f0 29 31 30 35 2E 63 68 72 28 31 31 35 29 2E 63 68 72 28 31 37 |.chr(115).chr(1|
00000100 29 31 30 35 2E 63 68 72 28 31 31 35 29 2E 63 68 72 28 31 37 |.chr(115).chr(1|
00000110 29 31 30 35 2E 63 68 72 28 31 31 35 29 2E 63 68 72 28 31 37 |.chr(115).chr(1|
00000120 29 31 30 35 2E 63 68 72 28 31 31 35 29 2E 63 68 72 28 31 37 |.chr(115).chr(1|
00000130 29 31 30 35 2E 63 68 72 28 31 31 35 29 2E 63 68 72 28 31 37 |.chr(115).chr(1|
00000140 29 31 30 35 2E 63 68 72 28 31 31 35 29 2E 63 68 72 28 31 37 |.chr(115).chr(1|
00000150 69 74 2E FF |it.. |
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Bibliography