PowerDNS.COM BV

Jun 17, 2020
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DNSDIST OVERVIEW

dnsdist is a highly DNS-, DoS- and abuse-aware loadbalancer. Its goal in life is to route traffic to the best server, delivering top performance to legitimate users while shunting or blocking abusive traffic.

dnsdist is dynamic, its configuration language is Lua and it can be changed at runtime, and its statistics can be queried from a console-like interface or an HTTP API.

A configuration to balance DNS queries to several backend servers:

```
newServer({address="2001:4860:4860::8888", qps=1})
newServer({address="2001:4860:4860::8844", qps=1})
newServer({address="2620:0:ccc::2", qps=10})
newServer({address="2620:0:ccd::2", name="dns1", qps=10})
newServer("192.168.1.2")
setServerPolicy(firstAvailable) -- first server within its QPS limit
```

1.1 Running dnsdist

If you have not worked with dnsdist before, here are some resources to get you going:

- Install dnsdist.
- To get a feeling for how it works, see the Quickstart Guide.
- Running and Configuring dnsdist
- The Packet Policies page covers how to apply policies to traffic
- There are several Guides about the different features and options
- Advanced Topics describes some of the more advanced features
- Reference Guides has all the configuration and object information

1.2 Questions, requests or comments?

There are several ways to reach us:

- The dnsdist mailing-list
- #powerdns on irc.oftc.net

If you require commercial support, please see the PowerDNS.com website or email us at powerdns.support.sales@powerdns.com.

This documentation is also available as a PDF document.
dnsdist only runs on UNIX-like systems and there are several ways to install dnsdist. The fastest way is using packages, either from your own operating system vendor or supplied by the PowerDNS project. Building from source is also supported.

### 2.1 Installing from Packages

If dnsdist is available in your operating system’s software repositories, install it from there. However, the version of dnsdist in the repositories might be an older version that might not have a feature that was added in a later version. Or you might want to be brave and try a development snapshot from the master branch. PowerDNS provides software repositories for the most popular distributions. Visit https://repo.powerdns.com for more information and installation instructions.

#### 2.1.1 Debian

For Debian and its derivatives (like Ubuntu) installing the `dnsdist` package should do it:

```bash
apt-get install -y dnsdist
```

#### 2.1.2 Red Hat

For Red Hat, CentOS and its derivatives, dnsdist is available in EPEL:

```bash
yum install -y epel-release
tyum install -y dnsdist
```

#### 2.1.3 FreeBSD

dnsdist is also available in FreeBSD ports.

### 2.2 Installing from Source

In order to compile dnsdist, a modern compiler with C++ 2011 support (like GCC 4.8+ or clang 3.5+) and GNU make are required. dnsdist depends on the following libraries:

- Boost
- Lua 5.1+ or LuaJit
- Editline (libedit)
- libsodium (optional)
- protobuf (optional)
- re2 (optional)

Should dnsdist be run on a system with systemd, it is highly recommended to have the systemd header files (libsystemd-dev on Debian and systemd-devel on CentOS) installed to have dnsdist support systemd-notify.

### 2.2.1 From tarball

Release tarballs are available from the downloads site, snapshot and pre-release tarballs can be found as well. The release tarballs have detached PGP signatures, signed by one of these PGP keys:

- D630 0CAB CBF4 69BB E392 E503 A208 ED4F 8AF5 8446
- FBAE 0323 821C 7706 A5CA 151B DCF5 13FA 7EED 19F3
- 1628 90DD 689D D12D D33E 4696 1C5E E990 D2E7 1575
- B76C D467 1C09 68BA A87E E61C 5E50 715B F2FF E1A7
- 16E1 2866 B773 8C73 976A 5743 6FFC 3343 9B0D 04DF

There is a PGP keyblock with these keys available on [https://dnsdist.org/_static/dnsdist-keyblock.asc](https://dnsdist.org/_static/dnsdist-keyblock.asc).

- Untar the tarball and cd into the source directory
- Run ./configure
- Run make or gmake (on BSD)

### 2.2.2 From git

To compile from git, these additional dependencies are required:

- GNU Autoconf
- GNU Automake
- Ragel
dnsdist source code lives in the PowerDNS git repository but is independent of PowerDNS.

    git clone https://github.com/PowerDNS/pdns.git
cd pdns/pdns/dnsdist
autoreconf -i
./configure
make

### 2.2.3 OS Specific Instructions

None, really.
CHAPTER
THREE

QUICKSTART GUIDE

This guide gives an overview of dnsdist features and operations.

3.1 Running in the Foreground

After installing dnsdist, the quickest way to start experimenting is launching it on the foreground with:

dnsdist -l 127.0.0.1:5300 8.8.8.8 2001:4860:4860::8888

This will make dnsdist listen on IP address 127.0.0.1, port 5300 and forward all queries to the two listed IP addresses, with a sensible balancing policy.

3.2 dnsdist Console and Configuration

Here is more complete configuration, save it to dnsdist.conf:

```plaintext
newServer({address="2001:4860:4860::8888", qps=1})
newServer({address="2001:4860:4860::8844", qps=1})
newServer({address="2620:0:ccc::2", qps=10})
newServer({address="2620:0:ccd::2", name="dns1", qps=10})
newServer("192.168.1.2")
setServerPolicy(firstAvailable) -- first server within its QPS limit
```

The newServer() function is used to add a backend server to the configuration.

Now run dnsdist again, reading this configuration:

```
$ dnsdist -C dnsdist.conf --local=0.0.0.0:5300
Marking downstream [2001:4860:4860::8888]:53 as 'up'
Marking downstream [2001:4860:4860::8844]:53 as 'up'
Marking downstream [2620:0:ccc::2]:53 as 'up'
Marking downstream [2620:0:ccd::2]:53 as 'up'
Marking downstream 192.168.1.2:53 as 'up'
Listening on 0.0.0.0:5300
>
```

You can now send queries to port 5300, and get answers:

```
$ dig -t aaaa powerdns.com @127.0.0.1 -p 5300 +short +nocookie
2001:888:2000:1d::2
```

Note that dnsdist dropped us in a prompt above, where we can get some statistics:
showServers() is usually one of the first commands you will use when logging into the console. More advanced topics are covered in Working with the dnsdist Console.

Here we also see our configuration. 5 downstream servers have been configured, of which the first 4 have a QPS limit (of 1, 1, 10 and 10 queries per second, respectively).

The final server has no limit, which we can easily test:

```bash
$ for a in {0..1000}; do dig powerdns.com @127.0.0.1 -p 5300 +noall +nocookie > /dev/null; done
```

Note that the first 4 servers were all limited to near their configured QPS, and that our final server was taking up most of the traffic. No queries were dropped, and all servers remain up.

### 3.2.1 Changing Server Settings

The servers from showServers() are numbered. `getServer()` is used to get this Server object to manipulate it.

To force a server down, try `Server:setDown()`:

```bash
> getServer(0):setDown()
> showServers()
```

Note that the first 4 servers were all limited to near their configured QPS, and that our final server was taking up most of the traffic. No queries were dropped, and all servers remain up.

The `DOWN` in all caps means it was forced down. A lower case `down` would’ve meant that dnsdist itself had concluded the server was down. Similarly, `Server:setUp()` forces a server to be up, and `Server:setAuto()` returns it to the default availability-probing.
To change the QPS for a server, use `Server:setQPS()`:

```
> getServer(0):setQPS(1000)
```

### 3.3 Restricting Access

By default, dnsdist listens on `127.0.0.1` (not `::1`!), port 53.

To listen on a different address, use the `-l` command line option (useful for testing in the foreground), or use `setLocal()` and `addLocal()` in the configuration file:

```
setLocal('192.0.2.53') -- Listen on 192.0.2.53, port 53
addLocal('::1]:5300') -- Also listen on ::1, port 5300
```

Before packets are processed they have to pass the ACL, which helpfully defaults to RFC 1918 private IP space. This prevents us from easily becoming an open DNS resolver.

Adding network ranges to the ACL is done with the `setACL()` and `addACL()` functions:

```
setACL({'192.0.2.0/28', '2001:DB8:1::/56'}) -- Set the ACL to only allow these subnets
addACL('2001:DB8:2::/56') -- Add this subnet to the existing ACL
```

### 3.4 More Information

Following this quickstart guide allowed you to set up a basic balancing dnsdist instance. However, dnsdist is much more powerful. See the Guides and/or the Advanced Topics sections on how to shape, shut and otherwise manipulate DNS traffic.
RUNNING AND CONFIGURING DNSDIST

dnsdist is meant to run as a daemon. As such, distribution native packages know how to stop/start themselves using operating system services.

It is configured with a configuration file called `dnsdist.conf`. The default path to this file is determined by the `SYSCONFDIR` variable during compilation. Most likely this path is `/etc/dnsdist`, `/etc`, or `/usr/local/etc/`. `dnsdist` will tell you on startup which file it reads.

`dnsdist` is designed to (re)start almost instantly. But to prevent downtime when changing configuration, the console (see Working with the `dnsdist` Console) can be used for live configuration.

Issuing `delta()` on the console will print the changes to the configuration that have been made since startup:

```plaintext
> delta()
-- Wed Feb 22 2017 11:31:44 CET
addLocal('127.0.0.1:5301', false)
-- Wed Feb 22 2017 12:03:48 CET
addACL('2.0.0.0/8')
-- Wed Feb 22 2017 12:03:50 CET
addACL('2.0.0.0/8')
-- Wed Feb 22 2017 12:03:51 CET
addACL('2.0.0.0/8')
-- Wed Feb 22 2017 12:05:51 CET
addACL('2001:db8::1')
```

These commands can be copied to the configuration file, should they need to persist after a restart.

### 4.1 Running as unprivileged user

`dnsdist` can drop privileges using the `--uid` and `--gid` command line switches to ensure it does not run with root privileges. Note that `dnsdist` drops its privileges after parsing its startup configuration and binding its listening and initial `newServer()` sockets as user `root`. It is highly recommended to create a system user and group for `dnsdist`. Note that most packaged versions of `dnsdist` already create this user.
dnsdist works in essence like any other loadbalancer:

It receives packets on one or several addresses it listens on, and determines whether it will process this packet based on the Access Control. Should the packet be processed, dnsdist attempts to match any of the configured rules in order and when one matches, the associated action is performed.

These rule and action combinations are considered policies.

5.1 Packet Actions

Each packet can be:

• Dropped
• Turned into an answer directly
• Forwarded to a downstream server
• Modified and forwarded to a downstream and be modified back
• Be delayed

This decision can be taken at different times during the forwarding process.

5.1.1 Examples

Rules for traffic exceeding QPS limits

Traffic that exceeds a QPS limit, in total or per IP (subnet) can be matched by a rule. For example:

```plaintext
addAction(MaxQPSIPRule(5, 32, 48), DelayAction(100))
```

This measures traffic per IPv4 address and per /48 of IPv6, and if traffic for such an address (range) exceeds 5 qps, it gets delayed by 100ms. (Please note: `DelayAction()` can only delay UDP traffic).

As another example:

```plaintext
addAction(MaxQPSIPRule(5), NoRecurseAction())
```

This strips the Recursion Desired (RD) bit from any traffic per IPv4 or IPv6 /64 that exceeds 5 qps. This means any those traffic bins is allowed to make a recursor do ‘work’ for only 5 qps.

If this is not enough, try:

```plaintext
addAction(MaxQPSIPRule(5), DropAction())
```

or:
addAction(MaxQPSIPRule(5), TCAction())

This will respectively drop traffic exceeding that 5 QPS limit per IP or range, or return it with TC=1, forcing clients to fall back to TCP.

To turn this per IP or range limit into a global limit, use NotRule(MaxQPSRule(5000)) instead of MaxQPSIPRule().

Regular Expressions

RegexRule() matches a regular expression on the query name, and it works like this:

```
addAction(RegexRule("[0-9]{5,}"), DelayAction(750)) -- milliseconds
addAction(RegexRule("[0-9]{4,}.example$"), DropAction())
```

This delays any query for a domain name with 5 or more consecutive digits in it. The second rule drops anything with more than 4 consecutive digits within a .example domain.

Note that the query name is presented without a trailing dot to the regex. The regex is applied case insensitively.

Alternatively, if compiled in, RE2Rule() provides similar functionality, but against libre2.

5.2 Rule Generators

dnsdist contains several functions that make it easier to add actions and rules.

addAnyTCRule()

Deprecated since version 1.2.0.

Set the TC-bit (truncate) on ANY queries received over UDP, forcing a retry over TCP. This function has been deprecated as of 1.2.0 and removed in 1.3.0. This is equivalent to doing:

```
addAction(AndRule({QTypeRule(DNSQType.ANY), TCPRule(false)}), TCAction())
```

Changed in version 1.4.0: Before 1.4.0, the QTypes were in the dnsdist namespace. Use dnsdist.ANY in these versions.

addDelay(DNSrule, delay)

Deprecated since version 1.2.0.

Delay the query for delay milliseconds before sending to a backend. This function has been deprecated as of 1.2.0 and removed in 1.3.0, please use instead:

```
addAction(DNSRule, DelayAction(delay))
```

Parameters

- **DNSRule** – The DNSRule to match traffic
- **delay(int)** – The delay time in milliseconds.

addDisableValidationRule(DNSrule)

Deprecated since version 1.2.0.

Set the CD (Checking Disabled) flag to 1 for all queries matching the DNSRule. This function has been deprecated as of 1.2.0 and removed in 1.3.0. Please use the DisableValidationAction() action instead.

addDomainBlock(domain)

Deprecated since version 1.2.0.

Drop all queries for domain and all names below it. Deprecated as of 1.2.0 and will be removed in 1.3.0, please use instead:
addAction(domain, DropAction())

Parameters

domain (string) – The domain name to block

addDomainSpoof(domain, IPv4[, IPv6])
addDomainSpoof(domain, [IP[...]])

Deprecated since version 1.2.0.

Generate answers for A/AAAA/ANY queries. This function has been deprecated as of 1.2.0 and removed in 1.3.0, please use:

addAction(domain, SpoofAction([IP[...]]))

or:

addAction(domain, SpoofAction(IPv4[, IPv6]))

Parameters

• domain (string) – Domain name to spoof for
• IPv4 (string) – IPv4 address to spoof in the reply
• IPv6 (string) – IPv6 address to spoof in the reply
• IP (string) – IP address to spoof in the reply

addDomainCNAMESpoof(domain, cname)

Deprecated since version 1.2.0.

Generate CNAME answers for queries. This function has been deprecated as of 1.2.0 and removed in 1.3.0, in favor of using:

addAction(domain, SpoofCNAMEAction(cname))

Parameters

• domain (string) – Domain name to spoof for
• cname (string) – Domain name to add CNAME to

addLuaAction(DNSrule, function[, options])

Changed in version 1.3.0: Added the optional parameter options.

Changed in version 1.3.0: The second argument returned by the function can be omitted. For earlier releases, simply return an empty string.

Deprecated since version 1.4.0: Removed in 1.4.0, use LuaAction() with addAction() instead.

Invoke a Lua function that accepts a DNSQuestion. This function works similar to using LuaAction(). The function should return both a DNSAction and its argument rule. The rule is used as an argument of the following DNSAction: DNSAction.Spoof, DNSAction.Pool and DNSAction.Delay. If the Lua code fails, ServFail is returned.

Parameters

• DNSRule – match queries based on this rule
• function (string) – the name of a Lua function
• options (table) – A table with key: value pairs with options.

Options:

• uuid: string - UUID to assign to the new rule. By default a random UUID is generated for each rule.
```markdown
function luaaction(dq)
    if (dq.qtype==DNSQType.NAPTR) then
        return DNSAction.Pool, "abuse" -- send to abuse pool
    else
        return DNSAction.None, "" -- no action
        -- return DNSAction.None -- as of dnsdist version 1.3.0
    end
end
addLuaAction(AllRule(), luaaction)
```

`addLuaResponseAction(DNSrule, function[, options])`  
Changed in version 1.3.0: Added the optional parameter `options`.  
Changed in version 1.3.0: The second argument returned by the `function` can be omitted. For earlier releases, simply return an empty string.  
 Deprecated since version 1.4.0: Removed in 1.4.0, use `LuaResponseAction()` with `addResponseAction()` instead.  
Invoke a Lua function that accepts a `DNSResponse`. This function works similar to using `LuaResponseAction()`. The function should return both a `DNSResponseAction` and its argument `rule`. The `rule` is used as an argument of the `DNSResponseAction.Delay`. If the Lua code fails, ServFail is returned.

**Parameters**

- **DNSRule** – match queries based on this rule
- **function** *(string)* – the name of a Lua function
- **options** *(table)* – A table with key: value pairs with options.

**Options:**

- **uuid** : string - UUID to assign to the new rule. By default a random UUID is generated for each rule.

`addNoRecurseRule(DNSrule)`  
Deprecated since version 1.2.0.  
Clear the RD flag for all queries matching the rule. This function has been deprecated as of 1.2.0 and removed in 1.3.0, please use:  
```
addAction(DNSRule, NoRecurseAction())
```

**Parameters**  
**DNSRule** – match queries based on this rule

`addPoolRule(DNSRule, pool)`  
Deprecated since version 1.2.0.  
Send queries matching the first argument to the pool `pool`. e.g.:  
```
addPoolRule("example.com", "myPool")
```

This function has been deprecated as of 1.2.0 and removed in 1.3.0, this is equivalent to:  
```
addAction("example.com", PoolAction("myPool"))
```

**Parameters**

- **DNSRule** – match queries based on this rule
- **pool** *(string)* – The name of the pool to send the queries to
**addQPSLimit** (*DNSrule, limit*)

Deprecated since version 1.2.0.

Limit queries matching the DNSRule to limit queries per second. All queries over the limit are dropped. This function has been deprecated as of 1.2.0 and removed in 1.3.0, please use:

```python
addAction(DNSRule, QPSAction(limit))
```

**Parameters**

- **DNSRule** – match queries based on this rule
- **limit** (*int*) – QPS limit for this rule

**addQPSPoolRule** (*DNSrule, limit, pool*)

Deprecated since version 1.2.0.

Send at most limit queries/s for this pool, letting the subsequent rules apply otherwise. This function has been deprecated as of 1.2.0 and removed in 1.3.0, as it is only a convenience function for the following syntax:

```python
addAction("192.0.2.0/24", QPSPoolAction(15, "myPool")
```

**Parameters**

- **DNSRule** – match queries based on this rule
- **limit** (*int*) – QPS limit for this rule
- **pool** (*string*) – The name of the pool to send the queries to

### 5.3 Managing Rules

Active Rules can be shown with `showRules()` and removed with `rmRule()`:

```plaintext
> addAction("h4xorbooter.xyz.", QPSAction(10))
> addAction({"130.161.0.0/16", "145.14.0.0/16"}, QPSAction(20))
> addAction({"nl.", "be."}, QPSAction(1))
> showRules()

<table>
<thead>
<tr>
<th>#</th>
<th>Matches Rule</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0 h4xorbooter.xyz.</td>
<td>qps limit to 10</td>
</tr>
<tr>
<td>1</td>
<td>0 130.161.0.0/16, 145.14.0.0/16</td>
<td>qps limit to 20</td>
</tr>
<tr>
<td>2</td>
<td>0 nl., be.</td>
<td>qps limit to 1</td>
</tr>
</tbody>
</table>
```

For Rules related to the incoming query:

**addAction** (*DNSrule, action, options*)

Changed in version 1.3.0: Added the optional parameter `options`.

Add a Rule and Action to the existing rules.

**Parameters**

- **rule** (*DNSrule*) – A DNSRule, e.g. an `AllRule()` or a compounded bunch of rules using e.g. `AndRule()`
- **action** – The action to take
- **options** (*table*) – A table with key: value pairs with options.

**Options**:

- **uuid**: string - UUID to assign to the new rule. By default a random UUID is generated for each rule.

**clearRules()**

Remove all current rules.

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**getAction (n) → Action**  
Returns the Action associated with rule n.

**Parameters**  
\[ n \text{ (int)} \] – The rule number

**mvRule (from, to)**  
Move rule from to a position where it is in front of to. to can be one larger than the largest rule, in which case the rule will be moved to the last position.

**Parameters**  
• \[ \text{from} \text{ (int)} \] – Rule number to move  
• \[ \text{to} \text{ (int)} \] – Location to move the Rule to

**newRuleAction (rule, action\[, options\])**  
Changed in version 1.3.0: Added the optional parameter \[ \text{options} \].

Return a pair of DNS Rule and DNS Action, to be used with \text{setRules()}.  

**Parameters**  
• \[ \text{rule} \text{ (Rule)} \] – A ‘Rule (see ‘Matching Packets (Selectors)’.)
• \[ \text{action} \text{ (Action)} \] – The Action (see Actions) to apply to the matched traffic
• \[ \text{options} \text{ (table)} \] – A table with key: value pairs with options.

Options:
• \[ \text{uuid} \text{ string - UUID to assign to the new rule. By default a random UUID is generated for each rule.} \]

**setRules (rules)**  
Replace the current rules with the supplied list of pairs of DNS Rules and DNS Actions (see newRuleAction())

**Parameters**  
\[ \text{rules} \text{ ([RuleAction])} \] – A list of RuleActions

**showRules ([options])**  
Changed in version 1.3.0: options optional parameter added

Show all defined rules for queries, optionally displaying their UUIDs.

**Parameters**  
\[ \text{options} \text{ (table)} \] – A table with key: value pairs with display options.

Options:
• \[ \text{showUUIDs=false} \text{ bool - Whether to display the UUIDs, defaults to false.} \]
• \[ \text{truncateRuleWidth=-1} \text{ int - Truncate rules output to truncateRuleWidth size. Defaults to -1 to display the full rule.} \]

**topRule ()**  
Move the last rule to the first position.

**rmRule (id)**  
Changed in version 1.3.0: id can now be an UUID.

Remove rule id.

**Parameters**  
\[ \text{id} \text{ (int)} \] – The UUID of the rule to remove if id is an UUID, its position other-wise

For Rules related to responses:

**addResponseAction (DNSRule, action\[, options\])**  
Changed in version 1.3.0: Added the optional parameter \[ \text{options} \].

Add a Rule and Action for responses to the existing rules.

**Parameters**
**DNSRule** – A DNSRule, e.g. an `AllRule()` or a compounded bunch of rules using e.g. `AndRule()`

**action** – The action to take

**options** (table) – A table with key: value pairs with options.

Options:
- **uuid**: string - UUID to assign to the new rule. By default a random UUID is generated for each rule.

### mvResponseRule (from, to)
Move response rule `from` to a position where it is in front of `to`. `to` can be one larger than the largest rule, in which case the rule will be moved to the last position.

**Parameters**
- `from` (**int**) – Rule number to move
- `to` (**int**) – Location to move the Rule to

### rmResponseRule (id)
Remove response rule `id`.

**Parameters** `id` (**int**) – The UUID of the rule to remove if `id` is an UUID, its position otherwise

### showResponseRules ([options])
Show all defined response rules, optionally displaying their UUIDs.

**Parameters** `options` (table) – A table with key: value pairs with display options.

Options:
- **showUUIDs=false**: bool - Whether to display the UUIDs, defaults to false.
- **truncateRuleWidth=-1**: int - Truncate rules output to `truncateRuleWidth` size. Defaults to -1 to display the full rule.

### topResponseRule()
Move the last response rule to the first position.

### Functions for manipulating Cache Hit Response Rules:

**addCacheHitResponseAction (DNSRule, action[, options])**
New in version 1.2.0.

Changed in version 1.3.0: Added the optional parameter `options`.

Add a Rule and ResponseAction for Cache Hits to the existing rules.

**Parameters**
- **DNSRule** – A DNSRule, e.g. an `AllRule()` or a compounded bunch of rules using e.g. `AndRule()`
- **action** – The action to take
- **options** (table) – A table with key: value pairs with options.

Options:
- **uuid**: string - UUID to assign to the new rule. By default a random UUID is generated for each rule.

**mvCacheHitResponseRule (from, to)**
New in version 1.2.0.

Move cache hit response rule `from` to a position where it is in front of `to`. `to` can be one larger than the largest rule, in which case the rule will be moved to the last position.
Parameters

- **from** (*int*) – Rule number to move
- **to** (*int*) – Location to move the Rule to

rmCacheHitResponseRule (*id*)

New in version 1.2.0.

Changed in version 1.3.0: *id* can now be an UUID.

Parameters **id** (*int*) – The UUID of the rule to remove if *id* is an UUID, its position otherwise

showCacheHitResponseRules ([*options]*)

New in version 1.2.0.

Changed in version 1.3.0: *options* optional parameter added

Show all defined cache hit response rules, optionally displaying their UUIDs.

Parameters **options** (*table*) – A table with key: value pairs with display options.

Options:

- **showUUIDs=false** (*bool*) - Whether to display the UUIDs, defaults to false.
- **truncateRuleWidth=-1** (*int*) - Truncate rules output to *truncateRuleWidth* size. Defaults to −1 to display the full rule.

**topCacheHitResponseRule** ()

New in version 1.2.0.

Move the last cache hit response rule to the first position.

Functions for manipulating Self-Answered Response Rules:

addSelfAnsweredResponseAction (**DNSRule**, **action**, [*options]*)

New in version 1.3.0.

Add a Rule and Action for Self-Answered queries to the existing rules.

Parameters

- **DNSRule** – A DNSRule, e.g. an **AllRule()** or a compounded bunch of rules using e.g. **AndRule()**
- **action** – The action to take

mvSelfAnsweredResponseRule (**from**, **to**)

New in version 1.3.0.

Move self answered response rule **from** to a position where it is in front of **to**. **to** can be one larger than the largest rule, in which case the rule will be moved to the last position.

Parameters

- **from** (*int*) – Rule number to move
- **to** (*int*) – Location to move the Rule to

rmSelfAnsweredResponseRule (*id*)

New in version 1.3.0.

Remove self answered response rule **id**.

Parameters **id** (*int*) – The UUID of the rule to remove if *id* is an UUID, its position otherwise

showSelfAnsweredResponseRules ([*options]*)

New in version 1.3.0.

Show all defined self answered response rules, optionally displaying their UUIDs.
Parameters `options` *(table)* – A table with key: value pairs with display options.

Options:

- `showUUIDs=false` : bool - Whether to display the UUIDs, defaults to false.
- `truncateRuleWidth=-1` : int - Truncate rules output to `truncateRuleWidth` size. Defaults to -1 to display the full rule.

```python
topSelfAnsweredResponseRule()
```

New in version 1.3.0.

Move the last self answered response rule to the first position.

### 5.4 Matching Packets (Selectors)

Packets can be matched by selectors, called a DNSRule. These DNSRules be one of the following items:

- A string that is either a domain name or netmask
- A list of strings that are either domain names or netmasks
- A `DNSName`
- A list of `DNSNames`
- A (compounded) Rule

New in version 1.2.0: A DNSRule can also be a `DNSName` or a list of these

```python
AllRule()
```

Matches all traffic

```python
DNSSECRule()
```

Matches queries with the DO flag set

```python
DSTPortRule(port)
```

Matches questions received to the destination port.

```python
Parameters port (int) – Match destination port.
```

```python
EDNSOptionRule(optcode)
```

New in version 1.4.0.

Matches queries or responses with the specified EDNS option present. `optcode` is specified as an integer, or a constant such as `EDNSOptionCode.ECS`.

```python
EDNSVersionRule(version)
```

New in version 1.4.0.

Matches queries or responses with an OPT record whose EDNS version is greater than the specified EDNS version.

```python
Parameters version (int) – The EDNS version to match on
```

```python
ERCodeRule(rcode)
```

Matches queries or responses with the specified `rcode`. `rcode` can be specified as an integer or as one of the built-in `RCode`. The full 16bit RCode will be matched. If no EDNS OPT RR is present, the upper 12 bits are treated as 0.

```python
Parameters rcode (int) – The RCODE to match on
```

```python
HTTPHeaderRule(name, regex)
```

New in version 1.4.0.

Matches DNS over HTTPS queries with a HTTP header `name` whose content matches the regular expression `regex`.

```python
Parameters
```
• `name (str)` – The case-insensitive name of the HTTP header to match on
• `regex (str)` – A regular expression to match the content of the specified header

**HTTPPathRegexRule (regex)**
New in version 1.4.0.
Matches DNS over HTTPS queries with a HTTP path matching the regular expression supplied in `regex`. For example, if the query has been sent to the `https://192.0.2.1:443/PowerDNS?dns=...` URL, the path would be `/PowerDNS`. Only valid DNS over HTTPS queries are matched. If you want to match all HTTP queries, see `DOHFrontend.setResponsesMap()` instead.

**Parameters**
- `regex (str)` – The regex to match on

**HTTPPathRule (path)**
New in version 1.4.0.
Matches DNS over HTTPS queries with a HTTP path of `path`. For example, if the query has been sent to the `https://192.0.2.1:443/PowerDNS?dns=...` URL, the path would be `/PowerDNS`. Only valid DNS over HTTPS queries are matched. If you want to match all HTTP queries, see `DOHFrontend.setResponsesMap()` instead.

**Parameters**
- `path (str)` – The exact HTTP path to match on

**KeyValueStoreLookupRule (kvs, lookupKey)**
New in version 1.4.0.
Return true if the key returned by `lookupKey` exists in the key value store referenced by ‘kvs’. The store can be a CDB (`newCDBKVStore()` or a LMDB database (`newLMDBKVStore()`)). The key can be based on the qname (`KeyValueLookupKeyQName()` and `KeyValueLookupKeySuffix()`), source IP (`KeyValueLookupKeySourceIP()`)) or the value of an existing tag (`KeyValueLookupKeyTag()`).

**Parameters**
- `kvs (KeyValueStore)` – The key value store to query
- `lookupKey (KeyValueLookupKey)` – The key to use for the lookup

**LuaFFIRule (function)**
New in version 1.5.0.
Invoke a Lua FFI function that accepts a pointer to a `dnsdist_ffi_dnsquestion_t` object, whose bindings are defined in `dnsdist-lua-ffi.hh`.

The function should return true if the query matches, or false otherwise. If the Lua code fails, false is returned.

**Parameters**
- `function (string)` – the name of a Lua function

**LuaRule (function)**
New in version 1.5.0.
Invoke a Lua function that accepts a `DNSQuestion` object.

The function should return true if the query matches, or false otherwise. If the Lua code fails, false is returned.

**Parameters**
- `function (string)` – the name of a Lua function

**MaxQPSIPRule (qps, v4Mask, v6Mask, burst, expiration, cleanupDelay, scanFraction)**
Changed in version 1.3.1: Added the optional parameters expiration, cleanupDelay and scanFraction.
Matches traffic for a subnet specified by `v4Mask` or `v6Mask` exceeding `qps` queries per second up to `burst` allowed. This rule keeps track of QPS by netmask or source IP. This state is cleaned up regularly if `cleanupDelay` is greater than zero, removing existing netmasks or IP addresses that have not been seen in the last `expiration` seconds.

**Parameters**
• **qps** (*int*) – The number of queries per second allowed, above this number traffic is matched

• **v4Mask** (*int*) – The IPv4 netmask to match on. Default is 32 (the whole address)

• **v6Mask** (*int*) – The IPv6 netmask to match on. Default is 64

• **burst** (*int*) – The number of burstable queries per second allowed. Default is same as qps

• **expiration** (*int*) – How long to keep netmask or IP addresses after they have last been seen, in seconds. Default is 300

• **cleanupDelay** (*int*) – The number of seconds between two cleanups. Default is 60

• **scanFraction** (*int*) – The maximum fraction of the store to scan for expired entries, for example 5 would scan at most 20% of it. Default is 10 so 10%

**MaxQPSRule** (*qps*)

Matches traffic not exceeding this qps limit. If e.g. this is set to 50, starting at the 51st query of the current second traffic stops being matched. This can be used to enforce a global QPS limit.

**Parameters**

• **qps** (*int*) – The number of queries per second allowed, above this number the traffic is not matched anymore

**NetmaskGroupRule** (*nmg[, src[, quiet]]*)

Changed in version 1.4.0: quiet parameter added

Matches traffic from/to the network range specified in nmg.

Set the src parameter to false to match nmg against destination address instead of source address. This can be used to differentiate between clients

**Parameters**

• **nmg** (*NetMaskGroup*) – The NetMaskGroup to match on

• **src** (*bool*) – Whether to match source or destination address of the packet. Defaults to true (matches source)

• **quiet** (*bool*) – Do not display the list of matched netmasks in Rules. Default is false.

**OpcodeRule** (*code*)

Matches queries with opcode code. code can be directly specified as an integer, or one of the built-in DNSOpcodes.

**Parameters**

• **code** (*int*) – The opcode to match

**ProbaRule** (*probability*)

New in version 1.3.0.

Matches queries with a given probability. 1.0 means “always”

**Parameters**

• **probability** (*double*) – Probability of a match

**QClassRule** (*qclass*)

Matches queries with the specified qclass. class can be specified as an integer or as one of the built-in DNSClass.

**Parameters**

• **qclass** (*int*) – The Query Class to match on

**QNameRule** (*qname*)

New in version 1.2.0: Matches queries with the specified qname exactly.

**Param** string qname Qname to match

**QNameSetRule** (*set*)

New in version 1.4.0: Matches if the set contains exact qname.

To match subdomain names, see **SuffixMatchNodeRule()**.

**Param** DNSNameSet set Set with qnames.
QNameLabelsCountRule \((\text{min}, \text{max})\)

Matches if the qname has less than min or more than max labels.

**Parameters**

- \(\text{min} (\text{int})\) – Minimum number of labels
- \(\text{max} (\text{int})\) – Maximum number of labels

QNameWireLengthRule \((\text{min}, \text{max})\)

Matches if the qname’s length on the wire is less than min or more than max bytes.

**Parameters**

- \(\text{min} (\text{int})\) – Minimum number of bytes
- \(\text{max} (\text{int})\) – Maximum number of bytes

QTypeRule \((\text{qtype})\)

Matches queries with the specified qtype. qtype may be specified as an integer or as one of the built-in QTypes. For instance DNSQType.A, DNSQType.TXT and DNSQType.ANY.

**Parameters**

- \(\text{qtype} (\text{int})\) – The QType to match on

RCodeRule \((\text{rcode})\)

Matches queries or responses with the specified rcode. rcode can be specified as an integer or as one of the built-in RCode. Only the non-extended RCode is matched (lower 4bits).

**Parameters**

- \(\text{rcode} (\text{int})\) – The RCODE to match on

RDRule ()

New in version 1.2.0.

Matches queries with the RD flag set.

RegexRule \((\text{regex})\)

Matches the query name against the regex.

```addAction(RegexRule("[0-9]{5,}\$"), DelayAction(750)) -- milliseconds
addAction(RegexRule("[0-9]{4,}\.*\example\$"), DropAction())```

This delays any query for a domain name with 5 or more consecutive digits in it. The second rule drops anything with more than 4 consecutive digits within a .EXAMPLE domain.

Note that the query name is presented without a trailing dot to the regex. The regex is applied case insensitively.

**Parameters**

- \(\text{regex} (\text{string})\) – A regular expression to match the traffic on

RecordsCountRule \((\text{section}, \text{minCount}, \text{maxCount})\)

Matches if there is at least minCount and at most maxCount records in the section. section can be specified as an integer or as a DNS Packet Sections.

**Parameters**

- \(\text{section} (\text{int})\) – The section to match on
- \(\text{minCount} (\text{int})\) – The minimum number of entries
- \(\text{maxCount} (\text{int})\) – The maximum number of entries

RecordsTypeCountRule \((\text{section}, \text{qtype}, \text{minCount}, \text{maxCount})\)

Matches if there is at least minCount and at most maxCount records of type qtype in the section. section can be specified as an integer or as a DNS Packet Sections. qtype may be specified as an integer or as one of the built-in QTypes, for instance DNSQType.A or DNSQType.TXT.

**Parameters**

- \(\text{section} (\text{int})\) – The section to match on
- \(\text{qtype} (\text{int})\) – The QTYPE to match on
• **minCount** (*int*) – The minimum number of entries
• **maxCount** (*int*) – The maximum number of entries

**RE2Rule** (*regex*)

Matches the query name against the supplied regex using the RE2 engine.

For an example of usage, see *RegexRule()*.

**Note** Only available when dnsdist was built with libre2 support.

**Parameters**

- **regex** (*str*) – The regular expression to match the QNAME.

**SNIRule** (*name*)

New in version 1.4.0.

Matches against the TLS Server Name Indication value sent by the client, if any. Only makes sense for DoT or DoH, and for that last one matching on the HTTP Host header using *HTTPHeaderRule()* might provide more consistent results. As of the version 2.3.0-beta of h2o, it is unfortunately not possible to extract the SNI value from DoH connections, and it is therefore necessary to use the HTTP Host header until version 2.3.0 is released.

**Parameters**

- **name** (*str*) – The exact SNI name to match.

**SuffixMatchNodeRule** (*smn[, quiet]*)

Matches based on a group of domain suffixes for rapid testing of membership. Pass true as second parameter to prevent listing of all domains matched.

To match domain names exactly, see *QNameSetRule()*.

**Parameters**

- **smb** (*SuffixMatchNode*) – The SuffixMatchNode to match on
- **quiet** (*bool*) – Do not display the list of matched domains in Rules. Default is false.

**TagRule** (*name[, value]*)

New in version 1.3.0.

Matches question or answer with a tag named *name* set. If *value* is specified, the existing tag value should match too.

**Parameters**

- **name** (*bool*) – The name of the tag that has to be set
- **value** (*bool*) – If set, the value the tag has to be set to. Default is unset

**TCPRule** (*tcp*)

Matches question received over TCP if *tcp* is true, over UDP otherwise.

**Parameters**

- **tcp** (*bool*) – Match TCP traffic. Default is true.

**TrailingDataRule**

Matches if the query has trailing data.

**PoolAvailableRule** (*poolname*)

New in version 1.3.3.

Check whether a pool has any servers available to handle queries

```plaintext
--- Send queries to default pool when servers are available
addAction(PoolAvailableRule(""), PoolAction(""))
--- Send queries to fallback pool if not
addAction(AllRule(), PoolAction("fallback"))
```

**Parameters**

- **poolname** (*string*) – Pool to check

---

5.4. Matching Packets (Selectors) 23
5.4.1 Combining Rules

**AndRule** *(selectors)*
Matches traffic if all selectors match.

**Parameters** selectors *(Rule)* – A table of Rules

**NotRule** *(selector)*
Matches the traffic if the selector rule does not match;

**Parameters** selector *(Rule)* – A Rule

**OrRule** *(selectors)*
Matches the traffic if one or more of the selectors Rules does match.

**Parameters** selector *(Rule)* – A table of Rules

5.4.2 Convenience Functions

**makeRule** *(rule)*
Make a *NetmaskGroupRule()* or a *SuffixMatchNodeRule()*, depending on it is called.
makeRule("0.0.0.0/0") will for example match all IPv4 traffic, makeRule("be","nl", "lu") will match all Benelux DNS traffic.

**Parameters** rule *(string)* – A string to convert to a rule.

5.5 Actions

*Matching Packets (Selectors)* need to be combined with an action for them to actually do something with the matched packets. Some actions allow further processing of rules, this is noted in their description. The following actions exist.

**AllowAction** ()
Let these packets go through.

**AllowResponseAction** ()
Let these packets go through.

**ContinueAction** *(action)*
New in version 1.4.0.

Execute the specified action and override its return with None, making it possible to continue the processing. Subsequent rules are processed after this action.

**Parameters** action *(int)* – Any other action

**DelayAction** *(milliseconds)*
Delay the response by the specified amount of milliseconds (UDP-only). Note that the sending of the query to the backend, if needed, is not delayed. Only the sending of the response to the client will be delayed. Subsequent rules are processed after this action.

**Parameters** milliseconds *(int)* – The amount of milliseconds to delay the response

**DelayResponseAction** *(milliseconds)*
Delay the response by the specified amount of milliseconds (UDP-only). The only difference between this action and *DelayAction()* is that they can only be applied on, respectively, responses and queries. Subsequent rules are processed after this action.

**Parameters** milliseconds *(int)* – The amount of milliseconds to delay the response

**DisableECSAction** ()
Disable the sending of ECS to the backend. Subsequent rules are processed after this action.
**DisableValidationAction()**
Set the CD bit in the query and let it go through.

**DnstapLogAction (identity, logger[, alterFunction])**
New in version 1.3.0.
Send the the current query to a remote logger as a *dnstap* message. *alterFunction* is a callback, receiving a *DNSQuestion* and a *DnstapMessage*, that can be used to modify the message. Subsequent rules are processed after this action.

**Parameters**
- **identity (string)** – Server identity to store in the dnstap message
- **logger** – The *FrameStreamLogger* or *RemoteLogger* object to write to
- **alterFunction** – A Lua function to alter the message before sending

**DnstapLogResponseAction (identity, logger[, alterFunction])**
New in version 1.3.0.
Send the the current response to a remote logger as a *dnstap* message. *alterFunction* is a callback, receiving a *DNSQuestion* and a *DnstapMessage*, that can be used to modify the message. Subsequent rules are processed after this action.

**Parameters**
- **identity (string)** – Server identity to store in the dnstap message
- **logger** – The *FrameStreamLogger* or *RemoteLogger* object to write to
- **alterFunction** – A Lua function to alter the message before sending

**DropAction()**
Drop the packet.

**DropResponseAction()**
Drop the packet.

**ECSOverrideAction (override)**
Whether an existing EDNS Client Subnet value should be overridden (true) or not (false). Subsequent rules are processed after this action.

**Parameters**
- **override (bool)** – Whether or not to override ECS value

**ECSPrefixLengthAction (v4, v6)**
Set the ECS prefix length. Subsequent rules are processed after this action.

**Parameters**
- **v4 (int)** – The IPv4 netmask length
- **v6 (int)** – The IPv6 netmask length

**ERCodeAction (rcode[, options])**
New in version 1.4.0.
Changed in version 1.5.0: Added the optional parameter *options*.
Reply immediately by turning the query into a response with the specified EDNS extended *rcode*. *rcode* can be specified as an integer or as one of the built-in *RCode*.

**Parameters**
- **rcode (int)** – The extended RCODE to respond with.
- **options (table)** – A table with key: value pairs with options.

Options:
- **aa**: bool - Set the AA bit to this value (true means the bit is set, false means it’s cleared). Default is to clear it.

---

### 5.5. Actions
• ad: bool - Set the AD bit to this value (true means the bit is set, false means it’s cleared). Default is to clear it.
• ra: bool - Set the RA bit to this value (true means the bit is set, false means it’s cleared). Default is to copy the value of the RD bit from the incoming query.

**HTTPStatusAction** *(status, body, contentType="\[.options\]*)

New in version 1.4.0.

Changed in version 1.5.0: Added the optional parameter options.

Return an HTTP response with a status code of “status”. For HTTP redirects, “body” should be the redirect URL.

**Parameters**

• **status** *(int)* – The HTTP status code to return.
• **body** *(string)* – The body of the HTTP response, or a URL if the status code is a redirect (3xx).
• **contentType** *(string)* – The HTTP Content-Type header to return for a 200 response, ignored otherwise. Default is “application/dns-message”.
• **options** *(table)* – A table with key: value pairs with options.

**Options:**

• aa: bool - Set the AA bit to this value (true means the bit is set, false means it’s cleared). Default is to clear it.
• ad: bool - Set the AD bit to this value (true means the bit is set, false means it’s cleared). Default is to clear it.
• ra: bool - Set the RA bit to this value (true means the bit is set, false means it’s cleared). Default is to copy the value of the RD bit from the incoming query.

**KeyValueStoreLookupAction** *(kvs, lookupKey, destinationTag)*

New in version 1.4.0.

Does a lookup into the key value store referenced by ‘kvs’ using the key returned by ‘lookupKey’, and storing the result if any into the tag named ‘destinationTag’. The store can be a CDB *(newCDBKVStore())* or a LMDB database *(newLMDBKVStore())*. The key can be based on the qname *(KeyValueLookupKeyQName() and KeyValueLookupKeySuffix())*, source IP *(KeyValueLookupKeySourceIP())* or the value of an existing tag *(KeyValueLookupKeyTag())*.

**Parameters**

• **kvs** *(KeyValueStore)* – The key value store to query
• **lookupKey** *(KeyValueLookupKey)* – The key to use for the lookup
• **destinationTag** *(string)* – The name of the tag to store the result into

**LogAction** *(filename, binary, append, buffered, verboseOnly, includeTimestamp)*

Changed in version 1.4.0: Added the optional parameters verboseOnly and includeTimestamp, made filename optional.

Log a line for each query, to the specified file if any, to the console (require verbose) if the empty string is given as filename.

If an empty string is supplied in the file name, the logging is done to stdout, and only in verbose mode by default. This can be changed by setting verboseOnly to false.

When logging to a file, the binary optional parameter specifies whether we log in binary form (default) or in textual form. Before 1.4.0 the binary log format only included the qname and qtype. Since 1.4.0 it includes an optional timestamp, the query ID, qname, qtype, remote address and port.
The `append` optional parameter specifies whether we open the file for appending or truncate each time (default). The `buffered` optional parameter specifies whether writes to the file are buffered (default) or not.

Subsequent rules are processed after this action.

**Parameters**

- `filename (string)` – File to log to. Set to an empty string to log to the normal stdout log, this only works when `-v` is set on the command line.
- `binary (bool)` – Do binary logging. Default true
- `append (bool)` – Append to the log. Default false
- `buffered (bool)` – Use buffered I/O. Default true
- `verboseOnly (bool)` – Whether to log only in verbose mode when logging to stdout. Default is true
- `includeTimestamp (bool)` – Whether to include a timestamp for every entry. Default is false

**LogResponseAction**

New in version 1.5.0.

Log a line for each response, to the specified file if any, to the console (require verbose) if the empty string is given as filename.

If an empty string is supplied in the file name, the logging is done to stdout, and only in verbose mode by default. This can be changed by setting `verboseOnly` to false.

The `append` optional parameter specifies whether we open the file for appending or truncate each time (default). The `buffered` optional parameter specifies whether writes to the file are buffered (default) or not.

Subsequent rules are processed after this action.

**Parameters**

- `filename (string)` – File to log to. Set to an empty string to log to the normal stdout log, this only works when `-v` is set on the command line.
- `append (bool)` – Append to the log. Default false
- `buffered (bool)` – Use buffered I/O. Default true
- `verboseOnly (bool)` – Whether to log only in verbose mode when logging to stdout. Default is true
- `includeTimestamp (bool)` – Whether to include a timestamp for every entry. Default is false

**LuaAction**

Invoke a Lua function that accepts a `DNSQuestion`.

The function should return a `DNSAction`. If the Lua code fails, ServFail is returned.

**Parameters**

- `function (string)` – the name of a Lua function

**LuaFFIAction**

New in version 1.5.0.

Invoke a Lua FFI function that accepts a pointer to a `dnsdist ffi_dnsquestion_t` object, whose bindings are defined in `dnsdist-lua-ffi.hh`.

The function should return a `DNSAction`. If the Lua code fails, ServFail is returned.

**Parameters**

- `function (string)` – the name of a Lua function
LuaFFIResponseAction \( (function) \)

New in version 1.5.0.

Invoke a Lua FFI function that accepts a pointer to a `dnsdist_ffi_dnsquestion_t` object, whose bindings are defined in `dnsdist-lua-ffi.hh`.

The function should return a `DNSResponseAction`. If the Lua code fails, ServFail is returned.

**Parameters**

- **function \( (string) \)** – the name of a Lua function

LuaResponseAction \( (function) \)

Invoke a Lua function that accepts a `DNSResponse`.

The function should return a `DNSResponseAction`. If the Lua code fails, ServFail is returned.

**Parameters**

- **function \( (string) \)** – the name of a Lua function

MacAddrAction \( (option) \)

Add the source MAC address to the query as EDNS0 option `option`. This action is currently only supported on Linux. Subsequent rules are processed after this action.

**Parameters**

- **option \( (int) \)** – The EDNS0 option number

NoneAction

Does nothing. Subsequent rules are processed after this action.

NoRecuseAction

Strip RD bit from the question, let it go through. Subsequent rules are processed after this action.

PoolAction \( (poolname) \)

Send the packet into the specified pool.

**Parameters**

- **poolname \( (string) \)** – The name of the pool

QPSAction \( (maxqps) \)

Drop a packet if it does exceed the `maxqps` queries per second limits. Letting the subsequent rules apply otherwise.

**Parameters**

- **maxqps \( (int) \)** – The QPS limit

QPSPoolAction \( (maxqps, poolname) \)

Send the packet into the specified pool only if it does not exceed the `maxqps` queries per second limits. Letting the subsequent rules apply otherwise.

**Parameters**

- **maxqps \( (int) \)** – The QPS limit for that pool
- **poolname \( (string) \)** – The name of the pool

RCodeAction \( (rcode[, options]) \)

Changed in version 1.5.0: Added the optional parameter `options`.

Reply immediately by turning the query into a response with the specified `rcode`. `rcode` can be specified as an integer or as one of the built-in RCode.

**Parameters**

- **rcode \( (int) \)** – The RCODE to respond with.
- **options \( (table) \)** – A table with key: value pairs with options.

Options:

- **as**: bool - Set the AA bit to this value (true means the bit is set, false means it’s cleared). Default is to clear it.
- **ad**: bool - Set the AD bit to this value (true means the bit is set, false means it’s cleared). Default is to clear it.
- **ra**: bool - Set the RA bit to this value (true means the bit is set, false means it’s cleared). Default is to copy the value of the RD bit from the incoming query.
RemoteLogAction \( (\text{remoteLogger}[., \text{alterFunction}[., \text{options }]]) \)

Changed in version 1.3.0: options optional parameter added.

Changed in version 1.4.0: ipEncryptKey optional key added to the options table.

Send the content of this query to a remote logger via Protocol Buffer. alterFunction is a callback, receiving a DNSQuestion and a DNSDistProtoBufMessage, that can be used to modify the Protocol Buffer content, for example for anonymization purposes. Subsequent rules are processed after this action.

**Parameters**

- remoteLogger \( \text{string} \) – The remoteLogger object to write to
- alterFunction \( \text{string} \) – Name of a function to modify the contents of the logs before sending
- options \( \text{table} \) – A table with key: value pairs.

**Options:**

- serverID="" \( \text{str} \) - Set the Server Identity field.
- ipEncryptKey="" \( \text{str} \) - A key, that can be generated via the makeIPCipherKey() function, to encrypt the IP address of the requestor for anonymization purposes. The encryption is done using ipcrypt for IPv4 and a 128-bit AES ECB operation for IPv6.

RemoteLogResponseAction \( (\text{remoteLogger}[., \text{alterFunction}[., \text{includeCNAME}[., \text{options }]]) \)

Changed in version 1.3.0: options optional parameter added.

Changed in version 1.4.0: ipEncryptKey optional key added to the options table.

Send the content of this response to a remote logger via Protocol Buffer. alterFunction is the same callback that receiving a DNSQuestion and a DNSDistProtoBufMessage, that can be used to modify the Protocol Buffer content, for example for anonymization purposes. includeCNAME indicates whether CNAME records inside the response should be parsed and exported. The default is to only exports A and AAAA records. Subsequent rules are processed after this action.

**Parameters**

- remoteLogger \( \text{string} \) – The remoteLogger object to write to
- alterFunction \( \text{string} \) – Name of a function to modify the contents of the logs before sending
- includeCNAME \( \text{bool} \) – Whether or not to parse and export CNAMEs. Default false
- options \( \text{table} \) – A table with key: value pairs.

**Options:**

- serverID="" \( \text{str} \) - Set the Server Identity field.
- ipEncryptKey="" \( \text{str} \) - A key, that can be generated via the makeIPCipherKey() function, to encrypt the IP address of the requestor for anonymization purposes. The encryption is done using ipcrypt for IPv4 and a 128-bit AES ECB operation for IPv6.

SetECSAction \( (v4[.], v6[.]) \)

New in version 1.3.1.

Set the ECS prefix and prefix length sent to backends to an arbitrary value. If both IPv4 and IPv6 masks are supplied the IPv4 one will be used for IPv4 clients and the IPv6 one for IPv6 clients. Otherwise the first mask is used for both, and can actually be an IPv6 mask. Subsequent rules are processed after this action.

**Parameters**

- v4 \( \text{string} \) – The IPv4 netmask, for example “192.0.2.1/32”
- v6 \( \text{string} \) – The IPv6 netmask, if any
SetNegativeAndSOAAction(nxd, zone, ttl, mname, rname, serial, refresh, retry, expire, minimum[, options])

New in version 1.5.0.

Turn a question into a response, either a NXDOMAIN or a NODATA one based on "nxd", setting the QR bit to 1 and adding a SOA record in the additional section.

Parameters

• nxd(bool) – Whether the answer is a NXDOMAIN (true) or a NODATA (false)
• zone(string) – The owner name for the SOA record
• ttl(int) – The TTL of the SOA record
• mname(string) – The mname of the SOA record
• rname(string) – The rname of the SOA record
• serial(int) – The value of the serial field in the SOA record
• refresh(int) – The value of the refresh field in the SOA record
• retry(int) – The value of the retry field in the SOA record
• expire(int) – The value of the expire field in the SOA record
• minimum(int) – The value of the minimum field in the SOA record
• options(table) – A table with key: value pairs with options

Options:

• aa: bool - Set the AA bit to this value (true means the bit is set, false means it’s cleared). Default is to clear it.
• ad: bool - Set the AD bit to this value (true means the bit is set, false means it’s cleared). Default is to clear it.
• ra: bool - Set the RA bit to this value (true means the bit is set, false means it’s cleared). Default is to copy the value of the RD bit from the incoming query.

SetProxyProtocolValuesAction(values)

New in version 1.5.0.

Set the Proxy-Protocol Type-Length values to be sent to the server along with this query to values.

Parameters values(table) – A table of types and values to send, for example: { [0] = "foo", [42] = "bar" }

SkipCacheAction()

Don’t lookup the cache for this query, don’t store the answer.

SNMPTrapAction([message])

Send an SNMP trap, adding the optional message string as the query description. Subsequent rules are processed after this action.

Parameters message(string) – The message to include

SNMPTrapResponseAction([message])

Send an SNMP trap, adding the optional message string as the query description. Subsequent rules are processed after this action.

Parameters message(string) – The message to include

SpoofAction(ip[, options])

SpoofAction(ips[, options])

Changed in version 1.5.0: Added the optional parameter options.

Forge a response with the specified IPv4 (for an A query) or IPv6 (for an AAAA) addresses. If you specify multiple addresses, all that match the query type (A, AAAA or ANY) will get spoofed in.
Parameters

- **ip** *(string)* – An IPv4 and/or IPv6 address to spoof
- **ips** *(table)* – A table of IPv4 and/or IPv6 addresses to spoof
- **options** *(table)* – A table with key: value pairs with options.

Options:

- **aa**: bool - Set the AA bit to this value (true means the bit is set, false means it’s cleared). Default is to clear it.
- **ad**: bool - Set the AD bit to this value (true means the bit is set, false means it’s cleared). Default is to clear it.
- **ra**: bool - Set the RA bit to this value (true means the bit is set, false means it’s cleared). Default is to copy the value of the RD bit from the incoming query.
- **ttl**: int - The TTL of the record.

**SpoofCNAMEAction** *(cname, options)*

Changed in version 1.5.0: Added the optional parameter *options*.

Forge a response with the specified CNAME value.

Parameters

- **cname** *(string)* – The name to respond with
- **options** *(table)* – A table with key: value pairs with options.

Options:

- **aa**: bool - Set the AA bit to this value (true means the bit is set, false means it’s cleared). Default is to clear it.
- **ad**: bool - Set the AD bit to this value (true means the bit is set, false means it’s cleared). Default is to clear it.
- **ra**: bool - Set the RA bit to this value (true means the bit is set, false means it’s cleared). Default is to copy the value of the RD bit from the incoming query.
- **ttl**: int - The TTL of the record.

**SpoofRawAction** *(rawAnswer, options)*

New in version 1.5.0.

Forge a response with the specified raw bytes as record data.

```plaintext
-- select queries for the 'raw.powerdns.com.' name and TXT type, and answer
-- with a "aaa" "bbb" TXT record:
addAction(AndRule({QNameRule('raw.powerdns.com.'), QTypeRule(DNSQType.TXT)}),
    SpoofRawAction("\003aaa\004bbb"));
-- select queries for the 'raw-srv.powerdns.com.' name and SRV type, and
-- answer with a '0 0 65535 srv.powerdns.com.' SRV record, setting the AA bit
to 1 and the TTL to 3600s
addAction(AndRule({QNameRule('raw-srv.powerdns.com.'), QTypeRule(DNSQType.SRV)}),
    SpoofRawAction("\000\000\000\000\255\255\003srv\008powerdns\003com\000",
    { aa=true, ttl=3600 }));
-- select reverse queries for '127.0.0.1' and answer with 'localhost'
addAction(AndRule({QNameRule('1.0.0.127.in-addr.arpa.'), QTypeRule(DNSQType.
    PTR)}), SpoofRawAction("\009localhost\000"));
```

Parameters

- **rawAnswer** *(string)* – The raw record data
- **options** *(table)* – A table with key: value pairs with options.
Options:

- `aa`: bool - Set the AA bit to this value (true means the bit is set, false means it’s cleared). Default is to clear it.
- `ad`: bool - Set the AD bit to this value (true means the bit is set, false means it’s cleared). Default is to clear it.
- `ra`: bool - Set the RA bit to this value (true means the bit is set, false means it’s cleared). Default is to copy the value of the RD bit from the incoming query.
- `ttl`: int - The TTL of the record.

TagAction `(name, value)`

New in version 1.3.0.

Associate a tag named `name` with a value of `value` to this query, that will be passed on to the response. Subsequent rules are processed after this action.

Parameters

- `name` (string) – The name of the tag to set
- `value` (string) – The value of the tag

TagResponseAction `(name, value)`

New in version 1.3.0.

Associate a tag named `name` with a value of `value` to this response. Subsequent rules are processed after this action.

Parameters

- `name` (string) – The name of the tag to set
- `value` (string) – The value of the tag

TCAction `()`

Create answer to query with TC and RD bits set, to force the client to TCP.

TeeAction `(remote[, addECS])`

Send copy of query to `remote`, keep stats on responses. If `addECS` is set to true, EDNS Client Subnet information will be added to the query.

Parameters

- `remote` (string) – An IP:PORT combination to send the copied queries to
- `addECS` (bool) – Whether or not to add ECS information. Default false

TempFailureCacheTTLAction `(ttl)`

Set the cache TTL to use for ServFail and Refused replies. TTL is not applied for successful replies.

Parameters `ttl` (int) – Cache TTL for temporary failure replies
dnsmdist keeps statistics on the queries it receives and sends out. They can be accessed in different ways:

- via the console (see Working with the dnsmdist Console), using dumpStats() for the general ones, showServers() for the ones related to the backends, showBinds() for the frontends, getPool("pool name").getCache().printStats() for the ones related to a specific cache and so on
- via the internal webserver (see Built-in webserver)
- via Carbon / Graphite / Metronome export (see Exporting statistics via Carbon)
- via SNMP (see SNMP support)

To make sense of the statistics, the following relation should hold:

queries - noncompliant-queries = responses - noncompliant-responses + cache-hits + downstream-timeouts + self-answered + no-policy + rule-drop

Note that packets dropped by eBPF (see eBPF Socket Filtering) are accounted for in the eBPF statistics, and do not show up in the metrics described on this page.

### 6.1 acl-drops

The number of packets (or TCP messages) dropped because of the **ACL**. If a packet or message is dropped, it is not counted in the queries statistic.

### 6.2 cache-hits

Number of times a response was sent using data found in the **packet cache**.

### 6.3 cache-misses

Number of times an answer was not found in the **packet cache**. Only counted if a packet cache was setup for the selected pool.

### 6.4 cpu-iowait

New in version 1.5.0.

Time spent waiting for I/O to complete by the whole system, in units of USER_HZ.
6.5 cpu-steal

New in version 1.5.0.
Stolen time, which is the time spent by the whole system in other operating systems when running in a virtualized environment, in units of USER_HZ.

6.6 cpu-sys-msec

Milliseconds spent by dnsmasq in the “system” state.

6.7 cpu-user-msec

Milliseconds spent by dnsmasq in the “user” state.

6.8 downstream-send-errors

Number of errors when sending a query to a backend.

6.9 downstream-timeouts

Number of queries not answered in time by a backend.

6.10 dyn-block-nmg-size

Number of dynamic blocks entries.

6.11 dyn-blocked

Number of queries dropped because of a dynamic block.

6.12 empty-queries

Number of empty queries received from clients. Every empty-query is also counted as a query.

6.13 fd-usage

Number of currently used file descriptors.

6.14 frontend-noerror

Number of NoError answers sent to clients.
6.15 *frontend-nxdomain*

Number of NXDomain answers sent to clients.

6.16 *frontend-servfail*

Number of ServFail answers sent to clients.

6.17 *latency-avg100*

Average response latency in microseconds of the last 100 packets

6.18 *latency-avg1000*

Average response latency in microseconds of the last 1000 packets.

6.19 *latency-avg10000*

Average response latency in microseconds of the last 10000 packets.

6.20 *latency-avg1000000*

Average response latency in microseconds of the last 1000000 packets.

6.21 *latency-slow*

Number of queries answered in more than 1 second.

6.22 *latency-sum*

Total response time of all queries combined in milliseconds since the start of dnsdist. Can be used to calculate the average response time over all queries.

6.23 *latency-count*

Number of queries contributing to response time histogram

6.24 *latency-bucket*

Number of queries contributing to response time histogram per latency bucket
6.25 latency0-1
Number of queries answered in less than 1 ms.

6.26 latency1-10
Number of queries answered in 1-10 ms.

6.27 latency10-50
Number of queries answered in 10-50 ms.

6.28 latency50-100
Number of queries answered in 50-100 ms.

6.29 latency100-1000
Number of queries answered in 100-1000 ms.

6.30 no-policy
Number of queries dropped because no server was available.

6.31 noncompliant-queries
Number of queries dropped as non-compliant.

6.32 noncompliant-responses
Number of answers from a backend dropped as non-compliant.

6.33 queries
Number of received queries.

6.34 rdqueries
Number of received queries with the recursion desired bit set.
6.35 **real-memory-usage**

Current memory usage.

6.36 **responses**

Number of responses received from backends. Note! This is not the number of responses sent to clients. To get that number, add ‘cache-hits’ and ‘responses’.

6.37 **rule-drop**

Number of queries dropped because of a rule.

6.38 **rule-nxdomain**

Number of NXDomain answers returned because of a rule.

6.39 **rule-refused**

Number of Refused answers returned because of a rule.

6.40 **rule-servfail**

Number of ServFail answers returned because of a rule.

6.41 **security-status**

New in version 1.3.4.

The security status of **dnsdist**. This is regularly polled.

- 0 = Unknown status or unreleased version
- 1 = OK
- 2 = Upgrade recommended
- 3 = Upgrade required (most likely because there is a known security issue)

6.42 **self-answered**

Number of self-answered responses.

6.43 **servfail-responses**

Number of servfail answers received from backends.
6.44 trunc-failures
Number of errors encountered while truncating an answer.

6.45 udp-in-errors
New in version 1.5.0.
From /proc/net/snmp InErrors.

6.46 udp-noport-errors
New in version 1.5.0.
From /proc/net/snmp NoPorts.

6.47 udp-reCVbuf-errors
New in version 1.5.0.
From /proc/net/snmp RcvbufErrors.

6.48 udp-sndbuf-errors
New in version 1.5.0.
From /proc/net/snmp SndbufErrors.

6.49 uptime
Uptime of the dnsdist process, in seconds.
CHAPTER
SEVEN

CACHING RESPONSES

dnsdist implements a simple but effective packet cache, not enabled by default. It is enabled per-pool, but the same cache can be shared between several pools. The first step is to define a cache with newPacketCache(), then to assign that cache to the chosen pool, the default one being represented by the empty string:

```lua
pc = newPacketCache(10000, {maxTTL=86400, minTTL=0, temporaryFailureTTL=60, 
staleTTL=60, dontAge=false})
getPool(""):setCache(pc)
```

- The first parameter (10000) is the maximum number of entries stored in the cache, and is the only one required. All the other parameters are optional and in seconds, except the last one which is a boolean.
- The second one (86400) is the maximum lifetime of an entry in the cache.
- The third one (0) is the minimum TTL an entry should have to be considered for insertion in the cache.
- The fourth one (60) is the TTL used for a Server Failure or a Refused response.
- The fifth one (60) is the TTL that will be used when a stale cache entry is returned.
- The sixth one is a boolean that when set to true, avoids reducing the TTL of cached entries.

For performance reasons the cache will pre-allocate buckets based on the maximum number of entries, so be careful to set the first parameter to a reasonable value. Something along the lines of a dozen bytes per pre-allocated entry can be expected on 64-bit. That does not mean that the memory is completely allocated up-front, the final memory usage depending mostly on the size of cached responses and therefore varying during the cache’s lifetime. Assuming an average response size of 512 bytes, a cache size of 1000000 entries on a 64-bit host with 8GB of dedicated RAM would be a safe choice.

The setStaleCacheEntriesTTL() directive can be used to allow dnsdist to use expired entries from the cache when no backend is available. Only entries that have expired for less than n seconds will be used, and the returned TTL can be set when creating a new cache with newPacketCache().

A reference to the cache affected to a specific pool can be retrieved with:

```lua
getPool("poolname"):getCache()
```

And removed with:

```lua
getPool("poolname"):unsetCache()
```

Cache usage stats (hits, misses, deferred inserts and lookups, collisions) can be displayed by using the PacketCache:printStats() method:

```lua
getPool("poolname"):getCache():printStats()
```

The same values can also be returned as a Lua table, which is easier to work with from a script, using the PacketCache:getStats() method.

Expired cached entries can be removed from a cache using the PacketCache:purgeExpired() method, which will remove expired entries from the cache until at most n entries remain in the cache. For example, to remove all expired entries:
Specific entries can also be removed using the `PacketCache:expungeByName()` method:

```c
getPool("poolname"):getCache():expungeByName(newDNSName("powerdns.com"), DNSQType.A)
```

Changed in version 1.4.0: Before 1.4.0, the QTypes were in the `dnsdist` namespace. Use `dnsdist.A` in these versions.

Finally, the `PacketCache:expunge()` method will remove all entries until at most n entries remain in the cache:

```c
getPool("poolname"):getCache():expunge(0)
```
8.1 Setting up a carbon export

To emit metrics to Graphite, or any other software supporting the Carbon protocol, use:

```
carbonServer('ip-address-of-carbon-server', 'ourname', 30, 'dnsdist', 'main')
```

Where `ourname` can be used to override your hostname, and 30 is the reporting interval in seconds. `dnsdist` and `main` are used as namespace and instance variables. For querycount statistics these two variables are currently ignored. The last four arguments can be omitted. The latest version of PowerDNS Metronome comes with attractive graphs for `dnsdist` by default.

8.2 Query counters

In addition to other metrics, it is possible to send per-records statistics of the amount of queries by using `setQueryCount()`. With query counting enabled, `dnsdist` will increase a counter for every unique record or the behaviour you define in a custom Lua function by setting `setQueryCountFilter()`. This filter can decide whether to keep count on a query at all or rewrite for which query the counter will be increased. An example of a `QueryCountFilter` would be:

```lua
function filter(dq)
    qname = dq.qname:toString()

    -- don't count PTRs at all
    if(qname:match('in%-addr.arpa$')) then
        return false, ""
    end

    -- count these queries as if they were queried without leading www.
    if(qname:match('^www.')) then
        qname = qname:gsub('^www.', '')
    end

    -- count queries by default
    return true, qname
end

setQueryCountFilter(filter)
```

Valid return values for `QueryCountFilter` functions are:
- true: count the specified query
- false: don’t count the query

Note that the query counters are buffered and flushed each time statistics are sent to the carbon server. The current content of the buffer can be inspected with `getQueryCounters()`. If you decide to enable query counting
without `carbonServer()`, make sure you implement clearing the log from `maintenance()` by issuing `clearQueryCounters()`.
CHAPTER
NINE

WORKING WITH THE DNSDIST CONSOLE

dnsdist can expose a commandline console over an encrypted tcp connection for controlling it, debugging DNS issues and retrieving statistics.

The console can be enabled with controlSocket():

```plaintext
controlSocket('192.0.2.53:5199')
```

Enabling the console without encryption enabled is not recommended. Note that encryption requires building dnsdist with libsodium support enabled.

Once you have a libsodium-enabled dnsdist, the first step to enable encryption is to generate a key with makeKey():

```bash
$ ./dnsdist -l 127.0.0.1:5300
[..]
> makeKey()
setKey("ENCODED KEY")
```

Then add the generated `setKey()` line to your dnsdist configuration file, along with a `controlSocket()`:

```plaintext
controlSocket('192.0.2.53:5199') -- Listen on this IP and port for client connections
setKey("ENCODED KEY") -- Shared secret for the console
```

Now you can run `dnsdist -c` to connect to the console. This makes dnsdist read its configuration file and use the `controlSocket()` and `setKey()` statements to set up its connection to the server.

If you want to connect over the network, create a configuration file with the same two statements and run `dnsdist -C /path/to/configfile -c`.

Alternatively, you can specify the address and key on the client commandline:

```plaintext
dnsdist -k "ENCODED KEY" -c 192.0.2.53:5199
```

**Warning:** This will leak the key into your shell’s history and is **not** recommended.

Since 1.3.0, dnsdist supports restricting which client can connect to the console with an ACL:

```plaintext
controlSocket('192.0.2.53:5199')
setConsoleACL('192.0.2.0/24')
```

The default value is ‘127.0.0.1’, restricting the use of the console to local users. Please make sure that encryption is enabled before using `addConsoleACL()` or `setConsoleACL()` to allow connection from remote clients. Even if the console is restricted to local users, the use of encryption is still strongly advised to prevent unauthorized local users from connecting to the console.
DNS-OVER-HTTPS (DOH)

dnsdist supports DNS-over-HTTPS (DoH, standardized in RFC 8484). To see if the installation supports this, run `dnsdist --version`. If the output shows `dns-over-https (DOH)`, DNS-over-HTTPS is supported.

Adding a listen port for DNS-over-HTTPS can be done with the `addDOHLocal()` function, e.g.:

```plaintext
addDOHLocal('2001:db8:1:f00::1', '/etc/ssl/certs/example.com.pem', '/etc/ssl/
→private/example.com.key')
```

This will make `dnsdist` listen on [2001:db8:1:f00::1]:443 on TCP, and will use the provided certificate and key to serve incoming TLS connections.

In order to support multiple certificates and keys, for example an ECDSA and an RSA one, the following syntax may be used instead:

```plaintext
addDOHLocal('2001:db8:1:f00::1', {'/etc/ssl/certs/example.com.rsa.pem', '/etc/ssl/
→certs/example.com.ecdsa.pem'}, {'/etc/ssl/private/example.com.rsa.key', '/etc/
→ssl/private/example.com.ecdsa.key'})
```

The certificate chain presented by the server to an incoming client will then be selected based on the algorithms this client advertised support for.

A fourth parameter may be added to specify the URL path(s) used by DoH. If you want your DoH server to handle `https://example.com/dns-query`, you have to add `"/dns-query"` to the call to `addDOHLocal()`. It is optional and defaults to `/`, the root of your HTTP site.

The fifth parameter, if present, indicates various options. For instance, you use it to indicate custom HTTP headers. An example is:

```plaintext
addDOHLocal('2001:db8:1:f00::1', '/etc/ssl/certs/example.com.pem', '/etc/ssl/
→private/example.com.key', "/dns", {customResponseHeaders={"x-foo":"bar"}})
```

A more complicated (and more realistic) example is when you want to indicate metainformation about the server, such as the stated policy (privacy statement and so on). We use the link types of RFC 8631:

```plaintext
addDOHLocal('2001:db8:1:f00::1', '/etc/ssl/certs/example.com.pem', '/etc/ssl/
→private/example.com.key', "/", {customResponseHeaders={"link":"<https://
→example.com/policy.html> rel="service-meta"; type="text/html""}}
```

In case you want to run DNS-over-HTTPS behind a reverse proxy you probably don’t want to encrypt your traffic between reverse proxy and dnsdist. To let dnsdist listen for DoH queries over HTTP on localhost at port 8053 add one of the following to your config:

```plaintext
addDOHLocal("127.0.0.1:8053")
addDOHLocal("127.0.0.1:8053", nil, nil, "/", { reusePort=true })
```

A particular attention should be taken to the permissions of the certificate and key files. Many ACME clients used to get and renew certificates, like CertBot, set permissions assuming that services are started as root, which is no longer true for dnsdist as of 1.5.0. For that particular case, making a copy of the necessary files in the
/etc/dnssdist directory is advised, using for example CertBot’s --deploy-hook feature to copy the files with the right permissions after a renewal.
Since version 1.3.0, **dnsdist** supports experimental DNS-over-TLS support. To see if the installation supports this, run `dnsdist --version`. If the output shows `dns-over-tls` with one or more SSL libraries in brackets, DNS-over-TLS is supported.

Adding a listen port for DNS-over-TLS can be done with the `addTLSLocal()` function, e.g.:

```plaintext
addTLSLocal('192.0.2.55', '/etc/ssl/certs/example.com.pem', '/etc/ssl/private/˓→example.com.key')
```

This will make **dnsdist** listen on 192.0.2.55:853 on TCP, and will use the provided certificate and key to serve incoming TLS connections.

In order to support multiple certificates and keys, for example an ECDSA and an RSA one, the following syntax may be used instead:

```plaintext
addTLSLocal('192.0.2.55', {'/etc/ssl/certs/example.com.rsa.pem', '/etc/ssl/certs/˓→example.com.ecdsa.pem'}, {'/etc/ssl/private/example.com.rsa.key', '/etc/ssl/˓→private/example.com.ecdsa.key'})
```

The certificate chain presented by the server to an incoming client will then be selected based on the algorithms this client advertised support for.

A particular attention should be taken to the permissions of the certificate and key files. Many ACME clients used to get and renew certificates, like CertBot, set permissions assuming that services are started as root, which is no longer true for dnsdist as of 1.5.0. For that particular case, making a copy of the necessary files in the `/etc/dnsdist` directory is advised, using for example CertBot's `--deploy-hook` feature to copy the files with the right permissions after a renewal.
**DNSCRYPT**

**dnsdist**, when compiled with `--enable-dnscrypt`, can be used as a DNSCrypt server, uncurving queries before forwarding them to downstream servers and curving responses back. To make **dnsdist** listen to incoming DNSCrypt queries on 127.0.0.1 port 8443, with a provider name of "2.providername", using a resolver certificate and associated key stored respectively in the resolver.cert and resolver.key files, the `addDNSCryptBind()` directive can be used:

```
addDNSCryptBind("127.0.0.1:8443", "2.providername", "/path/to/resolver.cert", "/path/to/resolver.key")
```

To generate the provider and resolver certificates and keys, you can simply do:

```
> generateDNSCryptProviderKeys("/path/to/providerPublic.key", "/path/to/
  →providerPrivate.key")
Provider fingerprint is:
> generateDNSCryptCertificate("/path/to/providerPrivate.key", "/path/to/resolver.  
  →cert", "/path/to/resolver.key", serial, validFrom, validUntil)
```

Ideally, the certificates and keys should be generated on an offline dedicated hardware and not on the resolver. The resolver key should be regularly rotated and should never touch persistent storage, being stored in a tmpfs with no swap configured.

You can display the currently configured DNSCrypt binds with:

```
> showDNSCryptBinds()
# Address Provider Name Serial Validity P.
  →Serial P. Validity
0 127.0.0.1:8443 2.name 14 2016-04-10 08:14:15 0
- -
```

If you forgot to write down the provider fingerprint value after generating the provider keys, you can use `printDNSCryptProviderFingerprint()` to retrieve it later:

```
> printDNSCryptProviderFingerprint("/path/to/providerPublic.key")
Provider fingerprint is:
```
As dnsdist is a loadbalancer and does not do any DNS resolving or serving by itself, it needs downstream servers. To add downstream servers, either include them on the command line:

```
dnsdist -l 130.161.252.29 -a 130.161.0.0/16 8.8.8.8 208.67.222.222 2620:0:ccc::2
```

Or add them to the configuration file:

```
setLocal("130.161.252.29:53")
setACL("130.161.0.0/16")
newServer("8.8.8.8")
newServer("208.67.222.222")
newServer("2620:0:ccc::2")
newServer("2620:0:ccd::2")
```

These two equivalent configurations give you sane load balancing using a very sensible distribution policy. Many users will simply be done with this configuration. It works as well for authoritative as for recursive servers.

### 13.1 Healthcheck

dnsdist uses a health check, sent once every second, to determine the availability of a backend server.

By default, an A query for "a.root-servers.net." is sent. A different query type, class and target can be specified by passing, respectively, the `checkType`, `checkClass` and `checkName` parameters to `newServer()`.

The default behavior is to consider any valid response with an RCODE different from ServFail as valid. If the `mustResolve` parameter of `newServer()` is set to true, a response will only be considered valid if its RCODE differs from NXDomain, ServFail and Refused.

The number of health check failures before a server is considered down is configurable via the `maxCheckFailures` parameter, defaulting to 1. The CD flag can be set on the query by setting `setCD` to true. e.g.:

```
newServer({address="192.0.2.1", checkType="AAAA", checkClass=DNSClass.CHAOS,
            checkName="a.root-servers.net.", mustResolve=true})
```

You can turn on logging of health check errors using the `setVerboseHealthChecks()` function.

Since the 1.3.0 release, the `checkFunction` option is also supported, taking a Lua function as parameter. This function receives a DNSName, two integers and a DNSHeader object (`DNSHeader (dh) object`) representing the QName, QType and QClass of the health check query as well as the DNS header, as they are defined before the function was called. The function must return a DNSName and two integers representing the new QName, QType and QClass, and can directly modify the DNSHeader object.

The following example sets the CD flag to true and change the QName to “powerdns.com.” and the QType to AAAA while keeping the initial QClass.
function myHealthCheck(qname, qtype, qclass, dh)
    dh:setCD(true)
    return newDNSName("powerdns.com."), DNSQType.AAAA, qclass
end

dnsdist

newServer({address="2620:0:0ccd::2", checkFunction=myHealthCheck})

13.2 Source address selection

In multi-homed setups, it can be useful to be able to select the source address or the outgoing interface used by
dnsdist to contact a downstream server. This can be done by using the `source` parameter:

```
newServer({address="192.0.2.1", source="192.0.2.127"})
newServer({address="192.0.2.1", source="eth1"})
newServer({address="192.0.2.1", source="192.0.2.127@eth1"})
```

The supported values for source are:

- an IPv4 or IPv6 address, which must exist on the system
- an interface name
- an IPv4 or IPv6 address followed by ‘@’ then an interface name

Please note that specifying the interface name is only supported on system having `IP_PKTINFO`. 

To set dynamic rules, based on recent traffic, define a function called `maintenance()` in Lua. It will get called every second, and from this function you can set rules to block traffic based on statistics. More exactly, the thread handling the `maintenance()` function will sleep for one second between each invocation, so if the function takes several seconds to complete it will not be invoked exactly every second.

As an example:

```lua
function maintenance()
  addDynBlocks(exceedQRate(20, 10), "Exceeded query rate", 60)
end
```

This will dynamically block all hosts that exceeded 20 queries/s as measured over the past 10 seconds, and the dynamic block will last for 60 seconds.

Dynamic blocks in force are displayed with `showDynBlocks()` and can be cleared with `clearDynBlocks()`. They return a table whose key is a `ComboAddress` object, representing the client’s source address, and whose value is an integer representing the number of queries matching the corresponding condition (for example the `qtype` for `exceedQTypeRate()`, `rcode` for `exceedServFails()`).

All exceed-functions are documented in the Configuration Reference.

Dynamic blocks drop matched queries by default, but this behavior can be changed with `setDynBlocksAction()`. For example, to send a REFUSED code instead of dropping the query:

```lua
setDynBlocksAction(DNSAction.Refused)
```

Please see the documentation for `setDynBlocksAction()` to confirm which actions are supported.

### 14.1 DynBlockRulesGroup

Starting with dnsdist 1.3.0, a new `DynBlockRulesGroup` function can be used to return a `DynBlockRulesGroup` instance, designed to make the processing of multiple rate-limiting rules faster by walking the query and response buffers only once for each invocation, instead of once per existing `exceedN()` invocation.

For example, instead of having something like:

```lua
function maintenance()
  addDynBlocks(exceedQRate(30, 10), "Exceeded query rate", 60)
  addDynBlocks(exceedNXDOMAINs(20, 10), "Exceeded NXD rate", 60)
  addDynBlocks(exceedServFails(20, 10), "Exceeded ServFail rate", 60)
  addDynBlocks(exceedQTypeRate(DNSQType.ANY, 5, 10), "Exceeded ANY rate", 60)
  addDynBlocks(exceedRespByterate(1000000, 10), "Exceeded resp BW rate", 60)
end
```

The new syntax would be:

```lua
function maintenance()
  addDynBlocks(exceedQRate(30, 10), "Exceeded query rate", 60)
  addDynBlocks(exceedQTypeRate(DNSQType.ANY, 5, 10), "Exceeded ANY rate", 60)
end
```
local dbr = dynBlockRulesGroup()
dbr:setQueryRate(30, 10, "Exceeded query rate", 60)
dbr:setRCodeRate(DNSRCode.NXDOMAIN, 20, 10, "Exceeded NXD rate", 60)
dbr:setRCodeRate(DNSRCode.SERVFAIL, 20, 10, "Exceeded ServFail rate", 60)
dbr:setQTypeRate(DNSQType.ANY, 5, 10, "Exceeded ANY rate", 60)
dbr:setResponseByteRate(10000, 10, "Exceeded resp BW rate", 60)

function maintenance()
  dbr:apply()
end

The old syntax would walk the query buffer 2 times and the response one 3 times, while the new syntax does it only once for each. It also reuse the same internal table to keep track of the source IPs, reducing the CPU usage.

DynBlockRulesGroup also offers the ability to specify that some network ranges should be excluded from dynamic blocking:

```lua
-- do not add dynamic blocks for hosts in the 192.0.2.0/24 and 2001:db8::/32 ranges
dbr:excludeRange({"192.0.2.0/24", "2001:db8::/32"})
-- except for 192.0.2.1
dbr:includeRange("192.0.2.1/32")
```

Since 1.3.3, it’s also possible to define a warning rate. When the query or response rate raises above the warning level but below the trigger level, a warning message will be issued along with a no-op block. If the rate reaches the trigger level, the regular action is applied.

```lua
local dbr = dynBlockRulesGroup()
-- Generate a warning if we detect a query rate above 100 qps for at least 10s.
-- If the query rate raises above 300 qps for 10 seconds, we'll block the client for 60s.
dbr:setQueryRate(300, 10, "Exceeded query rate", 60, DNSAction.Drop, 100)
```
These chapters contain several guides and nuggets of information regarding dnsdist operation and accomplishing specific goals.

### 15.1 Built-in webserver

To visually interact with dnsdist, try add `webserver()` to the configuration:

```plaintext
webserver("127.0.0.1:8083", "supersecretpassword", "supersecretAPIkey")
```

Now point your browser at `http://127.0.0.1:8083` and log in with any username, and that password. Enjoy!

Since 1.5.0, only connections from 127.0.0.1 and ::1 are allowed by default. To allow connections from 192.0.2.1, instead:

```plaintext
webserver("127.0.0.1:8083", "supersecretpassword", "supersecretAPIkey", {}, "192.0.2.1")
```

#### 15.1.1 Security of the Webserver

The built-in webserver serves its content from inside the binary, this means it will not and cannot read from disk. By default, our web server sends some security-related headers:

- `X-Content-Type-Options: nosniff`
- `X-Frame-Options: deny`
- `X-Permitted-Cross-Domain-Policies: none`
- `X-XSS-Protection: 1; mode=block`
- `Content-Security-Policy: default-src 'self'; style-src 'self' 'unsafe-inline'`

You can override those headers, or add custom headers by using the last parameter to `webserver()`. For example, to remove the X-Frame-Options header and add a X-Custom one:

```plaintext
webserver("127.0.0.1:8080", "supersecret", "apikey", {["X-Frame-Options"]= "", ["X-Custom"]="custom"})
```

Credentials can be changed over time using the `setWebserverConfig()` function.

#### 15.1.2 dnsdist API

To access the API, the `apikey` must be set in the `webserver()` function. Use the API, this key will need to be sent to dnsdist in the X-API-Key request header. An HTTP 401 response is returned when a wrong or no API key is received. A 404 response is generated is the requested endpoint does not exist. And a 405 response is returned when the HTTP method is not allowed.
URL Endpoints

**GET /jsonstat**
Get statistics from dnsdist in JSON format. The Accept request header is ignored. This endpoint accepts a command query for different statistics:

- **stats**: Get all Statistics as a JSON dict
- **dynblocklist**: Get all current dynamic blocks, keyed by netmask
- **ebpfblocklist**: Idem, but for eBPF blocks

**Example request:**
```
GET /jsonstat?command=stats HTTP/1.1
Host: example.com
Accept: application/json, text/javascript
```

**Example response:**
```
HTTP/1.1 200 OK
Transfer-Encoding: chunked
Connection: close
Content-Security-Policy: default-src 'self'; style-src 'self' 'unsafe-inline'
Content-Type: application/json
X-Content-Type-Options: nosniff
X-Frame-Options: deny
X-Permitted-Cross-Domain-Policies: none
X-Xss-Protection: 1; mode=block

{  "acl-drops": 0,  "cache-hits": 0,  "cache-misses": 0,  "cpu-sys-msec": 633,  "cpu-user-msec": 499,  "downstream-send-errors": 0,  "downstream-timeouts": 0,  "dyn-block-nmg-size": 1,  "dyn-blocked": 3,  "empty-queries": 0,  "fd-usage": 17,  "latency-avg100": 7651.3982737482893,  "latency-avg1000": 860.05142763680249,  "latency-avg10000": 87.032142373878372,  "latency-avg100000": 0.87146026426551759,  "latency-slow": 0,  "latency0-1": 0,  "latency10-10": 0,  "latency10-50": 22,  "latency100-1000": 1,  "latency50-100": 0,  "no-policy": 0,  "noncompliant-queries": 0,  "noncompliant-responses": 0,  "over-capacity-drops": 0,  "packetcache-hits": 0,  "packetcache-misses": 0,  "queries": 26,  "rdqueries": 26,  "real-memory-usage": 6078464,  "responses": 23,  "rule-drop": 0,  "rule-nxdomain": 0,  "rule-refused": 0,  "self-answered": 0,  "server-policy": "leastOutstanding",  "servfail-responses": 0,  "too-old-drops": 0,  "trunc-failures": 0,  "uptime": 412}
```

**Example request:**
```
GET /jsonstat?command=dyblocklist HTTP/1.1
Host: example.com
Accept: application/json, text/javascript
```

**Example response:**
```
HTTP/1.1 200 OK
Transfer-Encoding: chunked
Connection: close
Content-Security-Policy: default-src 'self'; style-src 'self' 'unsafe-inline'
Content-Type: application/json
X-Content-Type-Options: nosniff
X-Frame-Options: deny
```

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Query Parameters

- **command** – one of stats, dynblocklist or ebpfblocklist

**GET /metrics**

Get statistics from dnsdist in Prometheus format.

**Example request:**

```
GET /metrics HTTP/1.1
```

**Example response:**

```
HTTP/1.1 200 OK
Transfer-Encoding: chunked
Content-Security-Policy: default-src 'self'; style-src 'self' 'unsafe-inline'
Content-Type: text/plain
X-Content-Type-Options: nosniff
X-Frame-Options: deny
X-Permitted-Cross-Domain-Policies: none
X-Xss-Protection: 1; mode=block

# HELP dnsdist_responses Number of responses received from backends
# TYPE dnsdist_responses counter
dnsdist_responses 0

# HELP dnsdist_servfail_responses Number of SERVFAIL answers received from backends
# TYPE dnsdist_servfail_responses counter
dnsdist_servfail_responses 0

# HELP dnsdist_queries Number of received queries
# TYPE dnsdist_queries counter
dnsdist_queries 0

# HELP dnsdist_acl_drops Number of packets dropped because of the ACL
# TYPE dnsdist_acl_drops counter
dnsdist_acl_drops 0

# HELP dnsdist_rule_drop Number of queries dropped because of a rule
# TYPE dnsdist_rule_drop counter
dnsdist_rule_drop 0

# HELP dnsdist_rule_nxdomain Number of NXDomain answers returned because of a rule
# TYPE dnsdist_rule_nxdomain counter
dnsdist_rule_nxdomain 0

# HELP dnsdist_rule_refused Number of Refused answers returned because of a rule
# TYPE dnsdist_rule_refused counter
dnsdist_rule_refused 0

# HELP dnsdist_rule_servfail Number of SERVFAIL answers received because of a rule
# TYPE dnsdist_rule_servfail counter
dnsdist_rule_servfail 0

# HELP dnsdist_self_answered Number of self-answered responses
# TYPE dnsdist_self_answered counter
dnsdist_self_answered 0
```

(continues on next page)
# HELP dnsdist_downstream_timeouts Number of queries not answered in time by a backend
# TYPE dnsdist_downstream_timeouts counter
dnsdist_downstream_timeouts 0
# HELP dnsdist_downstream_send_errors Number of errors when sending a query to a backend
# TYPE dnsdist_downstream_send_errors counter
dnsdist_downstream_send_errors 0
# HELP dnsdist_trunc_failures Number of errors encountered while truncating an answer
# TYPE dnsdist_trunc_failures counter
dnsdist_trunc_failures 0
# HELP dnsdist_no_policy Number of queries dropped because no server was available
# TYPE dnsdist_no_policy counter
dnsdist_no_policy 0
# HELP dnsdist_latency0_1 Number of queries answered in less than 1ms
# TYPE dnsdist_latency0_1 counter
dnsdist_latency0_1 0
# HELP dnsdist_latency1_10 Number of queries answered in 1-10 ms
# TYPE dnsdist_latency1_10 counter
dnsdist_latency1_10 0
# HELP dnsdist_latency10_50 Number of queries answered in 10-50 ms
# TYPE dnsdist_latency10_50 counter
dnsdist_latency10_50 0
# HELP dnsdist_latency50_100 Number of queries answered in 50-100 ms
# TYPE dnsdist_latency50_100 counter
dnsdist_latency50_100 0
# HELP dnsdist_latency100_1000 Number of queries answered in 100-1000 ms
# TYPE dnsdist_latency100_1000 counter
dnsdist_latency100_1000 0
# HELP dnsdist_latency_slow Number of queries answered in more than 1 second
# TYPE dnsdist_latency_slow counter
dnsdist_latency_slow 0
# HELP dnsdist_latency_avg100 Average response latency in microseconds of the last 100 packets
# TYPE dnsdist_latency_avg100 gauge
dnsdist_latency_avg100 0
# HELP dnsdist_latency_avg1000 Average response latency in microseconds of the last 1000 packets
# TYPE dnsdist_latency_avg1000 gauge
dnsdist_latency_avg1000 0
# HELP dnsdist_latency_avg10000 Average response latency in microseconds of the last 10000 packets
# TYPE dnsdist_latency_avg10000 gauge
dnsdist_latency_avg10000 0
# HELP dnsdist_latency_avg100000 Average response latency in microseconds of the last 100000 packets
# TYPE dnsdist_latency_avg100000 gauge
dnsdist_latency_avg100000 0
# HELP dnsdist_uptime Uptime of the dnsdist process in seconds
# TYPE dnsdist_uptime gauge
dnsdist_uptime 39
# HELP dnsdist_real_memory_usage Current memory usage in bytes
# TYPE dnsdist_real_memory_usage gauge
dnsdist_real_memory_usage 10276864
# HELP dnsdist_noncompliant_queries Number of queries dropped as non-compliant
# TYPE dnsdist_noncompliant_queries counter
dnsdist_noncompliant_queries 0
# HELP dnsdist_noncompliant_responses Number of answers from a backend → dropped as non-compliant
# TYPE dnsdist_noncompliant_responses counter
dnsdist_noncompliant_responses 0

# HELP dnsdist_rdqueries Number of received queries with the recursion → desired bit set
# TYPE dnsdist_rdqueries counter
dnsdist_rdqueries 0

# HELP dnsdist_empty_queries Number of empty queries received from clients
# TYPE dnsdist_empty_queries counter
dnsdist_empty_queries 0

# HELP dnsdist_cache_hits Number of times an answer was retrieved from → cache
# TYPE dnsdist_cache_hits counter
dnsdist_cache_hits 0

# HELP dnsdist_cache_misses Number of times an answer not found in the → cache
# TYPE dnsdist_cache_misses counter
dnsdist_cache_misses 0

# HELP dnsdist_cpu_user_msec Milliseconds spent by dnsdist in the user → state
# TYPE dnsdist_cpu_user_msec counter
dnsdist_cpu_user_msec 28

# HELP dnsdist_cpu_sys_msec Milliseconds spent by dnsdist in the system → state
# TYPE dnsdist_cpu_sys_msec counter
dnsdist_cpu_sys_msec 32

# HELP dnsdist_fd_usage Number of currently used file descriptors
# TYPE dnsdist_fd_usage gauge
dnsdist_fd_usage 17

# HELP dnsdist_dyn_blocked Number of queries dropped because of a dynamic → block
# TYPE dnsdist_dyn_blocked counter
dnsdist_dyn_blocked 0

# HELP dnsdist_dyn_block_mng_size Number of dynamic blocks entries
# TYPE dnsdist_dyn_block_mng_size gauge
dnsdist_dyn_block_mng_size 0
dnsdist_server_queries{server="1_1_1_1", address="1.1.1.1:53"} 0
dnsdist_server_latency{server="1_1_1_1", address="1.1.1.1:53"} 0
dnsdist_server_outstanding{server="1_1_1_1", address="1.1.1.1:53"} 0
dnsdist_server_order{server="1_1_1_1", address="1.1.1.1:53"} 1
dnsdist_server_weight{server="1_1_1_1", address="1.1.1.1:53"} 1
dnsdist_server_queries{server="1_0_0_1", address="1.0.0.1:53"} 0
dnsdist_server_latency{server="1_0_0_1", address="1.0.0.1:53"} 0
dnsdist_server_outstanding{server="1_0_0_1", address="1.0.0.1:53"} 0
dnsdist_server_order{server="1_0_0_1", address="1.0.0.1:53"} 1
dnsdist_server_weight{server="1_0_0_1", address="1.0.0.1:53"} 1
dnsdist_frontend_queries{frontend="127.0.0.1:1153",proto="udp"} 0
dnsdist_frontend_queries{frontend="127.0.0.1:1153",proto="tcp"} 0
dnsdist_pool_servers{pool="_default_"} 2
dnsdist_pool_cache_size{pool="_default_"} 200000
dnsdist_pool_cache_entries{pool="_default_"} 0
dnsdist_pool_cache_hits{pool="_default_"} 0
dnsdist_pool_cache_misses{pool="_default_"} 0
dnsdist_pool_cache_deferred_inserts{pool="_default_"} 0
dnsdist_pool_cache_deferred_lookups{pool="_default_"} 0
dnsdist_pool_cache_lookup_collisions{pool="_default_"} 0

(continues on next page)
Example Prometheus configuration:

This is just the scrape job description, for details see the Prometheus documentation.

```yaml
job_name: dnsdist
scrape_interval: 10s
scrape_timeout: 2s
metrics_path: /metrics
basic_auth:
  username: dontcare
  password: yoursecret
```

GET /api/v1/servers/localhost
Get a quick overview of several parameters.

Response JSON Object

- `acl` (string) – A string of comma-separated netmasks currently allowed by the `ACL`
- `cache-hit-response-rules` (list) – A list of `ResponseRule` objects applied on cache hits
- `self-answered-response-rules` (list) – A list of `ResponseRule` objects applied on self-answered queries
- `daemon_type` (string) – The type of daemon, always “dnsdist”
- `frontends` (list) – A list of `Frontend` objects
- `pools` (list) – A list of `Pool` objects
- `response-rules` (list) – A list of `ResponseRule` objects
- `rules` (list) – A list of `Rule` objects
- `servers` (list) – A list of `Server` objects
- `version` (string) – The running version of dnsdist

GET /api/v1/servers/localhost/statistics
Returns a list of all statistics as `StatisticItem`.

GET /api/v1/servers/localhost/config
Returns a list of `ConfigSetting` objects.

GET /api/v1/servers/localhost/config/allow-from
Gets you the `allow-from` `ConfigSetting`, which’s value is a list of strings of all the netmasks in the `ACL`.

Example request:

```plaintext
GET /api/v1/servers/localhost/config/allow-from HTTP/1.1
X-API-Key: supersecretAPIkey
```

Example response:

```plaintext
HTTP/1.1 200 OK
Connection: close
Content-Security-Policy: default-src 'self'; style-src 'self' 'unsafe-inline'
Content-Type: application/json
Transfer-Encoding: chunked
```
PUT /api/v1/servers/localhost/config/allow-from
Allows you to update the allow-from ACL with a list of netmasks.

Make sure you made the API writable using setAPIWritable(). Changes to the ACL are directly applied, no restart is required.

Example request:

PUT /api/v1/servers/localhost/config/allow-from HTTP/1.1
Content-Length: 37
Content-Type: application/json
X-API-Key: supersecretAPIkey

{
    "value": [
        "127.0.0.0/8",
        ":1/128"
    ]
}

Example response:

HTTP/1.1 200 OK
Connection: close
Content-Security-Policy: default-src 'self'; style-src 'self' 'unsafe-inline'
Content-Type: application/json
Transfer-Encoding: chunked
X-Content-Type-Options: nosniff
X-Frame-Options: deny
X-Permitted-Cross-Domain-Policies: none
X-Xss-Protection: 1; mode=block

{
    "name": "allow-from",
    "type": "ConfigSetting",
    "value": [
        "127.0.0.0/8",
        ":1/128"
    ]
}

(continues on next page)
JSON Objects

ConfigSetting
An object representing a global configuration element. The following configuration are returned:

- acl The currently configured ACLs
- control-socket The currently configured console address
- ecs-override
- ecs-source-prefix-v4 The currently configured setECSSourcePrefixV4()
- ecs-source-prefix-v6 The currently configured setECSSourcePrefixV6()
- fixup-case
- max-outstanding
- server-policy The currently set Loadbalancing and Server Policies
- stale-cache-entries-ttl
- tcp-recv-timeout
- tcp-send-timeout
- truncate-tc
- verbose
- verbose-health-checks The currently configured setVerboseHealthChecks()

Object Properties

- name (string) – The name of the setting
- type (string) – “ConfigSetting”
- value (string) – The value for this setting

Frontend
A description of a bind dnsdist is listening on.

Object Properties

- address (string) – IP and port that is listened on
- id (integer) – Internal identifier
- queries (integer) – The number of received queries on this bind
- udp (boolean) – true if this is a UDP bind
- tcp (boolean) – true if this is a TCP bind

Pool
A description of a pool of backend servers.

Object Properties

- id (integer) – Internal identifier
- cacheDeferredInserts (integer) – The number of times an entry could not be inserted in the associated cache, if any, because of a lock
• **cacheDeferredLookups** *(integer)* – The number of times an entry could not be looked up from the associated cache, if any, because of a lock

• **cacheEntries** *(integer)* – The current number of entries in the associated cache, if any

• **cacheHits** *(integer)* – The number of cache hits for the associated cache, if any

• **cacheLookupCollisions** *(integer)* – The number of times an entry retrieved from the cache based on the query hash did not match the actual query

• **cacheInsertCollisions** *(integer)* – The number of times an entry could not be inserted into the cache because a different entry with the same hash already existed

• **cacheMisses** *(integer)* – The number of cache misses for the associated cache, if any

• **cacheSize** *(integer)* – The maximum number of entries in the associated cache, if any

• **cacheTTLTooShorts** *(integer)* – The number of times an entry could not be inserted into the cache because its TTL was set below the minimum threshold

• **name** *(string)* – Name of the pool

• **serversCount** *(integer)* – Number of backends in this pool

**Rule**

This represents a policy that is applied to queries

**Object Properties**

• **action** *(string)* – The action taken when the rule matches (e.g. “to pool abuse”)

• **action-stats** *(dict)* – A list of statistics whose content varies depending on the kind of rule

• **id** *(integer)* – The position of this rule

• **matches** *(integer)* – How many times this rule was hit

• **rule** *(string)* – The matchers for the packet (e.g. “qname==bad-domain1.example,. bad-domain2.example.”)

• **uuid** *(string)* – The UUID of this rule

**ResponseRule**

This represents a policy that is applied to responses

**Object Properties**

• **action** *(string)* – The action taken when the rule matches (e.g. “drop”)

• **id** *(integer)* – The identifier (or order) of this rule

• **matches** *(integer)* – How many times this rule was hit

• **rule** *(string)* – The matchers for the packet (e.g. “qname==bad-domain1.example,. bad-domain2.example.”)

**Server**

This object represents a backend server.

Changed in version 1.3.1: The **dropRate** property was added

**Object Properties**

• **address** *(string)* – The remote IP and port

• **id** *(integer)* – Internal identifier

• **latency** *(integer)* – The current latency of this backend server
• **name** (*string*) – The name of this server
• **order** (*integer*) – Order number
• **outstanding** (*integer*) – Number of currently outstanding queries
• **pools** ([*string*]) – The pools this server belongs to
• **qps** (*integer*) – The current number of queries per second to this server
• **qpsLimit** (*integer*) – The configured maximum number of queries per second
• **queries** (*integer*) – Total number of queries sent to this backend
• **reuseds** (*integer*) – Number of queries for which a response was not received in time
• **sendErrors** (*integer*) – Number of network errors while sending a query to this server
• **state** (*string*) – The state of the server (e.g. “DOWN” or “up”)
• **weight** (*integer*) – The weight assigned to this server
• **dropRate** (*float*) – The amount of packets dropped per second by this server

### StatisticItem
This represents a statistics element.

#### Object Properties
• **name** (*string*) – The name of this statistic. See *Statistics*
• **type** (*string*) – “StatisticItem”
• **value** (*integer*) – The value for this item

## 15.2 Server pools

dnsdist has the concept to “server pools”, any number of servers can belong to a group.

Let’s say we know we’re getting a whole bunch of traffic for a domain used in DoS attacks, for example ‘example.com’. We can do two things with this kind of traffic. Either we block it outright, like this:

```
addAction("bad-domain.example.", DropAction())
```

Or we configure a server pool dedicated to receiving the nasty stuff:

```
newServer({address="192.0.2.3", pool="abuse"})  -- Add a backend server
with address 192.0.2.3 and assign it to the "abuse" pool
addAction({'bad-domain1.example', 'bad-domain2.example.'}, PoolAction("abuse"))  --
Send all queries for "bad-domain1.example." and "bad-domain2.example" to the "abuse" pool
```

The wonderful thing about this last solution is that it can also be used for things where a domain might possibly be legit, but it is still causing load on the system and slowing down the internet for everyone. With such an abuse server, ‘bad traffic’ still gets a chance of an answer, but without impacting the rest of the world (too much).

We can similarly add clients to the abuse server:

```
```

To define a pool that should receive only a QPS-limited amount of traffic, do:

```
addAction("com.", QPSPoolAction(10000, "gtld-cluster"))
```
Traffic exceeding the \textit{QPS} limit will not match that rule, and subsequent rules will apply normally.

\textit{Servers} can be added to or removed from pools with the \texttt{Server:addPool()} and \texttt{Server:rmPool()} functions respectively:

```plaintext
getServer(4):addPool("abuse")
gサーバ(4):rmPool("abuse")
```

\section*{15.3 Loadbalancing and Server Policies}

\texttt{dnsdist} selects the server (if there are multiple eligible) to send queries to based on the configured policy. Only servers that are marked as ‘up’, either forced so by the administrator or as the result of the last health check, might be selected.

\subsection*{15.3.1 Built-in Policies}

\texttt{leastOutstanding}

The default load balancing policy is called \texttt{leastOutstanding}, which means the server with the least queries ‘in the air’ is picked. The exact selection algorithm is:

- pick the server with the least queries ‘in the air’;
- in case of a tie, pick the one with the lowest configured ‘order’;
- in case of a tie, pick the one with the lowest measured latency (over an average on the last 128 queries answered by that server).

\texttt{firstAvailable}

The \texttt{firstAvailable} policy, picks the first available server that has not exceeded its QPS limit, ordered by increasing ‘order’. If all servers are above their QPS limit, a server is selected based on the \texttt{leastOutstanding} policy. For now this is the only policy using the QPS limit.

\texttt{wrandom}

A further policy, \texttt{wrandom} assigns queries randomly, but based on the weight parameter passed to \texttt{newServer()}. For example, if two servers are available, the first one with a weight of 2 and the second one with a weight of 1 (the default), the first one should get two-thirds of the incoming queries and the second one the remaining third.

Since 1.5.0, a bounded-load version is also supported, trying to prevent one server from receiving much more queries than intended, even if the distribution of queries is not perfect. This “weighted random with bounded loads” algorithm is enabled by setting \texttt{setWeightedBalancingFactor()} to a value other than 0, which is the default. This value is the maximum number of outstanding queries that a given server can have at a given time, as a ratio of the total number of outstanding queries for all the active servers in the pool, pondered by the weight of the server.

The algorithm will try to select a server randomly, as is done when no bounded-load is set, but will disqualify all servers that have more outstanding queries than intended times the factor, until a suitable server is found. The higher the factor, the more imbalance between the servers is allowed.

For example, if we have two servers, with respective weights of 1 and 4, we expect the first server to get a fifth of the queries, and the second one 4/5. As the random distribution is not perfect, some server might get more queries than expected. Setting \texttt{setWeightedBalancingFactor()} to 1.1 limits the imbalance between the ratio of outstanding queries actually handled by a server and the expected number, so in this example the first server would not be allowed to handle more than 1.1/5 of all the outstanding queries at a given time.
whashed

whashed is a similar weighted policy, but assigns questions with identical hash to identical servers, allowing for better cache concentration ("sticky queries"). The current hash algorithm is based on the qname of the query.

`setWhashedPertubation (value)`

Set the hash perturbation value to be used in the whashed policy instead of a random one, allowing to have consistent whashed results on different instances.

Since 1.5.0, a bounded-load version is also supported, trying to prevent one server from receiving much more queries than intended, even if the distribution of queries is not perfect. This "weighted hashing with bounded loads" algorithm is enabled by setting `setWeightedBalancingFactor()` to a value other than 0, which is the default. This value is the maximum number of outstanding queries that a given server can have at a given time, as a ratio of the total number of outstanding queries for all the active servers in the pool, pondered by the weight of the server.

The algorithm will try to select a server based on the hash of the qname, as is done when no bounded-load is set, but will disqualify all servers that have more outstanding queries than intended times the factor, until a suitable server is found. The higher the factor, the more imbalance between the servers is allowed.

For example, if we have two servers, with respective weights of 1 and 4, we expect the first server to get a fifth of the queries, and the second one 4/5. If the qname of the queries are not perfectly distributed, some server might get more queries than expected. Setting `setWeightedBalancingFactor()` to 1.1 limits the imbalance between the ratio of outstanding queries actually handled by a server and the expected number, so in this example the first server would not be allowed to handle more than 1.1/5 of all the outstanding queries at a given time.

chashed

chashed is a consistent hashing distribution policy. Identical questions with identical hashes will be distributed to the same servers. But unlike the whashed policy, this distribution will keep consistent over time. Adding or removing servers will only remap a small part of the queries.

Increasing the weight of servers to a value larger than the default is required to get a good distribution of queries. Small values like 100 or 1000 should be enough to get a correct distribution. This is a side-effect of the internal implementation of the consistent hashing algorithm, which assigns as many points on a circle to a server than its weight, and distributes a query to the server who has the closest point on the circle from the hash of the query’s qname. Therefore having very few points, as is the case with the default weight of 1, leads to a poor distribution of queries.

You can also set the hash perturbation value, see `setWhashedPertubation()`. To achieve consistent distribution over `dnsdist` restarts, you will also need to explicitly set the backend’s UUIDs with the id option of `newServer()`. You can get the current UUIDs of your backends by calling `showServers()` with the `showUUIDs=true` option.

Since 1.5.0, a bounded-load version is also supported, preventing one server from receiving much more queries than intended, even if the distribution of queries is not perfect. This “consistent hashing with bounded loads” algorithm is enabled by setting `setConsistentHashingBalancingFactor()` to a value other than 0, which is the default. This value is the maximum number of outstanding queries that a given server can have at a given time, as a ratio of the total number of outstanding queries for all the active servers in the pool, pondered by the weight of the server.

The algorithm will try to select a server based on the hash of the qname, as is done when no bounded-load is set, but will disqualify all servers that have more outstanding queries than intended times the factor, until a suitable server is found. The higher the factor, the more imbalance between the servers is allowed.

For example, if we have two servers, with respective weights of 1 and 4, we expect the first server to get a fifth of the queries, and the second one 4/5. If the qname of the queries are not perfectly distributed, some server might get more queries than expected. Setting `setConsistentHashingBalancingFactor()` to 1.1 limits the imbalance between the ratio of outstanding queries actually handled by a server and the expected number, so in this example the first server would not be allowed to handle more than 1.1/5 of all the outstanding queries at a given time.
**roundrobin**

The last available policy is `roundrobin`, which indiscriminately sends each query to the next server that is up. If all servers are down, the policy will still select one server by default. Setting `setRoundRobinFailOnNoServer()` to `true` will change this behavior.

### 15.3.2 Lua server policies

If you don’t like the default policies you can create your own, like this for example:

```lua
counter=0
function luaroundrobin(servers, dq)
    counter=counter+1
    return servers[1+(counter % #servers)]
end
setServerPolicyLua("luaroundrobin", luaroundrobin)
```

Incidentally, this is similar to setting: `setServerPolicy(roundrobin)` which uses the C++ based roundrobin policy.

Or:

```lua
newServer("192.168.1.2")
newServer({address="8.8.4.4", pool="numbered"})

function splitSetup(servers, dq)
    if(string.match(dq.qname:toString(), "%d")) then
        print("numbered pool")
        return leastOutstanding.policy(getPoolServers("numbered"), dq)
    else
        print("standard pool")
        return leastOutstanding.policy(servers, dq)
    end
end
setServerPolicyLua("splitsetup", splitSetup)
```

### 15.3.3 ServerPolicy Objects

**class ServerPolicy**

This represents a server policy. The built-in policies are of this type:

```javascript
ServerPolicy.policy(servers, dq) -> Server
```

Run the policy to receive the server it has selected.

**Parameters**

- `servers` – A list of `Server` objects
- `dq` (`DNSQuestion`) – The incoming query

**ServerPolicy.ffi**

For policies implemented using the Lua FFI interface, the policy function itself.

**ServerPolicy.isFFI**

Whether a Lua-based policy is implemented using the FFI interface.

**ServerPolicy.isLua**

Whether this policy is a native (C++) policy or a Lua-based one.
ServerPolicy.name
The name of the policy.

ServerPolicy.policy
The policy function itself, except for FFI policies.

Server:toString()
Return a textual representation of the policy.

15.3.4 Functions

newServerPolicy (name, function) → ServerPolicy
Create a policy object from a Lua function. function must match the prototype for ServerPolicy.policy().

Parameters
• name (string) – Name of the policy
• function (string) – The function to call for this policy

setConsistentHashingBalancingFactor (factor)
Set the maximum imbalance between the number of outstanding queries intended for a given server, based on its weight, and the actual number, when using the chashed consistent hashing load-balancing policy. Default is 0, which disables the bounded-load algorithm.

setServerPolicy (policy)
Set server selection policy to policy.

Parameters
policy (ServerPolicy) – The policy to use

setServerPolicyLua (name, function)
Set server selection policy to one named name and provided by function.

Parameters
• name (string) – name for this policy
• function (string) – name of the function

setServerPolicyLuaFFI (name, function)
New in version 1.5.0.
Set server selection policy to one named name and provided by the FFI function function.

Parameters
• name (string) – name for this policy
• function (string) – name of the FFI function

setServFailWhenNoServer (value)
If set, return a ServFail when no servers are available, instead of the default behaviour of dropping the query.

Parameters
value (bool) – whether to return a servfail instead of dropping the query

setPoolServerPolicy (policy, pool)
Set the server selection policy for pool to policy.

Parameters
• policy (ServerPolicy) – The policy to apply
• pool (string) – Name of the pool

setPoolServerPolicyLua (name, function, pool)
Set the server selection policy for pool to one named name and provided by function.

Parameters
**setRoundRobinFailOnNoServer** *(value)*

New in version 1.4.0.

By default the roundrobin load-balancing policy will still try to select a backend even if all backends are currently down. Setting this to true will make the policy fail and return that no server is available instead.

**Parameters**

- **value** *(bool)* – whether to fail when all servers are down

**setWeightedBalancingFactor** *(factor)*

Set the maximum imbalance between the number of outstanding queries intended for a given server, based on its weight, and the actual number, when using the `whashed` or `wrandom` load-balancing policy. Default is 0, which disables the bounded-load algorithm.

**showPoolServerPolicy** *(pool)*

Print server selection policy for pool.

**Parameters**

- **pool** *(string)* – The pool to print the policy for

---

## 15.4 OCSP Stapling

**dnsdist** supports OCSP stapling for DNS over HTTPS and DNS over TLS since 1.4.0-rc1. OCSP, Online Certificate Status Protocol (*RFC 6960*) is a protocol allowing a client to check the expiration status of a certificate from the certification authority (CA) that delivered it. Since the requirement for the client to first retrieve the certificate then do additional steps to gather an OCSP response is not very efficient, and also discloses to the CA which certificate is validated, a mechanism has been designed to allow the server to retrieve the OCSP response from the CA and provide it to the client during the TLS exchange. This mechanism is named the TLS Certificate Status Request extension (*RFC 6066*), also known as OCSP stapling.

While OCSP stapling is a net win for the client, it means that the server needs to retrieve the OCSP response itself and update it at regular interval, since the OCSP response tends to be short-lived by design.

dnsdist, as for example haproxy, only supports loading the OCSP response from a file, and has no embedded HTTP client to retrieve the OCSP response and refresh it, leaving it to the administrator to regularly retrieve the OCSP response and feed it to dnsdist.

### 15.4.1 Local PKI

When a local PKI is used to issue the certificate, or for testing purposes, dnsdist provides the `generateOCSPResponse()` function to generate an OCSP response file for a certificate, using the certificate and private key of the certification authority that signed that certificate:

```python
generateOCSPResponse(pathToServerCertificate, pathToCACertificate, ...
pathToCAPrivateKey, outputFile, numberOfDaysOfValidity, ...
numberOfMinutesOfValidity)
```

The resulting file can be directly used with the `addDOHLocal()` or the `addTLSLocal()` functions:

```python
addDOHLocal("127.0.0.1:443", "/path/to/the/server/certificate", "/path/to/the/
server/private/key", {}, { ocspResponses="/path/to/generated/ocsp/response ...
"})
addTLSLocal("127.0.0.1:853", "/path/to/the/server/certificate", "/path/to/the/
server/private/key", { ocspResponses="/path/to/generated/ocsp/response"})
```

After starting dnsdist, it is possible to update the OCSP response by connecting to the **console**, generating a new OCSP response and calling `reloadAllCertificates()` so that dnsdist reloads the certificates, keys and OCSP responses associated to the DNS over TLS and DNS over HTTPS contexts.

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### 15.4. OCSP Stapling

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### 15.4.1 Local PKI

When a local PKI is used to issue the certificate, or for testing purposes, dnsdist provides the `generateOCSPResponse()` function to generate an OCSP response file for a certificate, using the certificate and private key of the certification authority that signed that certificate:
15.4.2 Certificate signed by an external authority

When the certificate has been signed by an external certification authority, the process is a bit more complicated because the OCSP needs to be retrieved from that CA, and there are very few options available to do that at the moment.

One of those options is to use the OpenSSL ocsp command-line tool, although it's a bit cumbersome to use.

The first step is to retrieve the URL at which the CA provides an OCSP responder. This can be done via the OpenSSL x509 command:

```
openssl x509 -noout -ocsp_uri -in /path/to/the/server/certificate
```

It will output something like “http://ocsp.int-x3.letsencrypt.org”.

Now we can use the OCSP tool to request an OCSP response for this certificate from the CA, provided that we have the certificate of the CA at hand, but it's usually needed to get a correct chain of certificates anyway:

```
openssl ocsp -issuer /path/to/the/ca/certificate -cert /path/to/the/server/certificate -text -url url/we/retrieved/earlier -respout /path/to/write/the/OCSP/response
```

If everything goes well, this results in an OCSP response for the server certificate being written to /path/to/write/the/OCSP/response. It seems that earlier versions of OpenSSL did not properly handle the URL, and one needed to split the host and path parts of the OCSP URL, and use the -header option of the ocsp command:

```
openssl ocsp -issuer /path/to/the/ca/certificate -cert /path/to/the/server/certificate -text -url <path> -header 'Host' <host> -respout /path/to/write/the/OCSP/response
```

We can now use it directly with the `addDOHLocal()` or the `addTLSLocal()` functions:

```
addDOHLocal("127.0.0.1:443", "/path/to/the/server/certificate", "/path/to/the/server/private/key", { "/" }, { ocspResponses="/path/to/write/the/OCSP/response"})
addTLSLocal("127.0.0.1:853", "/path/to/the/server/certificate", "/path/to/the/server/private/key", { ocspResponses="/path/to/write/the/OCSP/response"})
```

Since this response will be only valid for a while, a script needs to be written to retrieve it regularly via cron or any other mechanism. Once the new response has been retrieved, it is possible to tell dnsmasq to reload it by connecting to the console and calling `reloadAllCertificates()` so that it reloads the certificates, keys and OCSP responses associated to the DNS over TLS and DNS over HTTPS contexts.

15.4.3 Testing

Once a valid OCSP response has retrieved and loaded into dnsmasq, it is possible to test that everything is working fine using the OpenSSL `s_client` command:

```
openssl s_client -connect <IP:port> -status -servername <SNI name to use> | grep -F 'OCSP Response Status'
```

should return something like `OCSP Response Status: successful (0x0)`, indicating that the client received a valid OCSP stapling response from the server.
These chapters contain information on the advanced features of dnsdist.

### 16.1 Access Control

dnsdist can be used to front traditional recursive nameservers, these usually come with a way to limit the network ranges that may query it to prevent becoming an open resolver. To be a good internet citizen, dnsdist by default listens on the loopback address (127.0.0.1:53) and limits queries to these loopback, RFC 1918 and other local addresses:

- 127.0.0.0/8
- 10.0.0.0/8
- 100.64.0.0/10
- 169.254.0.0/16
- 192.168.0.0/16
- 172.16.0.0/12
- ::1/128
- fc00::/7
- fe80::/10

The ACL applies to queries received over UDP, TCP, DNS over TLS and DNS over HTTPS.

Further more, dnsdist only listens for queries on the local-loopback interface by default.

#### 16.1.1 Listening on different addresses

To listen on other addresses than just the local addresses, use `setLocal()` and `addLocal()`.

`setLocal()` resets the list of current listen addresses to the specified address and `addLocal()` adds an additional listen address. To listen on 127.0.0.1:5300, 192.0.2.1:53 and UDP-only on [2001:db8::15::47]:53, configure the following:

```bash
setLocal('127.0.0.1:5300')
addLocal('192.0.2.1')  -- Port 53 is default is none is specified
addLocal('2001:db8::15::47', false)
```

Listen addresses cannot be modified at runtime and must be specified in the configuration file.

As dnsdist is IPv4 and IPv6 agnostic, this means that dnsdist internally does not know the difference. So feel free to listen on the magic 0.0.0.0 or :: addresses, dnsdist does the right thing to set the return address of queries, but set your ACL properly.
16.1.2 Modifying the ACL

ACLs can be modified at runtime from the Working with the dnsdist Console. To inspect the currently active ACL, run showACL().

To add a new network range to the existing ACL, use addACL():

```perl
addACL('192.0.2.0/25')
addACL('2001:db8::1') -- No netmask specified, only allow this address
```

To remove a previously added network range from the existing ACL, use rmACL():

```perl
rmACL('192.0.2.0/25')
rmACL('2001:db8::1') -- No netmask specified, only remove this address
```

dnsdist also has the setACL() function that accepts a list of netmasks and resets the ACL to that list:

```perl
setACL({'192.0.2.0/25', '2001:db8:15::bea/64'})
```

16.2 TeeAction: copy the DNS traffic stream

This action sends off a copy of a UDP query to another server, and keeps statistics on the responses received. Sample use:

```bash
> addAction(AllRule(), TeeAction("192.0.2.54"))
> getAction(0):printStats()
refuseds 0
nxdomains 0
noerrors 0
servfails 0
recv-errors 0
tcp-drops 0
responses 0
other-rcode 0
send-errors 0
queries 0
```

It is also possible to share a TeeAction() between several rules. Statistics will be combined in that case.

16.3 Lua actions in rules

While we can pass every packet through the blockFilter() functions, it is also possible to configure dnsdist to only hand off some packets for Lua inspection. If you think Lua is too slow for your query load, or if you are doing heavy processing in Lua, this may make sense.

To select specific packets for Lua attention, use addAction() with LuaAction(), or addResponseAction() with LuaResponseAction().

A sample configuration could look like this:

```lua
function luarule(dq)
    if (dq.qtype==35) -- NAPTR
        return DNSAction.Pool, "abuse" -- send to abuse pool
    else
        return DNSAction.None, "" -- no action
    end
end
```

(continues on next page)
16.4 Runtime-modifiable IP address sets

New in version 1.2.0.

From within `maintenance()` or other places, we may find that certain IP addresses must be treated differently for a certain time.

This may be used to temporarily shunt traffic to another pool for example.

`TimedIPSetRule()` creates an object to which native IP addresses can be added in `ComboAddress` form.

```python
TimedIPSetRule() → TimedIPSetRule
  Returns a TimedIPSetRule.
```

class TimedIPSetRule
  Can be used to handle IP addresses differently for a certain time.
  :
  add(address, seconds)
    Add an IP address to the set for the next seconds seconds.

  Parameters
  • address (ComboAddress) – The address to add
  • seconds (int) – Time to keep the address in the Rule

  cleanup()
    Purge the set from expired IP addresses

  clear()
    Clear the entire set

  slice()
    Convert the TimedIPSetRule into a DNSRule that can be passed to `addAction()`

A working example:

```python
tisrElGoog=TimedIPSetRule()
tisrRest=TimedIPSetRule()
addAction(tisrElGoog:slice(), PoolAction("elgoog"))
addAction(tisrRest:slice(), PoolAction(""))

elgoogPeople=newNMG()
elgoogPeople:addMask("192.168.5.0/28")

function pickPool(dq)
  if(elgoogPeople:match(dq.remoteaddr)) -- in real life, this would be
     then
       print("Lua caught query for a googlePerson")
       tisrElGoog:add(dq.remoteaddr, 10)
       return DNSAction.Pool, "elgoog"
     else
       print("Lua caught query for restPerson")
       tisrRest:add(dq.remoteaddr, 60)
       return DNSAction.None, ""
   end
end

addAction(AllRule(), LuaAction(pickPool))
```

16.5 Using EDNS Client Subnet

In order to provide the downstream server with the address of the real client, or at least the one talking to dnsdist, the useClientSubnet parameter can be used when creating a new server. This parameter indicates whether an EDNS Client Subnet option should be added to the request. If the incoming request already contains an EDNS Client Subnet value, it will not be overridden unless setECSOverride() is set to true. The default source prefix-length is 24 for IPv4 and 56 for IPv6, meaning that for a query received from 192.0.2.42, the EDNS Client Subnet value sent to the backend will be 192.0.2.0. This can be changed with setECSSourcePrefixV4() and setECSSourcePrefixV6().

In addition to the global settings, rules and Lua bindings can alter this behavior per query:

- calling DisableECSAction() or setting dq.useECS to false prevents the sending of the ECS option.
- calling ECSOverrideAction() or setting dq.ecsOverride will override the global setECSOverride() value.
- calling ECSPrefixLengthAction(v4, v6)() or setting dq.ecsPrefixLength will override the global setECSSourcePrefixV4() and setECSSourcePrefixV6() values.

In effect this means that for the EDNS Client Subnet option to be added to the request, useClientSubnet should be set to true for the backend used (default to false) and ECS should not have been disabled by calling DisableECSAction() or setting dq.useECS to false (default to true).

Note that any trailing data present in the incoming query is removed by default when an OPT (or XPF) record has to be inserted. This behaviour can be modified using setPreserveTrailingData().

16.6 Using XPF

In order to provide the downstream server with the address of the real client, or at least the one talking to dnsdist, the addXPF parameter can be used when creating a new server. This parameter indicates whether an experimental XPF record (from draft-bellis-dnsop-xpf) shall be added to the query. Since that record is experimental, there is currently no option code assigned to it, and therefore one needs to be specified as an argument to the addXPF parameter.

The XPF record is an alternative to the use of EDNS Client Subnet which has the advantages of preserving any existing EDNS Client Subnet value sent by the client, and of passing along the original destination address, as well as the initial source and destination ports.

If the incoming request already contains a XPF record, it will not be overwritten. Instead a new one will be added to the query and the existing one will be preserved. That might be an issue by allowing clients to spoof their source address by adding a forged XPF record to their query. That can be prevented by using a rule to drop incoming queries containing a XPF record (in that example the 65280 option code has been assigned to XPF):

```
addAction(RecordsTypeCountRule(DNSSection.Additional, 65280, 1, 65535), DropAction())
```

16.7 Using the Proxy Protocol

In order to provide the downstream server with the address of the real client, or at least the one talking to dnsdist, the useProxyProtocol parameter can be used when creating a new server. This parameter indicates whether a Proxy Protocol version 2 (binary) header should be prepended to the query before forwarding it to the backend, over UDP or TCP. This header contains the initial source and destination addresses and ports, and can also contain several custom values in a Type-Length-Value format. More information about the Proxy Protocol can be found at https://www.haproxy.org/download/2.2/doc/proxy-protocol.txt

Custom values can be added to the header via DNSQuestion:setProxyProtocolValues() and SetProxyProtocolValuesAction().
As of 1.5.0 only outgoing Proxy Protocol support has been implemented, although support for parsing incoming Proxy Protocol headers will likely be implemented in the future.

16.8 Rules for traffic exceeding QPS limits

Traffic that exceeds a QPS limit, in total or per IP (subnet) can be matched by the \texttt{MaxQPSIPRule()} -rule. For example:

\begin{verbatim}
addAction(MaxQPSIPRule(5, 32, 48), DelayAction(100))
\end{verbatim}

This measures traffic per IPv4 address and per /48 of IPv6, and if UDP traffic for such an address (range) exceeds 5 qps, it gets delayed by 100ms.

As another example:

\begin{verbatim}
addAction(MaxQPSIPRule(5), NoRecurseAction())
\end{verbatim}

This strips the Recursion Desired (RD) bit from any traffic per IPv4 or IPv6 /64 that exceeds 5 qps. This means any those traffic bins is allowed to make a recursor do ‘work’ for only 5 qps.

If this is not enough, try:

\begin{verbatim}
addAction(MaxQPSIPRule(5), DropAction())
-- or
addAction(MaxQPSIPRule(5), TCAction())
\end{verbatim}

This will respectively drop traffic exceeding that 5 QPS limit per IP or range, or return it with TC=1, forcing clients to fall back to TCP.

To turn this per IP or range limit into a global limit, use \texttt{NotRule(MaxQPSRule(5000))} instead of \texttt{MaxQPSIPRule()}.  

16.9 eBPF Socket Filtering

dnsdist can use eBPF socket filtering on recent Linux kernels (4.1+) built with eBPF support (\texttt{CONFIG_BPF}, \texttt{CONFIG_BPF_SYSCALL}, ideally \texttt{CONFIG_BPF_JIT}). This feature might require an increase of the memory limit associated to a socket, via the sysctl setting \texttt{net.core.optmem_max}. When attaching an eBPF program to a socket, the size of the program is checked against this limit, and the default value might not be enough. Large map sizes might also require an increase of \texttt{RLIMIT_MEMLOCK}.

This feature allows dnsdist to ask the kernel to discard incoming packets in kernel-space instead of them being copied to userspace just to be dropped, thus being a lot of faster.

The BPF filter can be used to block incoming queries manually:

\begin{verbatim}
> bpf = newBPFFilter(1024, 1024, 1024)
> bpf:attachToAllBinds()
> bpf:block(newCA("2001:DB8::42"))
> bpf:blockQName(newDNSName("evildomain.com"), 255)
> bpf:getStats()
[2001:DB8::42]: 0
evildomain.com. 255: 0
> bpf:unblock(newCA("2001:DB8::42"))
> bpf:unblockQName(newDNSName("evildomain.com"), 255)
> bpf:getStats()
\end{verbatim}

The \texttt{BPFFilter:blockQName()} method can be used to block queries based on the exact qname supplied, in a case-insensitive way, and an optional qtype. Using the 255 (ANY) qtype will block all queries for the qname, regardless of the qtype. Contrary to source address filtering, qname filtering only works over UDP. TCP qname filtering can be done the usual way.
The **BPFFilter:attachToAllBinds()** method attaches the filter to every existing bind at runtime, but it’s also possible to define a default BPF filter at configuration time, so it’s automatically attached to every bind:

```plaintext
bpf = newBPFFilter(1024, 1024, 1024)
setDefaultBPFFilter(bpf)
```

Finally, it’s also possible to attach it to specific binds at runtime:

```plaintext
> bpf = newBPFFilter(1024, 1024, 1024)
> showBinds()
#   Address  Protocol Queries
0  [::]:53  UDP   0
1  [::]:53  TCP   0
> bd = getBind(0)
> bd:attachFilter(bpf)
```

dnsdist also supports adding dynamic, expiring blocks to a BPF filter:

```plaintext
bpf = newBPFFilter(1024, 1024, 1024)
setDefaultBPFFilter(bpf)
dbpf = newDynBPFFilter(bpf)
function maintenance()
    addBPFFilterDynBlocks(exceedQRate(20, 10), dbpf, 60)
dbpf:purgeExpired()
end
```

This will dynamically block all hosts that exceeded 20 queries/s as measured over the past 10 seconds, and the dynamic block will last for 60 seconds.

The dynamic eBPF blocks and the number of queries they blocked can be seen in the web interface and retrieved from the API. Note however that eBPF dynamic objects need to be registered before they appear in the web interface or the API, using the **registerDynBPFFilter()** function:

```plaintext
registerDynBPFFilter(dbpf)
```

They can be unregistered at a later point using the **unregisterDynBPFFilter()** function.

This feature has been successfully tested on Arch Linux, Arch Linux ARM, Fedora Core 23 and Ubuntu Xenial

### 16.10 Performance Tuning

First, a few words about **dnsdist** architecture:

- Each local bind has its own thread listening for incoming UDP queries
- and its own thread listening for incoming TCP connections, dispatching them right away to a pool of threads
- Each backend has its own thread listening for UDP responses
- A maintenance thread calls the maintenance() Lua function every second if any, and is responsible for cleaning the cache
- A health check thread checks the backends availability
- A control thread handles console connections
- A carbon thread exports statistics to carbon servers if needed
- One or more webserver threads handle queries to the internal webserver
The maximum number of threads in the TCP pool is controlled by the `setMaxTCPClientThreads()` directive, and defaults to 10. This number can be increased to handle a large number of simultaneous TCP connections. If all the TCP threads are busy, new TCP connections are queued while they wait to be picked up. Before 1.4.0, a TCP thread could only handle a single incoming connection at a time. Starting with 1.4.0 the handling of TCP connections is now event-based, so a single TCP worker can handle a large number of TCP incoming connections simultaneously.

The maximum number of queued connections can be configured with `setMaxTCPQueuedConnections()` and defaults to 1000. Any value larger than 0 will cause new connections to be dropped if there are already too many queued. By default, every TCP worker thread has its own queue, and the incoming TCP connections are dispatched to TCP workers on a round-robin basis. This might cause issues if some connections are taking a very long time, since incoming ones will be waiting until the TCP worker they have been assigned to has finished handling its current query, while other TCP workers might be available.

The experimental `setTCPUseSinglePipe()` directive can be used so that all the incoming TCP connections are put into a single queue and handled by the first TCP worker available.

When dispatching UDP queries to backend servers, dnsdist keeps track of at most \( n \) outstanding queries for each backend. This number \( n \) can be tuned by the `setMaxUDPOutstanding()` directive, defaulting to 10240 (65535 since 1.4.0), with a maximum value of 65535. Large installations are advised to increase the default value at the cost of a slightly increased memory usage.

Most of the query processing is done in C++ for maximum performance, but some operations are executed in Lua for maximum flexibility:

- Rules added by `addLuaAction()`
- Server selection policies defined via `setServerPolicyLua()`, `setServerPolicyLuaFFI()` or `newServerPolicy()`

While Lua is fast, its use should be restricted to the strict necessary in order to achieve maximum performance, it might be worth considering using LuaJIT instead of Lua. When Lua inspection is needed, the best course of action is to restrict the queries sent to Lua inspection by using `addLuaAction()` with a selector.

**dnsdist** design choices mean that the processing of UDP queries is done by only one thread per local bind. This is great to keep lock contention to a low level, but might not be optimal for setups using a lot of processing power, caused for example by a large number of complicated rules. To be able to use more CPU cores for UDP queries processing, it is possible to use the `reusePort` parameter of the `addLocal()` and `setLocal()` directives to be able to add several identical local binds to dnsdist:

```plaintext
addLocal("192.0.2.1:53", {reusePort=true})
addLocal("192.0.2.1:53", {reusePort=true})
addLocal("192.0.2.1:53", {reusePort=true})
addLocal("192.0.2.1:53", {reusePort=true})
```

**dnsdist** will then add four identical local binds as if they were different IPs or ports, start four threads to handle incoming queries and let the kernel load balance those randomly to the threads, thus using four CPU cores for rules processing. Note that this require `SO_REUSEPORT` support in the underlying operating system (added for example in Linux 3.9). Please also be aware that doing so will increase lock contention and might not therefore scale linearly. This is especially true for Lua-intensive setups, because Lua processing in dnsdist is serialized by an unique lock for all threads.

Another possibility is to use the reuseport option to run several dnsdist processes in parallel on the same host, thus avoiding the lock contention issue at the cost of having to deal with the fact that the different processes will not share informations, like statistics or DDoS offenders.

The UDP threads handling the responses from the backends do not use a lot of CPU, but if needed it is also possible to add the same backend several times to the dnsdist configuration to distribute the load over several responder threads:

```plaintext
newServer({address="192.0.2.127:53", name="Backend1"})
newServer({address="192.0.2.127:53", name="Backend2"})
newServer({address="192.0.2.127:53", name="Backend3"})
newServer({address="192.0.2.127:53", name="Backend4"})
```
### 16.11 SNMP support

**dnsdist** supports exporting statistics and sending traps over SNMP when compiled with Net SNMP support, acting as an AgentX subagent. SNMP support is enabled via the `snmpAgent()` directive.

By default, the only traps sent when Traps are enabled, are backend status change notifications. But custom traps can also be sent:

- from Lua, with `sendCustomTrap()` and `DNSQuestion:sendTrap()`
- For selected queries and responses, using `SNMPTrapAction()` and `SNMPTrapResponseAction()`

Net SNMP `snmpd` doesn’t accept subagent connections by default, so to use the SNMP features of **dnsdist** the following line should be added to the `snmpd.conf` configuration file:

```plaintext
master agentx
```

In addition to that, the permissions on the resulting socket might need to be adjusted so that the **dnsdist** user can write to it. This can be done with the following lines in `snmpd.conf` (assuming **dnsdist** is running as `dnsdist:dnsdist`):

```plaintext
agentxperms 0700 0700 dnsdist dnsdist
```

In order to allow the retrieval of statistics via SNMP, `snmpd`'s access control has to be configured. A very simple SNMPv2c setup only needs the configuration of a read-only community in `snmpd.conf`:

```plaintext
rocommunity dnsdist42
```

`snmpd` also supports more secure SNMPv3 setup, using for example the `createUser` and `rouser` directives:

```plaintext
createUser myuser SHA "my auth key" AES "my enc key"
rouser myuser
```

`snmpd` can be instructed to send SNMPv2 traps to a remote SNMP trap receiver by adding the following directive to the `snmpd.conf` configuration file:

```plaintext
trap2sink 192.0.2.1
```

The description of **dnsdist**’s SNMP MIB is as follows:

```plaintext
-- -*- snmpv2 -*-
-- ----------------------------------------------------------------------
-- MIB file for **dnsdist**
-- ----------------------------------------------------------------------

DNSDIST-MIB DEFINITIONS ::= BEGIN

IMPORTS

   OBJECT-TYPE, MODULE-IDENTITY, enterprises,
   Counter64, Unsigned32, NOTIFICATION-TYPE
   FROM SNMPv2-SMI
   CounterBasedGauge64
   FROM HCNUM-TC
   Float64TC
   FROM FLOAT-TC-MIB
   OBJECT-GROUP, MODULE-COMPLIANCE, NOTIFICATION-GROUP
   FROM SNMPv2-CONF
   InetAddressType
   FROM INET-ADDRESS-MIB
   TEXTUAL-CONVENTION, DisplayString
   FROM SNMPv2-TC;

(continues on next page)```
dnsdist MODULE-IDENTITY
LAST-UPDATED "201611080000Z"
ORGANIZATION "PowerDNS BV"
CONTACT-INFO "support@powerdns.com"
DESCRIPTION "This MIB module describes information gathered through dnsdist."
REVISION "201611080000Z"
DESCRIPTION "Initial revision."
::= { powerdns 3 }
powerdns OBJECT IDENTIFIER ::= { enterprises 43315 }
stats OBJECT IDENTIFIER ::= { dnsdist 1 }
queries OBJECT-TYPE
SYNTAX Counter64
MAX-ACCESS read-only
STATUS current
DESCRIPTION "Number of queries received"
::= { stats 1 }
responses OBJECT-TYPE
SYNTAX Counter64
MAX-ACCESS read-only
STATUS current
DESCRIPTION "Number of responses received"
::= { stats 2 }
servfailResponses OBJECT-TYPE
SYNTAX Counter64
MAX-ACCESS read-only
STATUS current
DESCRIPTION "Number of servfail responses received"
::= { stats 3 }
acldrops OBJECT-TYPE
SYNTAX Counter64
MAX-ACCESS read-only
STATUS current
DESCRIPTION "Number of queries dropped because of the ACL"
::= { stats 4 }
-- stats 5 was a BlockFilter Counter, removed in 1.2.0
ruleDrop OBJECT-TYPE
SYNTAX Counter64
MAX-ACCESS read-only
STATUS current
DESCRIPTION "Number of queries dropped because of a rule"
::= { stats 6 }
rulenXDomain OBJECT-TYPE
SYNTAX Counter64
MAX-ACCESS read-only
<table>
<thead>
<tr>
<th>Status</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ruleRefused</td>
<td>Number of Refused responses returned because of a rule</td>
</tr>
<tr>
<td>selfAnswered</td>
<td>Number of self-answered responses</td>
</tr>
<tr>
<td>downstreamTimeouts</td>
<td>Number of downstream timeouts</td>
</tr>
<tr>
<td>downstreamSendErrors</td>
<td>Number of downstream send errors</td>
</tr>
<tr>
<td>truncFailures</td>
<td>Number of errors while truncating a response</td>
</tr>
<tr>
<td>noPolicy</td>
<td>Number of queries dropped because no server was available</td>
</tr>
<tr>
<td>latency01</td>
<td>Number of queries answered in less than 1 ms</td>
</tr>
</tbody>
</table>
latency110 OBJECT-TYPE
SYNTAX Counter64
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Number of queries answered in 1-10 ms"
::= { stats 15 }

latency1050 OBJECT-TYPE
SYNTAX Counter64
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Number of queries answered in 10-50 ms"
::= { stats 16 }

latency50100 OBJECT-TYPE
SYNTAX Counter64
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Number of queries answered in 50-100 ms"
::= { stats 17 }

latency1001000 OBJECT-TYPE
SYNTAX Counter64
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Number of queries answered in 100-1000 ms"
::= { stats 18 }

latencySlow OBJECT-TYPE
SYNTAX Counter64
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Number of queries answered in more than 1s"
::= { stats 19 }

latencyAVG100 OBJECT-TYPE
SYNTAX Float64TC
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Average latency over the last 100 queries"
::= { stats 20 }

latencyAVG1000 OBJECT-TYPE
SYNTAX Float64TC
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Average latency over the last 1000 queries"
::= { stats 21 }

latencyAVG10000 OBJECT-TYPE
SYNTAX Float64TC
MAX-ACCESS read-only
STATUS current
DESCRIPTION

"Average latency over the last 10000 queries"
::= { stats 22 }

latencyAVG1000000 OBJECT-TYPE
SYNTAX Float64TC
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Average latency over the last 1000000 queries"
::= { stats 23 }

uptime OBJECT-TYPE
SYNTAX CounterBasedGauge64
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Uptime of the dnsdist process, in seconds"
::= { stats 24 }

realMemoryUsage OBJECT-TYPE
SYNTAX CounterBasedGauge64
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Memory usage"
::= { stats 25 }

nonCompliantQueries OBJECT-TYPE
SYNTAX Counter64
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Number of queries dropped as non-compliant"
::= { stats 26 }

nonCompliantResponses OBJECT-TYPE
SYNTAX Counter64
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Number of responses dropped as non-compliant"
::= { stats 27 }

rdQueries OBJECT-TYPE
SYNTAX Counter64
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Number of queries with the RD flag set"
::= { stats 28 }

emptyQueries OBJECT-TYPE
SYNTAX Counter64
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Number of empty queries received"
::= { stats 29 }

cacheHits OBJECT-TYPE
SYNTAX Counter64

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DNSdist

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MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Number of cache hits"
::= { stats 30 }

cacheMisses OBJECT-TYPE
SYNTAX Counter64
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Number of cache misses"
::= { stats 31 }

cpuUserMSec OBJECT-TYPE
SYNTAX CounterBasedGauge64
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"CPU Usage (user)"
::= { stats 32 }

cpuSysMSec OBJECT-TYPE
SYNTAX CounterBasedGauge64
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"CPU Usage (sys)"
::= { stats 33 }

fdUsage OBJECT-TYPE
SYNTAX CounterBasedGauge64
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Number of file descriptors"
::= { stats 34 }

dynBlocked OBJECT-TYPE
SYNTAX Counter64
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Number of queries dropped because of a dynamic block"
::= { stats 35 }

dynBlockNMGSize OBJECT-TYPE
SYNTAX CounterBasedGauge64
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Dynamic blocks (NMG) size"
::= { stats 36 }

ruleServFail OBJECT-TYPE
SYNTAX Counter64
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Number of ServFail responses returned because of a rule"
::= { stats 37 }

(continues on next page)
specialMemoryUsage OBJECT-TYPE
SYNTAX CounterBasedGauge64
MAX-ACCESS read-only
STATUS current
DESCRIPTION "Memory usage (more precise but expensive to retrieve)"
 ::= { stats 38 }

securityStatus OBJECT-TYPE
SYNTAX CounterBasedGauge64
MAX-ACCESS read-only
STATUS current
DESCRIPTION "Security status of this software. 0=unknown, 1=OK, 2=upgrade recommended, 3=upgrade mandatory"
 ::= { stats 38 }

backendStatTable OBJECT-TYPE
SYNTAX SEQUENCE OF BackendStatEntry
MAX-ACCESS not-accessible
STATUS current
DESCRIPTION "Statistics for backends"
 ::= { dnsdist 2 }

backendStatEntry OBJECT-TYPE
SYNTAX BackendStatEntry
MAX-ACCESS not-accessible
STATUS current
DESCRIPTION "Statistics for one backend"
INDEX { backendId }
 ::= { backendStatTable 1 }

BackendStatEntry ::= SEQUENCE {
 backendId Unsigned32,
 backendName DisplayString,
 backendLatency CounterBasedGauge64,
 backendWeight CounterBasedGauge64,
 backendOutstanding CounterBasedGauge64,
 backendQPSLimit CounterBasedGauge64,
 backendReused Counter64,
 backendState DisplayString,
 backendAddress OCTET STRING,
 backendPools DisplayString,
 backendQPS CounterBasedGauge64,
 backendQueries Counter64,
 backendOrder CounterBasedGauge64
}

backendId OBJECT-TYPE
SYNTAX Unsigned32
MAX-ACCESS not-accessible
STATUS current
DESCRIPTION "Backend ID"
 ::= { backendStatEntry 1 }

backendName OBJECT-TYPE
SYNTAX DisplayString
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Backend name"
 ::= { backendStatEntry 2 }

backendLatency OBJECT-TYPE
 SYNTAX CounterBasedGauge64
 MAX-ACCESS read-only
 STATUS current
 DESCRIPTION
 "Backend latency"
 ::= { backendStatEntry 3 }

backendWeight OBJECT-TYPE
 SYNTAX CounterBasedGauge64
 MAX-ACCESS read-only
 STATUS current
 DESCRIPTION
 "Backend weight"
 ::= { backendStatEntry 4 }

backendOutstanding OBJECT-TYPE
 SYNTAX CounterBasedGauge64
 MAX-ACCESS read-only
 STATUS current
 DESCRIPTION
 "Backend outstanding queries"
 ::= { backendStatEntry 5 }

backendQPSLimit OBJECT-TYPE
 SYNTAX CounterBasedGauge64
 MAX-ACCESS read-only
 STATUS current
 DESCRIPTION
 "Backend QPS limit"
 ::= { backendStatEntry 6 }

backendReused OBJECT-TYPE
 SYNTAX Counter64
 MAX-ACCESS read-only
 STATUS current
 DESCRIPTION
 "Backend reused slots"
 ::= { backendStatEntry 7 }

backendState OBJECT-TYPE
 SYNTAX DisplayString
 MAX-ACCESS read-only
 STATUS current
 DESCRIPTION
 "Backend state"
 ::= { backendStatEntry 8 }

backendAddress OBJECT-TYPE
 SYNTAX OCTET STRING (SIZE (2..24))
 MAX-ACCESS read-only
 STATUS current
 DESCRIPTION
 "Backend address"
 ::= { backendStatEntry 9 }

backendPools OBJECT-TYPE
SYNTAX DisplayString
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"List of pools this backend belongs to"
::= { backendStatEntry 10 }

backendQPS OBJECT-TYPE
SYNTAX CounterBasedGauge64
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Backend QPS"
::= { backendStatEntry 11 }

backendQueries OBJECT-TYPE
SYNTAX Counter64
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Number of queries sent to this backend"
::= { backendStatEntry 12 }

backendOrder OBJECT-TYPE
SYNTAX CounterBasedGauge64
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Backend order"
::= { backendStatEntry 13 }

---
--- Textual Conventions
---

SocketProtocolType ::= TEXTUAL-CONVENTION
STATUS current
DESCRIPTION
"A value that represents a type of socket protocol."
SYNTAX INTEGER {
  unknown(0),
  udp(1),
  tcp(2)
}

DNSQueryType ::= TEXTUAL-CONVENTION
STATUS current
DESCRIPTION
"A value that represents a type of DNS query (question or response)."
SYNTAX INTEGER {
  unknown(0),
  question(1),
  response(2)
}

---
--- Traps / Notifications
---

trap OBJECT IDENTIFIER ::= { dnsdist 10 }
traps OBJECT IDENTIFIER ::= { trap 0 } --- reverse-mappable
trapObjects OBJECT IDENTIFIER ::= { dnsdist 11 }

socketFamily OBJECT-TYPE
SYNTAX InetAddressType
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Socket family type"
 ::= { trapObjects 1 }

socketProtocol OBJECT-TYPE
SYNTAX SocketProtocolType
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Socket protocol type"
 ::= { trapObjects 2 }

fromAddress OBJECT-TYPE
SYNTAX OCTET STRING (SIZE (2..24))
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Requestor address"
 ::= { trapObjects 3 }

toAddress OBJECT-TYPE
SYNTAX OCTET STRING (SIZE (2..24))
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Responder address"
 ::= { trapObjects 4 }

queryType OBJECT-TYPE
SYNTAX DNSQueryType
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Query / Response"
 ::= { trapObjects 5 }

querySize OBJECT-TYPE
SYNTAX Unsigned32
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Size in bytes"
 ::= { trapObjects 6 }

queryID OBJECT-TYPE
SYNTAX Unsigned32
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"DNS query ID"
 ::= { trapObjects 7 }

qName OBJECT-TYPE
SYNTAX OCTET STRING (SIZE (0..255))
MAX-ACCESS read-only

(continues on next page)
STATUS current
DESCRIPTION
"DNS qname"
 ::= { trapObjects 8 }

qClass OBJECT-TYPE
SYNTAX Unsigned32
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"DNS query class"
 ::= { trapObjects 9 }

qType OBJECT-TYPE
SYNTAX Unsigned32
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"DNS query type"
 ::= { trapObjects 10 }

trapReason OBJECT-TYPE
SYNTAX OCTET STRING
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Reason for this trap"
 ::= { trapObjects 11 }

backendStatusChangeTrap NOTIFICATION-TYPE
OBJECTS {
    backendName,
    backendAddress,
    backendState
}
STATUS current
DESCRIPTION "Backend status changed"
 ::= { traps 1 }

actionTrap NOTIFICATION-TYPE
OBJECTS {
    socketFamily,
    socketProtocol,
    fromAddress,
    toAddress,
    queryType,
    querySize,
    queryID,
    qName,
    qClass,
    qType,
    trapReason
}
STATUS current
DESCRIPTION "Trap sent by SNMPTrapAction"
 ::= { traps 2 }

customTrap NOTIFICATION-TYPE
OBJECTS {
    trapReason
}
STATUS current
DESCRIPTION "Trap sent by sendCustomTrap"
::= { traps 3 }

---
--- Conformance
---
dnsdistConformance OBJECT IDENTIFIER ::= { dnsdist 100 }
dnsdistCompliances MODULE-COMPLIANCE
STATUS current
DESCRIPTION "dnsdist compliance statement"
MODULE
MANDATORY-GROUPS {
  dnsdistGroup,
  dnsdistTrapsGroup
}
::= { dnsdistConformance 1 }
dnsdistGroup OBJECT-GROUP
OBJECTS {
  queries,
  responses,
  servfailResponses,
  aclDrops,
  ruleDrop,
  ruleNXDomain,
  ruleRefused,
  selfAnswered,
  downstreamTimeouts,
  downstreamSendErrors,
  truncFailures,
  noPolicy,
  latency01,
  latency110,
  latency1050,
  latency50100,
  latency1001000,
  latencySlow,
  latencyAVG100,
  latencyAVG1000,
  latencyAVG10000,
  latencyAVG100000,
  uptime,
  realMemoryUsage,
  specialMemoryUsage,
  nonCompliantQueries,
  nonCompliantResponses,
  rdQueries,
  emptyQueries,
  cacheHits,
  cacheMisses,
  cpuUserMSec,
  cpuSysMSec,
  fdUsage,
  dynBlocked,
  dynBlockNMGSize,
  securityStatus,
  backendName,
  backendLatency,

(continues on next page)
When dnsdist is deployed in front of a master authoritative server, it might receive AXFR or IXFR queries destined to this master. There are two issues that can arise in this kind of setup:

- If the master is part of a pool of servers, the first SOA query can be directed by dnsdist to a different server than the following AXFR/IXFR one, which might fail if the servers are not perfectly synchronised.
- If the master only allows AXFR/IXFR based on the source address of the requestor, it might be confused by the fact that the source address will be the one from the dnsdist server.

The first issue can be solved by routing SOA, AXFR and IXFR requests explicitly to the master:

```plaintext
newServer({address="192.168.1.2", name="master", pool={"master", "otherpool"}})
addAction(OrRule({QTypeRule(DNSQType.SOA), QTypeRule(DNSQType.AXFR),
                   QTypeRule(DNSQType.IXFR)}), PoolAction("master"))
```

The second one might require allowing AXFR/IXFR from the dnsdist source address and moving the source address check to dnsdist’s side:

```plaintext
addAction(AndRule({OrRule({QTypeRule(DNSQType.AXFR), QTypeRule(DNSQType.IXFR)}),
                   NotRule(makeRule("192.168.1.0/24")))}, RCodeAction(DNSRCode.REFUSED))
```
Changed in version 1.4.0: Before 1.4.0, the QTypes were in the `dnsdist` namespace. Use `dnsdist.AXFR` and `dnsdist.IXFR` in these versions. Before 1.4.0, the RCodes were in the `dnsdist` namespace. Use `dnsdist.REFUSED` in these versions.

When `dnsdist` is deployed in front of slaves, however, an issue might arise with NOTIFY queries, because the slave will receive a notification coming from the `dnsdist` address, and not the master’s one. One way to fix this issue is to allow NOTIFY from the `dnsdist` address on the slave side (for example with PowerDNS’s `trusted-notification-proxy`) and move the address check to `dnsdist`’s side:

```plaintext
addAction(AndRule({OpcodeRule(DNSOpcode.Notify), NotRule(makeRule("192.168.1.0/24
˓
")})), RCodeAction(DNSRCode.REFUSED))
```

16.13 Running multiple instances

Sometimes, it can be advantageous to run multiple instances of `dnsdist`. Usecases can be:

- Multiple inbound IP addresses with different rulesets
- Taking advantage of more processes, using SO_REUSEPORT

`dnsdist` supports loading a different configuration file with the `--config` command line switch.

By default, `SYSCONFDIR/dnsdist.conf` is loaded. `SYSCONFDIR` is usually `/etc` or `/etc/dnsdist`.

16.13.1 Using systemd

New in version 1.3.0.

On systems with systemd, instance services can be used. To create a dnsdist service named `foo`, create a `dnsdist-foo.conf` in `SYSCONFDIR`, then run `systemctl enable dnsdist@foo.service` and `systemctl start dnsdist@foo.service`.

16.13. Running multiple instances
These chapters contain extensive information on all functions and object available in dnsdist.

17.1 Configuration Reference

This page lists all configuration options for dnsdist.

Note: When an IPv6 IP:PORT combination is needed, the bracketed syntax from RFC 3986 should be used. e.g. "[2001:DB8:14::C0FF:FEE]:5300".

17.1.1 Functions and Types

Within dnsdist several core object types exist:

- **Server**: generated with `newServer()`, represents a downstream server
- **ComboAddress**: represents an IP address and port
- **DNSName**: represents a domain name
- **Netmask**: represents a netmask
- **NetmaskGroup**: represents a group of netmasks
- **QPSLimiter**: implements a QPS-based filter
- **SuffixMatchNode**: represents a group of domain suffixes for rapid testing of membership
- **DNSHeader**: represents the header of a DNS packet, see `DNSHeader (dh) object`
- **ClientState**: sometimes also called Bind or Frontend, represents the addresses and ports dnsdist is listening on

The existence of most of these objects can mostly be ignored, unless you plan to write your own hooks and policies, but it helps to understand an expressions like:

```
getServer(0).order=12       -- set order of server 0 to 12
getServer(0):addPool("abuse") -- add this server to the abuse pool
```

The . means order is a data member, while the : means addPool is a member function.

17.1.2 Global configuration

**includeDirectory** *(path)*

Include configuration files from path.
**Parameters path** *(str)* – The directory to load configuration files from. Each file must end in `.conf`.

**reloadAllCertificates ()**
New in version 1.4.0.
Reload all DNSCrypt and TLS certificates, along with their associated keys.

**setSyslogFacility** *(facility)*
New in version 1.4.0.
Set the syslog logging facility to `facility`.

**Parameters facility** *(int)* – The new facility as a numeric value. Defaults to LOG_DAEMON.

**Listen Sockets**

**addLocal** *(address, options)*
New in version 1.2.0.

Changed in version 1.3.0: Added `cpus` to the options.
Changed in version 1.4.0: Removed `doTCP` from the options. A listen socket on TCP is always created.
Changed in version 1.5.0: Added `tcpListenQueueSize` parameter.
Add to the list of listen addresses.

**Parameters**

- **address** *(str)* – The IP Address with an optional port to listen on. The default port is 53.
- **options** *(table)* – A table with key: value pairs with listen options.

Options:

- `doTCP=true`: bool - Also bind on TCP on `address`. Removed in 1.4.0.
- `reusePort=false`: bool - Set the SO_REUSEPORT socket option.
- `tcpFastOpenQueueSize=0`: int - Set the TCP Fast Open queue size, enabling TCP Fast Open when available and the value is larger than 0.
- `interface="": str` - Set the network interface to use.
- `cpus={}: table` - Set the CPU affinity for this listener thread, asking the scheduler to run it on a single CPU id, or a set of CPU ids. This parameter is only available if the OS provides the `pthread_setaffinity_np()` function.
- `tcpListenQueueSize=SOMAXCONN`: int - Set the size of the listen queue. Default is SOMAXCONN.

```latex
addLocal('0.0.0.0:5300', { reusePort=true })
```

This will bind to both UDP and TCP on port 5300 with SO_REUSEPORT enabled.

**addLocal** *(address, [do_tcp, so_reuseport, tcp_fast_open_qsize]*)
Deprecated since version 1.2.0.
Add to the list of addresses listened on.

**Parameters**

- **address** *(str)* – The IP Address with an optional port to listen on. The default port is 53.
- **do_tcp** *(bool)* – Also bind a TCP port on `address`, defaults to true.
**so_reuseport** *(bool)* – Use SO_REUSEPORT if it is available, defaults to false

**tcp_fast_open_qsize** *(int)* – The size of the TCP Fast Open queue. Set to a number higher than 0 to enable TCP Fast Open when available. Default is 0.

`addDOHLocal` *(address[, certFile(s)[, keyFile(s)[, urls[, options]]]])*

New in version 1.4.0.

Changed in version 1.5.0: `internalPipeBufferSize`, `sendCacheControlHeaders`, `sessionTimeout`, `trustForwardedForHeader` options added. `url` now defaults to `/dns-query` instead of `/`. Added `tcpListenQueueSize` parameter.

Listen on the specified address and TCP port for incoming DNS over HTTPS connections, presenting the specified X.509 certificate. If no certificate (or key) files are specified, listen for incoming DNS over HTTP connections instead.

**Parameters**

- **address** *(str)* – The IP Address with an optional port to listen on. The default port is 443.

- **certFile(s)** *(str)* – The path to a X.509 certificate file in PEM format, or a list of paths to such files.

- **keyFile(s)** *(str)* – The path to the private key file corresponding to the certificate, or a list of paths to such files, whose order should match the certFile(s) ones.

- **urls** *(str-or-list)* – A base URL, or a list of base URLs, to accept queries on. Any query with a path under one of these will be treated as a DoH query. The default is `/dns-query`.

- **options** *(table)* – A table with key: value pairs with listen options.

**Options:**

- `reusePort=false`: bool - Set the SO_REUSEPORT socket option.

- `tcpFastOpenQueueSize=0`: int - Set the TCP Fast Open queue size, enabling TCP Fast Open when available and the value is larger than 0.

- `interface="": str` - Set the network interface to use.

- `cpus={}: table` - Set the CPU affinity for this listener thread, asking the scheduler to run it on a single CPU id, or a set of CPU ids. This parameter is only available if the OS provides the `pthread_setaffinity_np()` function.

- `idleTimeout=30`: int - Set the idle timeout, in seconds.

- `ciphers`: str - The TLS ciphers to use, in OpenSSL format. Ciphers for TLS 1.3 must be specified via `ciphersTLS13`.

- `ciphersTLS13`: str - The TLS ciphers to use for TLS 1.3, in OpenSSL format.

- `serverTokens`: str - The content of the Server: HTTP header returned by dnsdist. The default is “h2o/dnsdist”.

- `customResponseHeaders={}: table` - Set custom HTTP header(s) returned by dnsdist.

- `ocspResponses`: list - List of files containing OCSP responses, in the same order than the certificates and keys, that will be used to provide OCSP stapling responses.

- `minTLSVersion`: str - Minimum version of the TLS protocol to support. Possible values are ‘tls1.0’, ‘tls1.1’, ‘tls1.2’ and ‘tls1.3’. Default is to require at least TLS 1.0.

- `numberOfTicketsKeys`: int - The maximum number of tickets keys to keep in memory at the same time. Only one key is marked as active and used to encrypt new tickets while the remaining ones can still be used to decrypt existing tickets after a rotation. Default to 5.
• `ticketKeyFile`: str - The path to a file from where TLS tickets keys should be loaded, to support RFC 5077. These keys should be rotated often and never written to persistent storage to preserve forward secrecy. The default is to generate a random key. `dnsdist` supports several tickets keys to be able to decrypt existing sessions after the rotation.

• `ticketsKeysRotationDelay`: int - Set the delay before the TLS tickets key is rotated, in seconds. Default is 43200 (12h).

• `sessionTimeout`: int - Set the TLS session lifetime in seconds, this is used both for TLS ticket lifetime and for sessions kept in memory.

• `sessionTickets`: bool - Whether session resumption via session tickets is enabled. Default is true, meaning tickets are enabled.

• `numberOfStoredSessions`: int - The maximum number of sessions kept in memory at the same time. Default is 20480. Setting this value to 0 disables stored session entirely.

• `preferServerCiphers`: bool - Whether to prefer the order of ciphers set by the server instead of the one set by the client. Default is true, meaning that the order of the server is used.

• `keyLogFile`: str - Write the TLS keys in the specified file so that an external program can decrypt TLS exchanges, in the format described in https://developer.mozilla.org/en-US/docs/Mozilla/Projects/NSS/Key_Log_Format. Note that this feature requires OpenSSL >= 1.1.1.

• `sendCacheControlHeaders`: bool - Whether to parse the response to find the lowest TTL and set a HTTP Cache-Control header accordingly. Default is true.

• `trustForwardedForHeader`: bool - Whether to parse any existing X-Forwarded-For header in the HTTP query and use the right-most value as the client source address and port, for ACL checks, rules, logging and so on. Default is false.

• `tcpListenQueueSize=SOMAXCONN`: int - Set the size of the listen queue. Default is SOMAXCONN.

• `internalPipeBufferSize=0`: int - Set the size in bytes of the internal buffer of the pipes used internally to pass queries and responses between threads. Requires support for F_SETPIPE_SZ which is present in Linux since 2.6.35. The actual size might be rounded up to a multiple of a page size. 0 means that the OS default size is used.

[addTLSLocal](#) (address, certFile(s), keyFile(s)[, options])

New in version 1.3.0.

Changed in version 1.3.1: certFile(s) and keyFile(s) parameters accept a list of files. sessionTickets option added.

Changed in version 1.3.3: numberOfStoredSessions option added.

Changed in version 1.4.0: ciphersTLS13, minTLSVersion, ocspResponses, preferServerCiphers, keyLogFile options added.

Changed in version 1.5.0: sessionTimeout and tcpListenQueueSize options added.

Listen on the specified address and TCP port for incoming DNS over TLS connections, presenting the specified X.509 certificate.

**Parameters**

- `address` (str) – The IP Address with an optional port to listen on. The default port is 853.

- `certFile(s)` (str) – The path to a X.509 certificate file in PEM format, or a list of paths to such files.

- `keyFile(s)` (str) – The path to the private key file corresponding to the certificate, or a list of paths to such files, whose order should match the certFile(s) ones.

- `options` (table) – A table with key: value pairs with listen options.

Options:
• reusePort=false: bool - Set the SO_REUSEPORT socket option.
• tcpFastOpenQueueSize=0: int - Set the TCP Fast Open queue size, enabling TCP Fast Open when available and the value is larger than 0.
• interface="": str - Set the network interface to use.
• cpus={}: table - Set the CPU affinity for this listener thread, asking the scheduler to run it on a single CPU id, or a set of CPU ids. This parameter is only available if the OS provides the pthread_setaffinity_np() function.
• provider: str - The TLS library to use between GnuTLS and OpenSSL, if they were available and enabled at compilation time. Default is to use OpenSSL when available.
• ciphers: str - The TLS ciphers to use. The exact format depends on the provider used. When the OpenSSL provider is used, ciphers for TLS 1.3 must be specified via ciphersTLS13.
• ciphersTLS13: str - The ciphers to use for TLS 1.3, when the OpenSSL provider is used. When the GnuTLS provider is used, ciphers applies regardless of the TLS protocol and this setting is not used.
• numberOfTicketsKeys: int - The maximum number of tickets keys to keep in memory at the same time, if the provider supports it (GnuTLS doesn’t, OpenSSL does). Only one key is marked as active and used to encrypt new tickets while the remaining ones can still be used to decrypt existing tickets after a rotation. Default to 5.
• ticketKeyFile: str - The path to a file from where TLS tickets keys should be loaded, to support RFC 5077. These keys should be rotated often and never written to persistent storage to preserve forward secrecy. The default is to generate a random key. The OpenSSL provider supports several tickets keys to be able to decrypt existing sessions after the rotation, while the GnuTLS provider only supports one key.
• ticketsKeysRotationDelay: int - Set the delay before the TLS tickets key is rotated, in seconds. Default is 43200 (12h).
• sessionTimeout: int - Set the TLS session lifetime in seconds, this is used both for TLS ticket lifetime and for sessions kept in memory.
• sessionTickets: bool - Whether session resumption via session tickets is enabled. Default is true, meaning tickets are enabled.
• numberOfStoredSessions: int - The maximum number of sessions kept in memory at the same time. At this time this is only supported by the OpenSSL provider, as stored sessions are not supported with the GnuTLS one. Default is 20480. Setting this value to 0 disables stored session entirely.
• ocspResponses: list - List of files containing OCSP responses, in the same order than the certificates and keys, that will be used to provide OCSP stapling responses.
• minTLSVersion: str - Minimum version of the TLS protocol to support. Possible values are ‘tls1.0’, ‘tls1.1’, ‘tls1.2’ and ‘tls1.3’. Default is to require at least TLS 1.0. Note that this value is ignored when the GnuTLS provider is in use, and the ciphers option should be set accordingly instead. For example, ‘NORMAL:!VERS-TLS1.0:!VERS-TLS1.1’ will disable TLS 1.0 and 1.1.
• preferServerCiphers: bool - Whether to prefer the order of ciphers set by the server instead of the one set by the client. Default is true, meaning that the order of the server is used.
• keyLogFile: str - Write the TLS keys in the specified file so that an external program can decrypt TLS exchanges, in the format described in https://developer.mozilla.org/en-US/docs/Mozilla/Projects/NSS/Key_Log_Format. Note that this feature requires OpenSSL >= 1.1.1.
• tcpListenQueueSize=SOMAXCONN: int - Set the size of the listen queue. Default is SOMAXCONN.

setLocal ([address, options])
New in version 1.2.0.
Remove the list of listen addresses and add a new one.

17.1. Configuration Reference
Parameters

- **address** *(str)* – The IP Address with an optional port to listen on. The default port is 53.

- **options** *(table)* – A table with key: value pairs with listen options.

The options that can be set are the same as `addLocal()`.

`setLocal` *(address) [[], do_tcp, so_reuseport, tcp_fast_open_qsize]*

Deprecated since version 1.2.0.

Remove the list of listen addresses and add a new one.

Parameters

- **address** *(str)* – The IP Address with an optional port to listen on. The default port is 53.

- **do_tcp** *(bool)* – Also bind a TCP port on `address`, defaults to true.

- **so_reuseport** *(bool)* – Use `SO_REUSEPORT` if it is available, defaults to false

- **tcp_fast_open_qsize** *(int)* – The size of the TCP Fast Open queue. Set to a number higher than 0 to enable TCP Fast Open when available. Default is 0.

Control Socket, Console and Webserver

**addConsoleACL** *(netmask)*

New in version 1.3.0.

Add a netmask to the existing console ACL, allowing remote clients to connect to the console. Please make sure that encryption has been enabled with `setKey()` before doing so. The default is to only allow 127.0.0.1/8 and ::1/128.

Parameters **netmask** *(str)* – A CIDR netmask, e.g. "192.0.2.0/24". Without a sub-netmask, only the specific address is allowed.

**controlSocket** *(address)*

Bind to `addr` and listen for a connection for the console. Since 1.3.0 only connections from local users are allowed by default, `addConsoleACL()` and `setConsoleACL()` can be used to enable remote connections. Please make sure that encryption has been enabled with `setKey()` before doing so. Enabling encryption is also strongly advised for local connections, since not enabling it allows any local user to connect to the console.

Parameters **address** *(str)* – An IP address with optional port. By default, the port is 5199.

**inClientStartup()**

Returns true while the console client is parsing the configuration.

**inConfigCheck()**

New in version 1.5.0.

Returns true while the configuration is being checked, ie when run with `--check-config`.

**makeKey()**

Generate and print an encryption key.

**setConsoleConnectionsLogging** *(enabled)*

New in version 1.2.0.

Whether to log the opening and closing of console connections.

Parameters **enabled** *(bool)* – Default to true.

**setKey** *(key)*

Use `key` as shared secret between the client and the server

Parameters **key** *(str)* – An encoded key, as generated by `makeKey()`
setConsoleACL(netmasks)
   New in version 1.3.0.
   Remove the existing console ACL and add the netmasks from the table, allowing remote clients to connect
to the console. Please make sure that encryption has been enabled with setKey() before doing so.

   Parameters netmasks (str) – A table of CIDR netmask, e.g. ("192.0.2.0/24",
   "2001:DB8:14::/56"). Without a subnetmask, only the specific address is allowed.

showConsoleACL()
   Print a list of all netmasks allowed to connect to the console.

testCrypto()
   Test the crypto code, will report errors when something is not ok.

setConsoleOutputMaxMsgSize(size)
   New in version 1.3.3.
   Set the maximum size in bytes of a single console message, default set to 10 MB.

   Parameters size (int) – The new maximum size.

Webserver configuration

webserver(listen_address, password[, apikey[, custom_headers[, acl]]]])
   Changed in version 1.5.0: acl optional parameter added.
   Launch the Built-in webserver with statistics and the API.

   Parameters
      • listen_address (str) – The IP address and Port to listen on
      • password (str) – The password required to access the webserver
      • apikey (str) – The key required to access the API
      • custom_headers ([str]=str,...) – Allows setting custom headers and re-
moving the defaults
      • acl (str) – List of IP addresses, as a string, that are allowed to open a connection to
   the web server. Defaults to “127.0.0.1, ::1”.

setAPIWritable(allow[, dir])
   Allow modifications via the API. Optionally saving these changes to disk. Modifications done via the API
   will not be written to the configuration by default and will not persist after a reload

   Parameters
      • allow (bool) – Set to true to allow modification through the API
      • dir (str) – A valid directory where the configuration files will be written by the API.

setWebserverConfig(options)
   New in version 1.3.3.
   Changed in version 1.5.0: acl optional parameter added.
   Setup webserver configuration. See webserver().

   Parameters options (table) – A table with key: value pairs with webserver options.

   Options:
      • password=newPassword: string - Changes the API password
      • apiKey=newKey: string - Changes the API Key (set to an empty string do disable it)
      • custom_headers={[[str]=str,...]}: map of string - Allows setting custom headers and re-
moving the defaults.
**Access Control Lists**

`addACL(netmask)`

Add a netmask to the existing ACL controlling which clients can send UDP, TCP, DNS over TLS and DNS over HTTPS queries. See `Access Control` for more information.

**Parameters**

- **netmask** *(str)* – A CIDR netmask, e.g. "192.0.2.0/24". Without a subnetmask, only the specific address is allowed.

`rmACL(netmask)`

Remove a network from the existing ACL controlling which clients can send UDP, TCP, DNS over TLS and DNS over HTTPS queries. See `Access Control` for more information. This function only removes previously added entries, it does not remove subnets of entries.

**Parameters**

- **netmask** *(str)* – A CIDR netmask, e.g. "192.0.2.0/24". Without a subnetmask, only the specific address is allowed.

```
addACL("192.0.2.0/24")  -- for example add subnet to the ACL
rmACL("192.0.2.10")    -- does NOT work, the ACL is unchanged
rmACL("192.0.2.0/24")  -- does work, the exact match is removed from the ACL
```

`setACL(netmasks)`

Remove the existing ACL and add the netmasks from the table of those allowed to send UDP, TCP, DNS over TLS and DNS over HTTPS queries. See `Access Control` for more information.

**Parameters**

- **netmasks** *(str)* – A table of CIDR netmask, e.g. 
  - "192.0.2.0/24"
  - "2001:DB8:14::/56"
  Without a subnetmask, only the specific address is allowed.

`showACL()`

Print a list of all netmasks allowed to send queries over UDP, TCP, DNS over TLS and DNS over HTTPS. See `Access Control` for more information.

**EDNS Client Subnet**

`setECSOverride(bool)`

When `useClientSubnet` in `newServer()` is set and dnsdist adds an EDNS Client Subnet Client option to the query, override an existing option already present in the query, if any

**Parameters**

- **bool** – Whether to override an existing EDNS Client Subnet option present in the query. Defaults to false

`setECSSourcePrefixV4(prefix)`

When `useClientSubnet` in `newServer()` is set and dnsdist adds an EDNS Client Subnet Client option to the query, truncate the requestors IPv4 address to prefix bits

**Parameters**

- **prefix** *(int)* – The prefix length

`setECSSourcePrefixV6(prefix)`

When `useClientSubnet` in `newServer()` is set and dnsdist adds an EDNS Client Subnet Client option to the query, truncate the requestor’s IPv6 address to bits

**Parameters**

- **prefix** *(int)* – The prefix length

**Ringbuffers**

`setRingBuffersLockRetries(num)`

New in version 1.3.0.
Set the number of shards to attempt to lock without blocking before giving up and simply blocking while waiting for the next shard to be available.

**Parameters**

- **num**(int) – The maximum number of attempts. Defaults to 5 if there is more than one shard, 0 otherwise.

**setRingBuffersSize**(num[, numberOfShards])

Changed in version 1.3.0: numberOfShards optional parameter added.

Set the capacity of the ringbuffers used for live traffic inspection to num, and the number of shards to numberOfShards if specified.

**Parameters**

- **num**(int) – The maximum amount of queries to keep in the ringbuffer. Defaults to 10000
- **numberOfShards**(int) – the number of shards to use to limit lock contention. Defaults to 1

### 17.1.3 Servers

**newServer**(server_string)

**newServer**(server_table)

Changed in version 1.3.0: Added `checkClass`, `sockets` and `checkFunction` to `server_table`.

Changed in version 1.4.0: Added `checkInterval`, `checkTimeout` and `rise` to `server_table`.

Changed in version 1.5.0: Added `useProxyProtocol` to `server_table`.

Add a new backend server. Call this function with either a string:

```plaintext
newServer{
  "IP:PORT" -- IP and PORT of the backend server
}
```

or a table:

```plaintext
newServer{
  address="IP:PORT", -- IP and PORT of the backend server (mandatory)
  id=STRING, -- Use a pre-defined UUID instead of a random one
  qps=NUM, -- Limit the number of queries per second to NUM, when using the 'firstAvailable' policy
  order=NUM, -- The order of this server, used by the 'leastOutstanding' and 'firstAvailable' policies
  weight=NUM, -- The weight of this server, used by the 'wrandom', 'whashed' and 'chashed' policies, default: 1
  pool=STRING|{STRING}, -- The pools this server belongs to (unset or empty string means default pool) as a string or table of strings
  retries=NUM, -- The number of TCP connection attempts to the backend, for a given query
  tcpConnectTimeout=NUM, -- The timeout (in seconds) of a TCP connection attempt
  tcpSendTimeout=NUM, -- The timeout (in seconds) of a TCP write attempt
  tcpRecvTimeout=NUM, -- The timeout (in seconds) of a TCP read attempt
  tcpFastOpen=BOOL, -- Whether to enable TCP Fast Open
  ipBindAddrNoPort=BOOL, -- Whether to enable IP_BIND_ADDRESS_NO_PORT if available, default: true
  name=STRING, -- The name associated to this backend, for display purpose
  checkClass=NUM, -- Use NUM as QCLASS in the health-check query, default: DNSClass.IN
}
```

(continues on next page)
Parameters

- `server_string` (str) – A simple IP:PORT string.
- `server_table` (table) – A table with at least a `name` key

`getServer (index)` → Server

Changed in version 1.5.0: `index` might be an UUID.

Get a Server

Parameters or str `index` (int) – The number of the server (as seen in `showServers()`) or its UUID as a string.

Returns The `Server` object or nil

`getServers()`

Returns a table with all defined servers.

`rmServer (index)`
rmServer \textit{(uuid)}

\textbf{rmServer (server)}

Changed in version 1.5.0: \textit{uuid} selection added.

Remove a backend server.

\textbf{Parameters}

- \texttt{or str index (int)} – The number of the server (as seen in \texttt{showServers()}), its UUID as a string, or a server object.
- \texttt{server (Server)} – A \texttt{Server} object as returned by \texttt{e.g. getServer()}. 

\textbf{Server Functions}

A server object returned by \texttt{getServer()} can be manipulated with these functions.

\textbf{class Server}

This object represents a backend server. It has several methods.

\textbf{addPool (pool)}

Add this server to a pool.

\textbf{Parameters pool (str)} – The pool to add the server to

\textbf{getName ()} \rightarrow \texttt{string}

Get the name of this server.

\textbf{Returns} The name of the server, or an empty string if it does not have one

\textbf{getNameWithAddr ()} \rightarrow \texttt{string}

Get the name plus IP address and port of the server

\textbf{Returns} A string containing the server name if any plus the server address and port

\textbf{getOutstanding ()} \rightarrow \texttt{int}

Get the number of outstanding queries for this server.

\textbf{Returns} The number of outstanding queries

\textbf{isUp ()} \rightarrow \texttt{bool}

Returns the up status of the server

\textbf{Returns} true when the server is up, false otherwise

\textbf{rmPool (pool)}

Removes the server from the named pool

\textbf{Parameters pool (str)} – The pool to remove the server from

\textbf{setAuto ([status ])}

Changed in version 1.3.0: \textit{status} optional parameter added.

Set the server in the default auto state. This will enable health check queries that will set the server \texttt{up} and \texttt{down} appropriately.

\textbf{Parameters status (bool)} – Set the initial status of the server to \texttt{up (true)} or \texttt{down (false)} instead of using the last known status

\textbf{setQPS (limit)}

Limit the queries per second for this server.

\textbf{Parameters limit (int)} – The maximum number of queries per second

\textbf{setDown ()}

Set the server in an \texttt{DOWN} state. The server will not receive queries and the health checks are disabled

\textbf{setUp ()}

Set the server in an \texttt{UP} state. This server will still receive queries and health checks are disabled
Apart from the functions, a `Server` object has these attributes:

- **name**
  - The name of the server

- **upStatus**
  - Whether or not this server is up or down

- **order**
  - The order of the server

- **weight**
  - The weight of the server

### 17.1.4 Pools

Servers can be part of any number of pools. Pools are automatically created when a server is added to a pool (with `newServer()`), or can be manually created with `addPool()`.

- **addPool(name) → ServerPool**
  - Returns a `ServerPool`.

  **Parameters** `name` (`string`) – The name of the pool to create

- **getPool(name) → ServerPool**
  - Returns a `ServerPool` or nil.

  **Parameters** `name` (`string`) – The name of the pool

- **getPoolServers(name) → [ Server ]**
  - Returns a list of `Servers` or nil.

  **Parameters** `name` (`string`) – The name of the pool

- **showPools()**
  - Display the name, associated cache, server policy and associated servers for every pool.

#### class ServerPool

This represents the pool where zero or more servers are part of.

- **:getCache() → PacketCache**
  - Returns the `PacketCache` for this pool or nil.

- **:getECS()**
  - New in version 1.3.0.

  Whether dnsdist will add EDNS Client Subnet information to the query before looking up into the cache, when all servers from this pool are down. For more information see `ServerPool:setECS()`.

- **:setCache(cache)**
  - Adds `cache` as the pool’s cache.

  **Parameters** `cache` (`PacketCache`) – The new cache to add to the pool

- **:unsetCache()**
  - Removes the cache from this pool.

- **:setECS()**
  - New in version 1.3.0.

  Set to true if dnsdist should add EDNS Client Subnet information to the query before looking up into the cache, when all servers from this pool are down. If at least one server is up, the preference of the selected server is used, this parameter is only useful if all the backends in this pool are down and have EDNS Client Subnet enabled, since the queries in the cache will have been inserted with ECS information. Default is false.
### PacketCache

A Pool can have a packet cache to answer queries directly instead of going to the backend. See **Caching Responses** for a how to.

```go
newPacketCache([maxEntries[, maxTTL=86400[, minTTL=0[, temporaryFailureTTL=60[, staleTTL=60[, dontAge=false[, numberOfShards=1[, deferrableInsertLock=true[, maxNegativeTTL=3600[, parseECS=false]]]]]]]]]) → PacketCache
```

Changed in version 1.3.0: `numberOfShards` and `deferrableInsertLock` parameters added.

Changed in version 1.3.1: `maxNegativeTTL` and `parseECS` parameters added.

Deprecated since version 1.4.0.

Creates a new `PacketCache` with the settings specified.

**Parameters**

- `maxEntries (int)` - The maximum number of entries in this cache
- `maxTTL (int)` - Cap the TTL for records to his number
- `minTTL (int)` - Don’t cache entries with a TTL lower than this
- `temporaryFailureTTL (int)` - On a SERVFAIL or REFUSED from the backend, cache for this amount of seconds
- `staleTTL (int)` - When the backend servers are not reachable, and global configuration `setStaleCacheEntriesTTL` is set appropriately, TTL that will be used when a stale cache entry is returned
- `dontAge (bool)` - Don’t reduce TTLs when serving from the cache. Use this when `dnsdist` fronts a cluster of authoritative servers
- `numberOfShards (int)` - Number of shards to divide the cache into, to reduce lock contention
- `deferrableInsertLock (bool)` - Whether the cache should give up insertion if the lock is held by another thread, or simply wait to get the lock
- `maxNegativeTTL (int)` - Cache a NXDomain or NoData answer from the backend for at most this amount of seconds, even if the TTL of the SOA record is higher
- `parseECS (bool)` - Whether any EDNS Client Subnet option present in the query should be extracted and stored to be able to detect hash collisions involving queries with the same qname, qtype and qclass but a different incoming ECS value. Enabling this option adds a parsing cost and only makes sense if at least one backend might send different responses based on the ECS value, so it’s disabled by default

```go
newPacketCache([maxEntries, options]) → PacketCache
```

New in version 1.4.0.

Creates a new `PacketCache` with the settings specified.

**Parameters**

- `maxEntries (int)` - The maximum number of entries in this cache

**Options**

- `deferrableInsertLock=true`: bool - Whether the cache should give up insertion if the lock is held by another thread, or simply wait to get the lock.
- `dontAge=false`: bool - Don’t reduce TTLs when serving from the cache. Use this when `dnsdist` fronts a cluster of authoritative servers.
- `keepStaleData=false`: bool - Whether to suspend the removal of expired entries from the cache when there is no backend available in at least one of the pools using this cache.
- `maxNegativeTTL=3600`: int - Cache a NXDomain or NoData answer from the backend for at most this amount of seconds, even if the TTL of the SOA record is higher.
- maxTTL=86400: int - Cap the TTL for records to his number.
- minTTL=0: int - Don’t cache entries with a TTL lower than this.
- numberOfShards=1: int - Number of shards to divide the cache into, to reduce lock contention.
- parseECS=false: bool - Whether any EDNS Client Subnet option present in the query should be extracted and stored to be able to detect hash collisions involving queries with the same qname, qtype and qclass but a different incoming ECS value. Enabling this option adds a parsing cost and only makes sense if at least one backend might send different responses based on the ECS value, so it’s disabled by default. Enabling this option is required for the ‘zero scope’ option to work.
- staleTTL=60: int - When the backend servers are not reachable, and global configuration setStaleCacheEntriesTTL is set appropriately, TTL that will be used when a stale cache entry is returned.
- temporaryFailureTTL=60: int - On a SERVFAIL or REFUSED from the backend, cache for this amount of seconds.

class PacketCache
Represents a cache that can be part of ServerPool.

:dump (fname)
New in version 1.3.1.
Dump a summary of the cache entries to a file.
Parameters fname (str) - The path to a file where the cache summary should be dumped.
Note that if the target file already exists, it will not be overwritten.

:expunge (n)
Remove entries from the cache, leaving at most n entries
Parameters n (int) - Number of entries to keep

:expungeByName (name[, qtype=DNSQType.ANY[, suffixMatch=false ]])
Changed in version 1.2.0: suffixMatch parameter added.
Remove entries matching name and type from the cache.
Parameters
• name (DNSName) - The name to expunge
• qtype (int) - The type to expunge, can be a pre-defined DNSQType
• suffixMatch (bool) - When set to true, remove all entries under name

:getStats ()
New in version 1.4.0.
Return the cache stats (number of entries, hits, misses, deferred lookups, deferred inserts, lookup collisions, insert collisions and TTL too shorts) as a Lua table.

:isFull () \to bool
Return true if the cache has reached the maximum number of entries.

:printStats ()
Print the cache stats (number of entries, hits, misses, deferred lookups, deferred inserts, lookup collisions, insert collisions and TTL too shorts).

:purgeExpired (n)
Remove expired entries from the cache until there is at most n entries remaining in the cache.
Parameters n (int) - Number of entries to keep

:toString () \to string
Return the number of entries in the Packet Cache, and the maximum number of entries.
17.1.5 Client State

Also called frontend or bind, the Client State object returned by `getBind()` and listed with `showBinds()` represents an address and port dnsdist is listening on.

```plaintext
getBind(index) → ClientState
Return a ClientState object.
```

**Parameters**

- `index`: The object index

```plaintext
getBindCount()
New in version 1.5.0.
Return the number of binds (Do53, DNSCrypt, DoH and DoT).
```

### ClientState functions

**class ClientState**

This object represents an address and port dnsdist is listening on. When `reuseport` is in use, several ClientState objects can be present for the same address and port.

- `attachFilter(filter)`
  Attach a BPF filter to this frontend.
  **Parameters**
  - `filter`: BPFFilter – The filter to attach to this frontend

- `detachFilter()`
  Remove the BPF filter associated to this frontend, if any.

- `toString() → string`
  Return the address and port this frontend is listening on.
  **Returns**
  The address and port this frontend is listening on

- `muted`
  If set to true, queries received on this frontend will be normally processed and sent to a backend if needed, but no response will be ever be sent to the client over UDP. TCP queries are processed normally and responses sent to the client.

17.1.6 Status, Statistics and More

```plaintext
dumpStats()
Print all statistics dnsdist gathers
```

```plaintext
getDOHFrontend(idx)
New in version 1.4.0.
Return the DOHFrontend object for the DNS over HTTPS bind of index idx.
```

```plaintext
getDOHFrontendCount()
New in version 1.5.0.
Return the number of DOHFrontend binds.
```

```plaintext
getTLSContext(idx)
New in version 1.3.0.
Return the TLSContext object for the context of index idx.
```

```plaintext
getTLSFrontend(idx)
New in version 1.3.1.
Return the TLSFrontend object for the TLS bind of index idx.
```
getTLSFrontendCount ()
New in version 1.5.0.
Return the number of TLSFrontend binds.

grepq(selector[, num])
grepq(selectors[, num])
Prints the last num queries matching selector or selectors.
The selector can be:

• a netmask (e.g. ‘192.0.2.0/24’)
• a DNS name (e.g. ‘dnsdist.org’)
• a response time (e.g. ‘100ms’)

Parameters

• selector (str) – Select queries based on this property.
• selectors ([str]) – A lua table of selectors. Only queries matching all selectors are shown
• num (int) – Show a maximum of num recent queries, default is 10.

setVerboseHealthChecks (verbose)
Set whether health check errors should be logged. This is turned off by default.

Parameters verbose (bool) – Set to true if you want to enable health check errors logging

showBinds ()
Print a list of all the current addresses and ports dnsdist is listening on, also called frontends

showDOHFrontends ()
New in version 1.4.0.
Print the list of all availables DNS over HTTPS frontends.

showDOHResponseCodes ()
New in version 1.4.0.
Print the HTTP response codes statistics for all availables DNS over HTTPS frontends.

showResponseLatency ()
Show a plot of the response time latency distribution

showServers ([options])
Changed in version 1.4.0: options optional parameter added
This function shows all backend servers currently configured and some statistics. These statics have the following fields:

• # - The number of the server, can be used as the argument for getServer()
• UUID - The UUID of the backend. Can be set with the id option of newServer()
• Address - The IP address and port of the server
• State - The current state of the server
• Qps - Current number of queries per second
• Qlim - Configured maximum number of queries per second
• Ord - The order number of the server
• Wt - The weight of the server
• Queries - Total amount of queries sent to this server
• Drops - Number of queries that were dropped by this server
• Drate - Number of queries dropped per second by this server
• Lat - The latency of this server in milliseconds
• Pools - The pools this server belongs to

Parameters **options** *(table)* - A table with key: value pairs with display options.

Options:
• showUUIDs=false: bool - Whether to display the UUIDs, defaults to false.

**showTCPStats** ()
Show some statistics regarding TCP

**showTLSContexts** ()
New in version 1.3.0.
Print the list of all available DNS over TLS contexts.

**showTLSErrorCounters** ()
New in version 1.4.0.
Display metrics about TLS handshake failures.

**showVersion** ()
Print the version of dnsdist

**topBandwidth** ([num])
Print the top num clients that consume the most bandwidth.

Parameters **num** *(int)* - Number to show, defaults to 10.

**topClients** ([num])
Print the top num clients sending the most queries over length of ringbuffer

Parameters **num** *(int)* - Number to show, defaults to 10.

**topQueries** ([num, labels])
Print the num most popular QNAMEs from queries. Optionally grouped by the rightmost labels DNS labels.

Parameters
• **num** *(int)* - Number to show, defaults to 10
• **label** *(int)* - Number of labels to cut down to

**topResponses** ([num, rcode, labels])
Print the num most seen responses with an RCODE of rcode. Optionally grouped by the rightmost labels DNS labels.

Parameters
• **num** *(int)* - Number to show, defaults to 10
• **rcode** *(int)* - Response code, defaults to 0 (No Error)
• **label** *(int)* - Number of labels to cut down to

**topSlow** ([num, limit, labels])
Print the num slowest queries that are slower than limit milliseconds. Optionally grouped by the rightmost labels DNS labels.

Parameters
• **num** *(int)* - Number to show, defaults to 10
• **limit** *(int)* - Show queries slower than this amount of milliseconds, defaults to 2000
• **label** *(int)* - Number of labels to cut down to
17.1.7 Dynamic Blocks

addDynBlocks(addresses, message[, seconds=10[, action ]])

Changed in version 1.2.0: action parameter added.

Block a set of addresses with message for (optionally) a number of seconds. The default number of seconds to block for is 10.

Parameters

• addresses – set of Addresses as returned by an exceed function
• message (string) – The message to show next to the blocks
• seconds (int) – The number of seconds this block to expire
• action (int) – The action to take when the dynamic block matches, see here. (default to DNSAction.None, meaning the one set with setDynBlocksAction() is used)

Please see the documentation for setDynBlocksAction() to confirm which actions are supported by the action parameter.

clearDynBlocks()

Remove all current dynamic blocks.

showDynBlocks()

List all dynamic blocks in effect.

setDynBlocksAction(action)

Changed in version 1.3.3: DNSAction.NXDomain action added.

Set which action is performed when a query is blocked. Only DNSAction.Drop (the default), DNSAction.NoOp, DNSAction.NXDomain, DNSAction.Refused, DNSAction.Truncate and DNSAction.NoRecursion are supported.

Getting addresses that exceeded parameters

exceedServFails(rate, seconds)

Get set of addresses that exceed rate servfails/s over seconds seconds

Parameters

• rate (int) – Number of Servfails per second to exceed
• seconds (int) – Number of seconds the rate has been exceeded

exceedNXDOMAINs(rate, seconds)

Get set of addresses that exceed rate NXDOMAIN/s over seconds seconds

Parameters

• rate (int) – Number of NXDOMAIN per second to exceed
• seconds (int) – Number of seconds the rate has been exceeded

exceedRespByterate(rate, seconds)

Get set of addresses that exceeded rate bytes/s answers over seconds seconds

Parameters

• rate (int) – Number of bytes per second to exceed
• seconds (int) – Number of seconds the rate has been exceeded

exceedQRate(rate, seconds)

Get set of address that exceed rate queries/s over seconds seconds

Parameters

• rate (int) – Number of queries per second to exceed
**seconds** *(int)* – Number of seconds the rate has been exceeded

**exceedQTypeRate** *(type, rate, seconds)*
Get set of address that exceed `rate` queries/s for queries of QType `type` over `seconds` seconds

**Parameters**
- **type** *(int)* – QType
- **rate** *(int)* – Number of QType queries per second to exceed
- **seconds** *(int)* – Number of seconds the rate has been exceeded

**DynBlockRulesGroup**
Instead of using several `exceed*()` lines, dnspadd 1.3.0 introduced a new `DynBlockRulesGroup` object which can be used to group dynamic block rules.

See **Dynamic Rule Generation** for more information about the case where using a `DynBlockRulesGroup` might be faster than the existing rules.

**dynBlockRulesGroup() → DynBlockRulesGroup**
New in version 1.3.0.

Creates a new `DynBlockRulesGroup` object.

**class DynBlockRulesGroup**
Represents a group of dynamic block rules.

**setQueryRate** *(rate, seconds, reason, blockingTime[, action[, warningRate]])*
Changed in version 1.3.3: `warningRate` parameter added.

Adds a query rate-limiting rule, equivalent to: `addDynBlocks(exceedQRate(rate, seconds), reason, blockingTime, action)`

**Parameters**
- **rate** *(int)* – Number of queries per second to exceed
- **seconds** *(int)* – Number of seconds the rate has been exceeded
- **reason** *(string)* – The message to show next to the blocks
- **blockingTime** *(int)* – The number of seconds this block to expire
- **action** *(int)* – The action to take when the dynamic block matches, see [here](#). (default to the one set with `setDynBlocksAction()`)  
**warningRate** *(int)* – If set to a non-zero value, the rate above which a warning message will be issued and a no-op block inserted

**setRCodeRate** *(rcode, rate, seconds, reason, blockingTime[, action[, warningRate]])*
Changed in version 1.3.3: `warningRate` parameter added.

Adds a rate-limiting rule for responses of code `rcode`, equivalent to: `addDynBlocks(exceedServfails(rcode, rate, seconds), reason, blockingTime, action)`

**Parameters**
- **rcode** *(int)* – The response code
- **rate** *(int)* – Number of responses per second to exceed
- **seconds** *(int)* – Number of seconds the rate has been exceeded
- **reason** *(string)* – The message to show next to the blocks
- **blockingTime** *(int)* – The number of seconds this block to expire

---

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• **action** \((int)\) – The action to take when the dynamic block matches, see here. (default to the one set with \(setDynBlocksAction()\))

• **warningRate** \((int)\) – If set to a non-zero value, the rate above which a warning message will be issued and a no-op block inserted

\[setRCodeRatio(rcode, ratio, seconds, reason, blockingTime, minimumNumberOfResponses[, action[, warningRate ]]\)]

New in version 1.5.0.

Adds a rate-limiting rule for the ratio of responses of code \(rcode\) over the total number of responses for a given client.

**Parameters**

• **rcode** \((int)\) – The response code

• **ratio** \((int)\) – Ratio of responses per second of the given rcode over the total number of responses for this client to exceed

• **seconds** \((int)\) – Number of seconds the ratio has been exceeded

• **reason** \((string)\) – The message to show next to the blocks

• **blockingTime** \((int)\) – The number of seconds this block to expire

• **minimumNumberOfResponses** \((int)\) – How many total responses is required for this rule to apply

• **action** \((int)\) – The action to take when the dynamic block matches, see here. (default to the one set with \(setDynBlocksAction()\))

• **warningRatio** \((int)\) – If set to a non-zero value, the ratio above which a warning message will be issued and a no-op block inserted

\[setQTypeRate(qtype, rate, seconds, reason, blockingTime[, action[, warningRate ]]\)]

Changed in version 1.3.3: warningRate parameter added.

Adds a rate-limiting rule for queries of type \(qtype\), equivalent to:

\`addDynBlocks(exceedQTypeRate(type, rate, seconds), reason, blockingTime, action)\`

**Parameters**

• **qtype** \((int)\) – The qtype

• **rate** \((int)\) – Number of queries per second to exceed

• **seconds** \((int)\) – Number of seconds the rate has been exceeded

• **reason** \((string)\) – The message to show next to the blocks

• **blockingTime** \((int)\) – The number of seconds this block to expire

• **action** \((int)\) – The action to take when the dynamic block matches, see here. (default to the one set with \(setDynBlocksAction()\))

• **warningRate** \((int)\) – If set to a non-zero value, the ratio above which a warning message will be issued and a no-op block inserted

\[setResponseByteRate(rate, seconds, reason, blockingTime[, action[, warningRate ]]\)]

Changed in version 1.3.3: warningRate parameter added.

Adds a bandwidth rate-limiting rule for responses, equivalent to:

\`addDynBlocks(exceedRespByteRate(rate, seconds), reason, blockingTime, action)\`

**Parameters**

• **rate** \((int)\) – Number of bytes per second to exceed

• **seconds** \((int)\) – Number of seconds the rate has been exceeded
- `reason (string)` – The message to show next to the blocks
- `blockingTime (int)` – The number of seconds this block to expire
- `action (int)` – The action to take when the dynamic block matches, see [here](#). (default to the one set with `setDynBlocksAction()`)
- `warningRate (int)` – If set to a non-zero value, the rate above which a warning message will be issued and a no-op block inserted

### `setSuffixMatchRule (seconds, reason, blockingTime, action, visitor)`
New in version 1.4.0.

Set a Lua visitor function that will be called for each label of every domain seen in queries and responses. The function receives a `StatNode` object representing the stats of the parent, a second one with the stats of the current label and one with the stats of the current node plus all its children. Note that this function will not be called if a FFI version has been set using `DynBlockRulesGroup:setSuffixMatchRuleFFI()`. If the function returns true, the current label will be blocked according to the `seconds`, `reason`, `blockingTime` and `action` parameters. Selected domains can be excluded from this processing using the `DynBlockRulesGroup:excludeDomains()` method.

This replaces the existing `addDynBlockSMT()` function.

**Parameters**

- `seconds (int)` – Number of seconds the rate has been exceeded
- `reason (string)` – The message to show next to the blocks
- `blockingTime (int)` – The number of seconds this block to expire
- `action (int)` – The action to take when the dynamic block matches, see [here](#). (default to the one set with `setDynBlocksAction()`)
- `visitor (function)` – The Lua function to call.

### `setSuffixMatchRuleFFI (seconds, reason, blockingTime, action, visitor)`
New in version 1.4.0.

Set a Lua FFI visitor function that will be called for each label of every domain seen in queries and responses. The function receives a `dnsdist_ffi_stat_node_t` object containing the stats of the parent, a second one with the stats of the current label and one with the stats of the current node plus all its children. If the function returns true, the current label will be blocked according to the `seconds`, `reason`, `blockingTime` and `action` parameters. Selected domains can be excluded from this processing using the `DynBlockRulesGroup:excludeDomains()` method.

**Parameters**

- `seconds (int)` – Number of seconds the rate has been exceeded
- `reason (string)` – The message to show next to the blocks
- `blockingTime (int)` – The number of seconds this block to expire
- `action (int)` – The action to take when the dynamic block matches, see [here](#). (default to the one set with `setDynBlocksAction()`)
- `visitor (function)` – The Lua FFI function to call.

### `apply()`

Walk the in-memory query and response ring buffers and apply the configured rate-limiting rules, adding dynamic blocks when the limits have been exceeded.

### `setQuiet (quiet)`
New in version 1.4.0.

Set whether newly blocked clients or domains should be logged.
Parameters quiet (bool) – True means that insertions will not be logged, false that they will. Default is false.

:excludeDomains (domains)
New in version 1.4.0.
Exclude this domain, or list of domains, meaning that no dynamic block will ever be inserted for this domain via DynBlockRulesGroup:setSuffixMatchRule() or DynBlockRulesGroup:setSuffixMatchRuleFFI(). Default to empty, meaning rules are applied to all domains.

Parameters domain (str) – A domain, or list of domains, as strings, like for example “powerdns.com”

:excludeRange (netmasks)
New in version 1.3.1.
Exclude this range, or list of ranges, meaning that no dynamic block will ever be inserted for clients in that range. Default to empty, meaning rules are applied to all ranges. When used in combination with DynBlockRulesGroup:includeRange(), the more specific entry wins.

Parameters netmasks (list) – A netmask, or list of netmasks, as strings, like for example “192.0.2.1/24”

:includeRange (netmasks)
New in version 1.3.1.
Include this range, or list of ranges, meaning that rules will be applied to this range. When used in combination with DynBlockRulesGroup:excludeRange(), the more specific entry wins.

Parameters netmasks (list) – A netmask, or list of netmasks, as strings, like for example “192.0.2.1/24”

:toString ()
New in version 1.3.1.
Return a string describing the rules and range exclusions of this DynBlockRulesGroup.

StatNode
class StatNode
Represent metrics about a given node, for the visitor functions used with DynBlockRulesGroup:setSuffixMatchRule() and DynBlockRulesGroup:setSuffixMatchRuleFFI(). Note that some nodes includes the metrics for their children as well as their own.

bytes
The number of bytes for all responses returned for that node.

drops
The number of drops for that node.

fullname
The complete name of that node, ie ‘www.powerdns.com’.

labelsCount
The number of labels in that node, for example 3 for ‘www.powerdns.com’.

noerrors
The number of No Error answers returned for that node.

nxdomains
The number of NXDomain answers returned for that node.

queries
The number of queries for that node.
servfails
The number of Server Failure answers returned for that node.

:numChildren()
The number of children of that node.

**SuffixMatchNode**

A SuffixMatchNode can be used to quickly check whether a given name belongs to a set or not. This is achieved using an efficient tree structure based on DNS labels, making lookups cheap. Be careful that Suffix Node matching will match for any sub-domain, regardless of the depth, under the name added to the set. For example, if ‘example.com.’ is added to the set, ‘www.example.com.’ and ‘sub.www.example.com.’ will match as well. If you are looking for exact name matching, your might want to consider using a **DNSNameSet** instead.

`newSuffixMatchNode()`  
Creates a new **SuffixMatchNode**.

```python
class SuffixMatchNode
    Represent a set of DNS suffixes for quick matching.
    :add(name)
        Changed in version 1.4.0: This method now accepts strings, lists of DNSNames and lists of strings.
        Add a suffix to the current set.
        Parameters
            • name (table) – The suffix to add to the set.
            • name – The suffix to add to the set.
            • name – The suffixes to add to the set. Elements of the table should be of the same type, either DNSName or string.
    :remove(name)
        New in version 1.5.0.
        Remove a suffix from the current set.
        Parameters
            • name (table) – The suffix to remove from the set.
            • name – The suffix to remove from the set.
            • name – The suffixes to remove from the set. Elements of the table should be of the same type, either DNSName or string.
    :check(name) → bool
        Return true if the given name is a sub-domain of one of those in the set, and false otherwise.
        Parameters name (DNSName) – The name to test against the set.
```

17.1.8 Other functions

`maintenance()`  
If this function exists, it is called every second to so regular tasks. This can be used for e.g. **Dynamic Blocks**.

`setAllowEmptyResponse()`  
New in version 1.4.0.

Set to true (defaults to false) to allow empty responses (qdcount=0) with a NoError or NXDomain rcode (default) from backends. dnsdist drops these responses by default because it can’t match them against the initial query since they don’t contain the qname, qtype and qclass, and therefore the risk of collision is much higher than with regular responses.
**makeIPCipherKey** *(password) → string*

New in version 1.4.0.

Hashes the password to generate a 16-byte key that can be used to pseudonymize IP addresses with IP cipher.

**generateOCSPResponse** *(pathToServerCertificate, pathToCACertificate, pathToCAPrivateKey, outputFile, numberOfDaysOfValidity, numberOfMinutesOfValidity)*

New in version 1.4.0.

When a local PKI is used to issue the certificate, or for testing purposes, *generateOCSPResponse()* can be used to generate an OCSP response file for a certificate, using the certificate and private key of the certification authority that signed that certificate. The resulting file can be directly used with the *addDOHLocal()* or the *addTLSLocal()* functions.

**Parameters**

- **pathToServerCertificate** *(string)* – Path to a file containing the certificate used by the server.
- **pathToCACertificate** *(string)* – Path to a file containing the certificate of the certification authority that was used to sign the server certificate.
- **pathToCAPrivateKey** *(string)* – Path to a file containing the private key corresponding to the certification authority certificate.
- **outputFile** *(string)* – Path to a file where the resulting OCSP response will be written to.
- **numberOfDaysOfValidity** *(int)* – Number of days this OCSP response should be valid.
- **numberOfMinutesOfValidity** *(int)* – Number of minutes this OCSP response should be valid, in addition to the number of days.

**DOHFrontend**

**class DOHFrontend**

New in version 1.4.0.

This object represents an address and port dnsmasq is listening on for DNS over HTTPS queries.

**:loadTicketsKeys** *(ticketsKeysFile)*

Load new tickets keys from the selected file, replacing the existing ones. These keys should be rotated often and never written to persistent storage to preserve forward secrecy. The default is to generate a random key. dnsmasq supports several tickets keys to be able to decrypt existing sessions after the rotation.

**Parameters**

- **ticketsKeysFile** *(str)* – The path to a file from where TLS tickets keys should be loaded.

**:reloadCertificates** ()

Reload the current TLS certificate and key pairs.

**:rotateTicketsKey** ()

Replace the current TLS tickets key by a new random one.

**:setResponsesMap** *(rules)*

Set a list of HTTP response rules allowing to intercept HTTP queries very early, before the DNS payload has been processed, and send custom responses including error pages, redirects and static content.

**Parameters**

- **rules** *(list)* – A list of *DOHResponseMapEntry* objects, obtained with *newDOHResponseMapEntry()*.
newDOHResponseMapEntry \( (regex, \text{status}, \text{content}, \text{headers}) \) → DOHResponseMapEntry

New in version 1.4.0.

Return a DOHResponseMapEntry that can be used with \text{DOHFrontend.setResponsesMap()}. Every query whose path matches the regular expression supplied in \text{regex} will be immediately answered with a HTTP response. The status of the HTTP response will be the one supplied by \text{status}, and the content set to the one supplied by \text{content}, except if the status is a redirection (3xx) in which case the content is expected to be the URL to redirect to.

**Parameters**

- \text{regex} \( \text{(str)} \) – A regular expression to match the path against.
- \text{status} \( \text{(int)} \) – The HTTP code to answer with.
- \text{content} \( \text{(str)} \) – The content of the HTTP response, or a URL if the status is a redirection (3xx).
- \text{of headers} \( \text{(table)} \) – The custom headers to set for the HTTP response, if any. The default is to use the value of the \text{customResponseHeaders parameter passed to addDOHLocal()}.  

\text{TLSContext}

**class TLSContext**

New in version 1.3.0.

This object represents an address and port dnsdist is listening on for DNS over TLS queries.

\text{rotateTicketsKey()}

Replace the current TLS tickets key by a new random one.

\text{loadTicketsKeys(ticketsKeysFile)}

Load new tickets keys from the selected file, replacing the existing ones. These keys should be rotated often and never written to persistent storage to preserve forward secrecy. The default is to generate a random key. The OpenSSL provider supports several tickets keys to be able to decrypt existing sessions after the rotation, while the GnuTLS provider only supports one key.

**Parameters**

- \text{ticketsKeysFile} \( \text{(str)} \) – The path to a file from where TLS tickets keys should be loaded.

\text{TLSFrontend}

**class TLSFrontend**

New in version 1.3.1.

This object represents the configuration of a listening frontend for DNS over TLS queries. To each frontend is associated a TLSContext.

\text{TLSContext:loadNewCertificatesAndKeys(certFile(s), keyFile(s))}

Create and switch to a new TLS context using the same options than were passed to the corresponding \text{addTTLSServer()} directive, but loading new certificates and keys from the selected files, replacing the existing ones.

**Parameters**

- \text{certFile(s)} \( \text{(str)} \) – The path to a X.509 certificate file in PEM format, or a list of paths to such files.
- \text{keyFile(s)} \( \text{(str)} \) – The path to the private key file corresponding to the certificate, or a list of paths to such files, whose order should match the certFile(s) ones.
EDNS on Self-generated answers

There are several mechanisms in dnsdist that turn an existing query into an answer right away, without reaching out to the backend, including SpoofAction(), RCodeAction(), TCAction() and returning a response from Lua. Those responses should, according to RFC 6891, contain an OPT record if the received request had one, which is the case by default and can be disabled using setAddEDNSToSelfGeneratedResponses(). We must, however, provide a responder’s maximum payload size in this record, and we can’t easily know the maximum payload size of the actual backend so we need to provide one. The default value is 1500 and can be overridden using setPayloadSizeOnSelfGeneratedAnswers().

setAddEDNSToSelfGeneratedResponses (add)
New in version 1.3.3.
Whether to add EDNS to self-generated responses, provided that the initial query had EDNS.

Parameters add (bool) – Whether to add EDNS, default is true.

setPayloadSizeOnSelfGeneratedAnswers (payloadSize)
New in version 1.3.3.
Set the UDP payload size advertised via EDNS on self-generated responses. In accordance with RFC 6891, values lower than 512 will be treated as equal to 512.

Parameters payloadSize (int) – The responder’s maximum UDP payload size, in bytes. Default is 1500.

Security Polling

PowerDNS products can poll the security status of their respective versions. This polling, naturally, happens over DNS. If the result is that a given version has a security problem, the software will report this at level ‘Error’ during startup, and repeatedly during operations, every setSecurityPollInterval() seconds.

By default, security polling happens on the domain ‘secpoll.powerdns.com’, but this can be changed with the setSecurityPollSuffix() function. If this setting is made empty, no polling will take place. Organizations wanting to host their own security zones can do so by changing this setting to a domain name under their control.

To enable distributors of PowerDNS to signal that they have backported versions, the PACKAGEVERSION compilation-time macro can be used to set a distributor suffix.

setSecurityPollInterval (interval)
New in version 1.3.3.
Set the interval, in seconds, between two security pollings.

Parameters interval (int) – The interval, in seconds, between two pollings. Default is 3600.

setSecurityPollSuffix (suffix)
New in version 1.3.3.
Domain name from which to query security update notifications. Setting this to an empty string disables secpoll.

Parameters suffix (string) – The suffix to use, default is ‘secpoll.powerdns.com’.

17.2 Constants

There are many constants in dnsdist.
17.2.1 OPCode

These constants represent the OpCode of a query.

- DNSOpcode.Query
- DNSOpcode.IQuery
- DNSOpcode.Status
- DNSOpcode.Notify
- DNSOpcode.Update


17.2.2 DNSClass

These constants represent the CLASS of a DNS record.

- DNSClass.IN
- DNSClass.CHAOS
- DNSClass.NONE
- DNSClass.ANY


17.2.3 RCode

These constants represent the different RCODEs for DNS messages.

Changed in version 1.4.0: The prefix is changed from dnsdist to DNSRCode.

- DNSRCode.NOERROR
- DNSRCode.FORMERR
- DNSRCode.SERVFAIL
- DNSRCode.NXDOMAIN
- DNSRCode.NOTIMP
- DNSRCode.REFUSED
- DNSRCode.YXDOMAIN
- DNSRCode.YXRRSET
- DNSRCode.NXRRSET
- DNSRCode.NOTAUTH
- DNSRCode.NOTZONE

RCodes below are extended RCodes that can only be matched using ERCodeRule().

- DNSRCode.BADVERS
- DNSRCode.BADSIG
- DNSRCode.BADKEY
- DNSRCode.BADTIME
- DNSRCode.BADMODE
- DNSRCode.BADNAME

17.2. Constants
• DNSRCode.BADALG
• DNSRCode.BADTRUNC
• DNSRCode.BADCOOKIE

17.2.4 EDNSOptionCode

• EDNSOptionCode.DHU
• EDNSOptionCode.ECS
• EDNSOptionCode.N3U
• EDNSOptionCode.DAU
• EDNSOptionCode.TCPKEEPALIVE
• EDNSOptionCode.COOKIE
• EDNSOptionCode.PADDING
• EDNSOptionCode.KEYTAG
• EDNSOptionCode.NSID
• EDNSOptionCode.CHAIN
• EDNSOptionCode.EXPIRE

Reference: https://www.iana.org/assignments/dns-parameters/dns-parameters.xhtml#dns-parameters-11

17.2.5 DNS Packet Sections

These constants represent the section in the DNS Packet.

• DNSSection.Question
• DNSSection.Answer
• DNSSection.Authority
• DNSSection.Additional

17.2.6 DNSAction

Changed in version 1.5.0: DNSAction.SpoofRaw has been added.

These constants represent an Action that can be returned from LuaAction() functions.

• DNSAction.Allow: let the query pass, skipping other rules
• DNSAction.Delay: delay the response for the specified milliseconds (UDP-only), continue to the next rule
• DNSAction.Drop: drop the query
• DNSAction.HeaderModify: indicate that the query has been turned into a response
• DNSAction.None: continue to the next rule
• DNSAction.NoOp: continue to the next rule (used for Dynamic Block actions where None has a different meaning)
• DNSAction.Nxdomain: return a response with a NXDomain rcode
• DNSAction.Pool: use the specified pool to forward this query
• DNSAction.Refused: return a response with a Refused rcode
• DNSAction.ServFail: return a response with a ServFail rcode
• DNSAction.Spoof: spoof the response using the supplied IPv4 (A), IPv6 (AAAA) or string (CNAME) value. TTL will be 60 seconds.
• DNSAction.SpoofRaw: spoof the response using the supplied raw value as record data
• DNSAction.Truncate: truncate the response
• DNSAction.NoRecurse: set rd=0 on the query

17.2.7 DNSQType

Changed in version 1.4.0: The prefix is changed from dnsdist. to DNSQType.

All named QTypes are available as constants, prefixed with DNSQType, e.g.:
• DNSQType.AAAA
• DNSQType.AXFR
• DNSQType.A
• DNSQType.NS
• DNSQType.SOA
• etc.

17.2.8 DNSResponseAction

These constants represent an Action that can be returned from LuaResponseAction() functions.
• DNSResponseAction.Allow: let the response pass, skipping other rules
• DNSResponseAction.Delay: delay the response for the specified milliseconds (UDP-only), continue to the next rule
• DNSResponseAction.Drop: drop the response
• DNSResponseAction.HeaderModify: indicate that the query has been turned into a response
• DNSResponseAction.None: continue to the next rule
• DNSResponseAction.ServFail: return a response with a ServFail rcode

17.3 ComboAddress

IP addresses are moved around in a native format, called a ComboAddress. ComboAddresses can be IPv4 or IPv6, and unless you want to know, you don’t need to.

defineCA(address) → ComboAddress
Returns a ComboAddress based on address

Parameters address (string) – The IP address, with optional port, to represent.

class ComboAddress
A ComboAddress represents an IP address with possibly a port number. The object can be an IPv4 or an IPv6 address. It has these methods:

:getPort() → int
Returns the port number.

:ipdecrypt(key) → ComboAddress
Decrypt this IP address as described in https://powerdns.org/ipcipher
Parameters **key** *(string)* – A 16 byte key. Note that this can be derived from a passphrase with the standalone function *makeIPCipherKey*

: *ipencrypt* *(key)* → ComboAddress
Encrypt this IP address as described in [https://powerdns.org/ipcipher](https://powerdns.org/ipcipher)

Parameters **key** *(string)* – A 16 byte key. Note that this can be derived from a passphrase with the standalone function *makeIPCipherKey*

: *isIPv4* () → bool
Returns true if the address is an IPv4, false otherwise

: *isIPv6* () → bool
Returns true if the address is an IPv6, false otherwise

: *isMappedIPv4* () → bool
Returns true if the address is an IPv4 mapped into an IPv6, false otherwise

: *mapToIPv4* () → ComboAddress
Convert an IPv4 address mapped in a v6 one into an IPv4. Returns a new *ComboAddress*

: *toString* () → string
: *toString* () → string
Returns in human-friendly format

: *toStringWithPort* () → string
: *toStringWithPort* () → string
Returns in human-friendly format, with port number

: *truncate* *(bits)*
Truncate the *ComboAddress* to the specified number of bits. This essentially zeroes all bits after bits.

Parameters **bits** *(int)* – Amount of bits to truncate to

### 17.4 Netmask

**newNetmask** *(str)* → Netmask
**newNetmask** *(ca, bits)* → Netmask
New in version 1.5.0.
Returns a Netmask

Parameters

- **str** *(string)* – A netmask, like *192.0.2.0/24*.
- **ca** *(ComboAddress)* – A *ComboAddress*.
- **bits** *(int)* – The number of bits in this netmask.

**class Netmask**
New in version 1.5.0: Represents a netmask.

: *getBits* () → int
Return the number of bits of this netmask, for example 24 for *192.0.2.0/24*.

: *getMaskedNetwork* () → ComboAddress
Return a *ComboAddress* object representing the base network of this netmask object after masking any additional bits if necessary (for example *192.0.2.0* if the netmask was constructed with newNetmask('192.0.2.1/24')).

: *empty* () → bool
Return true if the netmask is empty, meaning that the netmask has not been set to a proper value.
\texttt{isIPv4()} \rightarrow \texttt{bool}
Return true if the netmask is an IPv4 one.

\texttt{isIPv6()} \rightarrow \texttt{bool}
Return true if the netmask is an IPv6 one.

\texttt{getNetwork()} \rightarrow \texttt{ComboAddress}
Return a \texttt{ComboAddress} object representing the base network of this netmask object.

\texttt{match(str)} \rightarrow \texttt{bool}
Return true if the address passed in the \texttt{str} parameter belongs to this netmask.

\texttt{Parameters str (string)} – A network address, like \texttt{192.0.2.0}.

\texttt{toString()} \rightarrow \texttt{string}
Return a string representation of the netmask, for example \texttt{192.0.2.0/24}.

\subsection*{17.5 NetmaskGroup}

\texttt{newNMG()} \rightarrow \texttt{NetmaskGroup}
Returns a NetmaskGroup

\textbf{class NetmaskGroup}

Represents a group of netmasks that can be used to match \texttt{ComboAddress}es against.

\texttt{addMask(mask)}
\texttt{addMask(masks)}
Add one or more masks to the NMG.

\textbf{Parameters}

\begin{itemize}
\item \texttt{mask (string)} – Add this mask, prefix with \texttt{!} to exclude this mask from matching.
\item \texttt{masks (table)} – Adds the keys of the table to the \texttt{NetmaskGroup}. It should be a table whose keys are \texttt{ComboAddress} objects and values are integers, as returned by \texttt{exceed*} functions.
\end{itemize}

\texttt{match(address)} \rightarrow \texttt{bool}
Checks if \texttt{address} is matched by this NetmaskGroup.

\textbf{Parameters address (ComboAddress)} – The address to match.

\texttt{clear()}
Clears the NetmaskGroup.

\texttt{size()} \rightarrow \texttt{int}
Returns number of netmasks in this NetmaskGroup.

\subsection*{17.6 DNSName objects}

A \texttt{DNSName} object represents a name in the DNS. It has several functions that can manipulate it without conversions to strings. Creating a \texttt{DNSName} is done with the \texttt{newDNSName()}:

\begin{verbatim}
myname = newDNSName("www.example.com")
\end{verbatim}
dnsmasq will complain loudly if the name is invalid (e.g. too long, dot in the wrong place).
The \texttt{mynname} variable has several functions to get information from it.
print(myname:countLabels()) -- prints "3"
print(myname:wirelength()) -- prints "17"
name2 = newDNSName("example.com")
if myname:isPartOf(name2) then -- prints "it is"
    print('it is')
end

17.6.1 Functions and methods of a DNSName

newDNSName(name) → DNSName
Returns the DNSName object of name.

Parameters name (string) – The name to create a DNSName for

class DNSName
A DNSName object represents a name in the DNS. It is returned by several functions and has several functions to programmatically interact with it.

:chopOff() → bool
New in version 1.2.0.
Removes the left-most label and returns true. false is returned if no label was removed

:countLabels() → int
Returns the number of DNSLabels in the name

:isPartOf(name) → bool
Returns true if the DNSName is part of the DNS tree of name.

Parameters name (DNSName) – The name to check against

:toString() → string
:tostring() → string
Returns a human-readable form of the DNSName.

:wirelength() → int
Returns the length in bytes of the DNSName as it would be on the wire.

17.7 DNSNameSet objects

A DNSNameSet object is a set of DNSName objects. Based on std::unordered_set (hash table). Creating a DNSName is done with the newDNSNameSet():

myset = newDNSNameSet()

The set can be filled by func:DNSNameSet:add:

myset:add(newDNSName("domain1.tld"))
myset:add(newDNSName("domain2.tld"))

17.7.1 Functions and methods of a DNSNameSet

newDNSNameSet(name) → DNSNameSet
Returns the DNSNameSet.

class DNSNameSet
A DNSNameSet object is a set of DNSName objects.

:add(name)
Adds the name to the set.
Parameters **name** (**DNSName**) – The name to add.

```plaintext
:empty() → bool
Returns true if the DNSNameSet is empty.
```

```plaintext
:clear()
Clean up the set.
```

```plaintext
:toString() → string
Returns a human-readable form of the DNSNameSet.
```

```plaintext
:size() → int
Returns the number of names in the set.
```

```plaintext
:delete(name) → int
Removes the name from the set. Returns the number of deleted elements.
```

Parameters **name** (**DNSName**) – The name to remove.

```plaintext
:check(name) → bool
Returns true if the set contains the name.
```

Parameters **name** (**DNSName**) – The name to check.

### 17.8 The DNSQuestion (dq) object

A DNSQuestion or `dq` object is available in several hooks and Lua actions. This object contains details about the current state of the question. This state can be modified from the various hooks.

**class DNSQuestion**
The DNSQuestion object has several attributes, many of them read-only:

- **dh**
  The `DNSHeader (dh)` object of this query.

- **ecsOverride**
  Whether an existing ECS value should be overridden, settable.

- **ecsPrefixLength**
  The ECS prefix length to use, settable.

- **len**
  The length of the data starting at `DNSQuestion.dh`, including any trailing bytes following the DNS message.

- **localaddr**
  `ComboAddress` of the local bind this question was received on.

- **opcode**
  Integer describing the OPCODE of the packet. Can be matched against `OPCode`.

- **qclass**
  QClass (as an unsigned integer) of this question. Can be compared against `DNSClass`.

- **qname**
  `DNSName` of this question.

- **qtype**
  QType (as an unsigned integer) of this question. Can be compared against the pre-defined `constants` like `DNSQType.A`, `DNSQType.AAAA`.

- **remoteaddr**
  `ComboAddress` of the remote client.

- **rcode**
  RCode (as an unsigned integer) of this question. Can be compared against `RCode`
**size**
The total size of the buffer starting at `DNSQuestion.dh`.

**skipCache**
Whether to skip cache lookup / storing the answer for this question, settable.

**tcp**
Whether the query was received over TCP.

**useECS**
Whether to send ECS to the backend, settable.

It also supports the following methods:

: getDO() → bool
  New in version 1.2.0.

  Get the value of the DNSSEC OK bit.

  **Returns** true if the DO bit was set, false otherwise

: getEDNSOptions() → table
  New in version 1.3.3.

  Return the list of EDNS Options, if any.

  **Returns** A table of EDNSOptionView objects, indexed on the ECS Option code

: getHTTPHeaders() → table
  New in version 1.4.0.

  Return the HTTP headers for a DoH query, as a table whose keys are the header names and values the header values.

  **Returns** A table of HTTP headers

: getHTTPHost() → string
  New in version 1.4.0.

  Return the HTTP Host for a DoH query, which may or may not contain the port.

  **Returns** The host of the DoH query

: getHTTPPath() → string
  New in version 1.4.0.

  Return the HTTP path for a DoH query.

  **Returns** The path part of the DoH query URI

: getHTTPQuerystring() → string
  New in version 1.4.0.

  Return the HTTP query string for a DoH query.

  **Returns** The query string part of the DoH query URI

: getHTTPScheme() → string
  New in version 1.4.0.

  Return the HTTP scheme for a DoH query.

  **Returns** The scheme of the DoH query, for example “http” or “https”

: getServerNameIndication() → string
  New in version 1.4.0.

  Return the TLS Server Name Indication (SNI) value sent by the client over DoT or DoH, if any. See `SNIRule()` for more information, especially about the availability of SNI over DoH.

  **Returns** A string containing the TLS SNI value, if any
: **getTag** (*key*) → string
   
   New in version 1.2.0.

   Get the value of a tag stored into the DNSQuestion object.

   **Parameters**  
   * **key** (*string*) – The tag’s key

   **Returns**  
   The tag’s value if it was set, an empty string otherwise

: **getTagArray** () → table
   
   New in version 1.2.0.

   Get all the tags stored into the DNSQuestion object.

   **Returns**  
   A table of tags, using strings as keys and values

: **getTrailingData** () → string
   
   New in version 1.4.0.

   Get all data following the DNS message.

   **Returns**  
   The trailing data as a null-safe string

: **sendTrap** (*reason*)
   
   New in version 1.2.0.

   Send an SNMP trap.

   **Parameters**  
   * **reason** (*string*) – An optional string describing the reason why this trap was sent

: **setHTTPResponse** (*status*, *body*, *contentType=””*)
   
   New in version 1.4.0.

   Set the HTTP status code and content to immediately send back to the client. For HTTP redirects (3xx), the string supplied in ”body” should be the URL to redirect to. For 200 responses, the value of the content type header can be specified via the ”contentType” parameter. In order for the response to be sent, the QR bit should be set before returning and the function should return Action.HeaderModify.

   **Parameters**
   
   * **status** (*int*) – The HTTP status code to return
   * **body** (*string*) – The body of the HTTP response, or a URL if the status code is a redirect (3xx)
   * **contentType** (*string*) – The HTTP Content-Type header to return for a 200 response, ignored otherwise. Default is ”application/dns-message”.

: **setNegativeAndAdditionalSOA** (*nxd*, *zone*, *ttl*, *mname*, *rname*, *serial*, *refresh*, *retry*, *expire*, *minimum*)
   
   New in version 1.5.0.

   Turn a question into a response, either a NXDOMAIN or a NODATA one based on ”nxd”, setting the QR bit to 1 and adding a SOA record in the additional section.

   **Parameters**
   
   * **nxd** (*bool*) – Whether the answer is a NXDOMAIN (true) or a NODATA (false)
   * **zone** (*string*) – The owner name for the SOA record
   * **ttl** (*int*) – The TTL of the SOA record
   * **mname** (*string*) – The mname of the SOA record
   * **rname** (*string*) – The rname of the SOA record
   * **serial** (*int*) – The value of the serial field in the SOA record
   * **refresh** (*int*) – The value of the refresh field in the SOA record
   * **retry** (*int*) – The value of the retry field in the SOA record
• **expire**(int) – The value of the expire field in the SOA record
• **minimum**(int) – The value of the minimum field in the SOA record

```plaintext
:setProxyProtocolValues(values)
```
New in version 1.5.0.
Set the Proxy-Protocol Type-Length values to send to the backend along with this query.

```plaintext
Parameters values(table) – A table of types and values to send, for example: { [0] = foo", [42] = "bar" }
```

```plaintext
:setTag(key, value)
```
New in version 1.2.0.
Set a tag into the DNSQuestion object.

```plaintext
Parameters

- **key**(string) – The tag’s key
- **value**(string) – The tag’s value
```

```plaintext
:setTagArray(tags)
```
New in version 1.2.0.
Set an array of tags into the DNSQuestion object.

```plaintext
Parameters tags(table) – A table of tags, using strings as keys and values
```

```plaintext
:setTrailingData(tail) → bool
```
New in version 1.4.0.
Set the data following the DNS message, overwriting anything already present.

```plaintext
Parameters tail(string) – The new data
Returns true if the operation succeeded, false otherwise
```

### 17.9 DNSResponse object

```plaintext
class DNSResponse
```
This object has all the functions and members of a DNSQuestion and some more

```plaintext
:editTTLs(func)
```
The function `func` is invoked for every entry in the answer, authority and additional section.

```plaintext
func points to a function with the following prototype: myFunc(section, qclass, qtype, ttl)
```
All parameters to `func` are integers:

- **section** is the section in the packet and can be compared to DNS Packet Sections
- **qclass** is the QClass of the record. Can be compared to DNSClass
- **qtype** is the QType of the record. Can be e.g. compared to DNSQType.A, DNSQType.AAAA constants and the like.
- **ttl** is the current TTL

This function must return an integer with the new TTL. Setting this TTL to 0 leaves it unchanged

```plaintext
Parameters func(string) – The function to call to edit TTLs.
```

17.10 DNSHeader (dh) object

class DNSHeader

This object holds a representation of a DNS packet’s header.

:getRD () → bool
Get recursion desired flag.

:setRD (rd)
Set recursion desired flag.

Parameters rd (bool) – State of the RD flag

:setTC (tc)
Set truncation flag (TC).

Parameters tc (bool) – State of the TC flag

:setQR (qr)
Set Query/Response flag. Setting QR to true means “This is an answer packet”.

Parameters qr (bool) – State of the QR flag

:getCD () → bool
Get checking disabled flag.

:setCD (cd)
Set checking disabled flag.

Parameters cd (bool) – State of the CD flag

17.11 EDNSOptionView object

class EDNSOptionView

New in version 1.3.3.

An object that represents the values of a single EDNS option received in a query.

:count ()
The number of values for this EDNS option.

:getValues ()
Return a table of NULL-safe strings values for this EDNS option.

17.12 eBPF functions and objects

These are all the functions, objects and methods related to the eBPF Socket Filtering.

addBPFFilterDynBlocks (addresses, dynbpf[[.seconds=10], msg])

Changed in version 1.3.0: msg optional parameter added.

This is the eBPF equivalent of addDynBlocks(), blocking a set of addresses for (optionally) a number of seconds, using an eBPF dynamic filter. The default number of seconds to block for is 10.

Parameters

- addresses – set of Addresses as returned by an exceed function
- dynbpf (DynBPFFilter) – The dynamic eBPF filter to use
- seconds (int) – The number of seconds this block to expire
- msg (str) – A message to display while inserting the block
null
class DynBPFFilter
Represents an dynamic eBPF filter, allowing the use of ephemeral rules to an existing eBPF filter.

:purgeExpired()
Remove the expired ephemeral rules associated with this filter.

:excludeRange(netmasks)
New in version 1.3.3.
Exclude this range, or list of ranges, meaning that no dynamic block will ever be inserted for clients in that range. Default to empty, meaning rules are applied to all ranges. When used in combination with DynBPFFilter:includeRange(), the more specific entry wins.

Parameters netmasks(int) – A netmask, or list of netmasks, as strings, like for example “192.0.2.1/24”

#includeRange(netmasks)
New in version 1.3.3.
Include this range, or list of ranges, meaning that rules will be applied to this range. When used in combination with DynBPFFilter:excludeRange(), the more specific entry wins.

Parameters netmasks(int) – A netmask, or list of netmasks, as strings, like for example “192.0.2.1/24”

17.13 DNSCrypt objects and functions

addDNSCryptBind(address, provider, certFile(s), keyFile(s)[, options])
Changed in version 1.3.0: cpus option added.
Changed in version 1.4.0: Removed doTCP from the options. A listen socket on TCP is always created. certFile(s) and keyFile(s) now accept a list of files.
Adds a DNSCrypt listen socket on address.

Parameters

• address(string) – The address and port to listen on
• provider(string) – The provider name for this bind
• certFile(s)(str) – The path to a X.509 certificate file in PEM format, or a list of paths to such files.
• keyFile(s)(str) – The path to the private key file corresponding to the certificate, or a list of paths to such files, whose order should match the certFile(s) ones.
• options(table) – A table with key: value pairs with options (see below)

Options:

• doTCP=true: bool - Also bind on TCP on address, removed in 1.4.0.
• reusePort=false: bool - Set the SO_REUSEPORT socket option.
• tcpFastOpenQueueSize=0: int - Set the TCP Fast Open queue size, enabling TCP Fast Open when available and the value is larger than 0
• interface=":" : str - Sets the network interface to use
• cpus={}: table - Set the CPU affinity for this listener thread, asking the scheduler to run it on a single CPU id, or a set of CPU ids. This parameter is only available if the OS provides the pthread_setaffinity_np() function.

generateDNSCryptProviderKeys(publicKey, privateKey)
Generate a new provider keypair and write them to publicKey and privateKey.

Parameters
- **publicKey** (*string*) – path to write the public key to
- **privateKey** (*string*) – path to write the private key to

`generateDNSCryptCertificate` *(privatekey, certificate, keyfile, serial, validFrom, validUntil[, version]*)

Changed in version 1.3.0: `version` optional parameter added.

Generate a new resolver private key and related certificate, valid from the `validFrom` UNIX timestamp until the `validUntil` one, signed with the provider private key.

**Parameters**
- **privatekey** (*string*) – Path to the private key of the provider
- **certificate** (*string*) – Path where to write the certificate file
- **keyfile** (*string*) – Path where to write the private key for the certificate
- **serial** (*int*) – The certificate’s serial number
- **validFrom** (*int*) – Unix timestamp from when the certificate will be valid
- **validUntil** (*int*) – Unix timestamp until when the certificate will be valid
- **version** (*DNSCryptExchangeVersion*) – The exchange version to use. Possible values are `DNSCryptExchangeVersion::VERSION1` (default, X25519-XSalsa20Poly1305) and `DNSCryptExchangeVersion::VERSION2` (X25519-XChacha20Poly1305)

`printDNSCryptProviderFingerprint` *(keyfile)*

Display the fingerprint of the provided resolver public key

**Parameters**
- **keyfile** (*string*) – Path to the key file

`showDNSCryptBinds` ()

Display the currently configured DNSCrypt binds

`getDNSCryptBind` *(n) → DNSCryptContext*

Return the `DNSCryptContext` object corresponding to the bind `n`.

`getDNSCryptBindCount` ()

New in version 1.5.0.

Return the number of DNSCrypt binds.

### 17.13.1 Certificates

**class DNSCryptCert**

Represents a DNSCrypt certificate.

- **getClientMagic** () → *string*
  
  Return this certificate’s client magic value.

- **getEsVersion** () → *string*
  
  Return the cryptographic construction to use with this certificate.

- **getMagic** () → *string*
  
  Return the certificate magic number.

- **getProtocolMinorVersion** () → *string*
  
  Return this certificate’s minor version.

- **getResolverPublicKey** () → *string*
  
  Return the public key corresponding to this certificate.

- **getSerial** () → *int*
  
  Return the certificate serial number.
**:getSignature() → string**

Return this certificate’s signature.

**:getTSEnd() → int**

Return the date the certificate is valid from, as a Unix timestamp.

**:getTSSStart() → int**

Return the date the certificate is valid until (inclusive), as a Unix timestamp.

### 17.13.2 Certificate Pairs

**class DNSCryptCertificatePair**

Represents a pair of DNSCrypt certificate and associated key

**:getCertificate() → DNSCryptCert**

Return the certificate.

**:isActive() → bool**

Return whether this pair is active and will be advertised to clients.

### 17.13.3 Context

**class DNSCryptContext**

Represents a DNSCrypt content. Can be used to rotate certs.

**:addNewCertificate(cert, key[], active )**

New in version 1.3.0.

Add a new certificate to the the given context. Active certificates are advertised to clients, inactive ones are not.

**Parameters**

- **cert (DNSCryptCert)** – The certificate to add to the context
- **key (DNSCryptPrivateKey)** – The private key corresponding to the certificate
- **active (bool)** – Whether the certificate should be advertised to clients. Default is true

**:generateAndLoadInMemoryCertificate(keyfile, serial, begin, end[], version )**

Changed in version 1.3.0: version optional parameter added.

Generate a new resolver key and the associated certificate in-memory, sign it with the provided provider key, and add it to the context

**Parameters**

- **keyfile (string)** – Path to the provider key file to use
- **serial (int)** – The serial number of the certificate
- **begin (int)** – Unix timestamp from when the certificate is valid
- **end (int)** – Unix timestamp from until the certificate is valid
- **version (DNSCryptExchangeVersion)** – The exchange version to use. Possible values are DNSCryptExchangeVersion::VERSION1 (default, X25519-XSalsa20Poly1305) and DNSCryptExchangeVersion::VERSION2 (X25519-XChacha20Poly1305)

**:getCurrentCertificate() → DNSCryptCert**

Deprecated since version 1.3.0: Removed as it relied on one certificate. See DNSCryptContext::getCertificate().

Return the current certificate.
:getOldCertificate() → DNSCryptCert

 Deprecated since version 1.3.0: Removed as it relied on one certificate.

 Return the previous certificate.

 :hasOldCertificate() → bool

 Deprecated since version 1.3.0: Removed as it relied on one certificate.

 Whether or not the context has a previous certificate, from a certificate rotation.

 :getCertificate(index) → DNSCryptCert

 New in version 1.3.0.

 Return the certificate with index index.

 Parameters

 index (int) – The index of the certificate, starting at 0

 :getCertificatePair(index) → DNSCryptCertificatePair

 New in version 1.3.0.

 Return the certificate pair with index index.

 Parameters

 index (int) – The index of the certificate, starting at 0

 :getCertificatePair(index) → table of DNSCryptCertificatePair

 New in version 1.3.0.

 Return a table of certificate pairs.

 :getProviderName() → string

 Return the provider name

 :loadNewCertificate(certificate, keyfile[, active])

 Changed in version 1.3.0: active optional parameter added.

 Load a new certificate and the corresponding private key. If active is false, the certificate will not be advertised to clients but can still be used to answer queries tied to it.

 Parameters

 • certificate (string) – Path to a certificate file
 • keyfile (string) – Path to a the corresponding key file
 • active (bool) – Whether the certificate should be marked as active. Default is true

 :markActive(serial)

 New in version 1.3.0.

 Mark the certificate with serial serial as active, meaning it will be advertised to clients.

 Parameters

 serial (int) – The serial of the number to mark as active

 :markInactive(serial)

 New in version 1.3.0.

 Mark the certificate with serial serial as inactive, meaning it will not be advertised to clients but can still be used to answer queries tied to this certificate.

 Parameters

 serial (int) – The serial of the number to mark as inactive

 :printCertificates()

 New in version 1.3.0.

 Print all the certificates.

 :removeInactiveCertificate(serial)

 New in version 1.3.0.

 Remove the certificate with serial serial. It will not be possible to answer queries tied to this certificate, so it should have been marked as inactive for a certain time before that. Active certificates should be marked as inactive before they can be removed.
Parameters `serial` (int) – The serial of the number to remove

### 17.14 Protobuf Logging Reference

`newRemoteLogger`([`address]\,[ `timeout]=2\,[ `maxQueuedEntries]=100\,[ `reconnectWaitTime]=1 \])

Create a Remote Logger object, to use with `RemoteLogAction()` and `RemoteLogResponseAction()`.

Parameters

- `address` (string) – An IP:PORT combination where the logger is listening
- `timeout` (int) – TCP connect timeout in seconds
- `maxQueuedEntries` (int) – Queue this many messages before dropping new ones (e.g. when the remote listener closes the connection)
- `reconnectWaitTime` (int) – Time in seconds between reconnection attempts

`class DNSDistProtoBufMessage`

This object represents a single protobuf message as emitted by `dnsdist`.

- `addResponseRR` (name, type, class, ttl, blob)

  New in version 1.2.0.

  Add a response RR to the protobuf message.

  Parameters

  - `name` (string) – The RR name.
  - `type` (int) – The RR type.
  - `class` (int) – The RR class.
  - `ttl` (int) – The RR TTL.
  - `blob` (string) – The RR binary content.

- `setBytes` (bytes)

  Set the size of the query.

  Parameters `bytes` (int) – Number of bytes in the query.

- `setEDNSSubnet` (netmask)

  Set the EDNS Subnet to `netmask`.

  Parameters `netmask` (string) – The netmask to set to.

- `setQueryTime` (sec, usec)

  In a response message, set the time at which the query has been received.

  Parameters

  - `sec` (int) – Unix timestamp when the query was received.
  - `usec` (int) – The microsecond the query was received.

- `setQuestion` (name, qtype, qclass)

  Set the question in the protobuf message.

  Parameters

  - `name` (DNSName) – The qname of the question
  - `qtype` (int) – The qtype of the question
  - `qclass` (int) – The qclass of the question


**setProtobufResponseType** *(sec, usec)*

New in version 1.2.0.

Change the protobuf response type from a query to a response, and optionally set the query time.

**Parameters**

- **sec** *(int)* – Optional query time in seconds.
- **usec** *(int)* – Optional query time in additional micro-seconds.

**setRequestor** *(address[, port]*)

Changed in version 1.5.0: *port* optional parameter added.

Set the requestor’s address.

**Parameters**

- **address** *(ComboAddress)* – The address to set to
- **port** *(int)* – The requestor source port

**setRequestorFromString** *(address[, port]*)

Changed in version 1.5.0: *port* optional parameter added.

Set the requestor’s address from a string.

**Parameters**

- **address** *(string)* – The address to set to
- **port** *(int)* – The requestor source port

**setResponder** *(address[, port]*)

Changed in version 1.5.0: *port* optional parameter added.

Set the responder’s address.

**Parameters**

- **address** *(ComboAddress)* – The address to set to
- **port** *(int)* – The responder port

**setResponderFromString** *(address[, port]*)

Changed in version 1.5.0: *port* optional parameter added.

Set the responder’s address.

**Parameters**

- **address** *(string)* – The address to set to
- **port** *(int)* – The responder port

**setResponseCode** *(rcode)*

Set the response code of the query.

**Parameters**

- **rcode** *(int)* – The response code of the answer

**setServerIdentity** *(id)*

New in version 1.3.3.

Set the server identify field.

**Parameters**

- **id** *(string)* – The server ID

**setTag** *(value)*

New in version 1.2.0.

Add a tag to the list of tags.

**Parameters**

- **value** *(string)* – The tag value
: **setTagArray** *(valueList)*
   New in version 1.2.0.
   Add a list of tags.

   **Parameters**
   **tags** *(table)* – A list of tags as strings

: **setTime** *(sec, usec)*
   Set the time at which the query or response has been received.

   **Parameters**
   - **sec** *(int)* – Unix timestamp when the query was received.
   - **usec** *(int)* – The microsecond the query was received.

: **toDebugString** *( )* → string
   Return an string containing the content of the message

### 17.15 dnsdist Logging Reference

dnstap is a flexible, structured binary log format for DNS software. Reader implementations in various languages exist.

dnsdist supports dnstap since version 1.3.0.

Canonically, dnstap is sent over a FrameStream socket, either a local AF_UNIX (see `newFrameStreamUnixLogger()` or a TCP/IP socket (see `newFrameStreamTcpLogger()`). As an extension, dnsdist can send raw dnstap protobuf messages over a `newRemoteLogger()`.

To use FrameStream transport, dnsdist must have been built with libfstrm.

`newFrameStreamUnixLogger` *(path[, options]*)

Changed in version 1.5.0: Added the optional parameter options.

Create a Frame Stream Logger object, to use with `DnstapLogAction()` and `DnstapLogResponseAction()`. This version will log to a local AF_UNIX socket.

   **Parameters**
   - **path** *(string)* – A local AF_UNIX socket path. Note that most platforms have a rather short limit on the length.
   - **options** *(table)* – A table with key: value pairs with options.

The following options apply to the settings of the framestream library. Refer to the documentation of that library for the default and allowed values for these options, as well as their exact descriptions. For all these options, absence or a zero value has the effect of using the library-provided default value.

   - **bufferHint=0**: unsigned
   - **flushTimeout=0**: unsigned
   - **inputQueueSize=0**: unsigned
   - **outputQueueSize=0**: unsigned
   - **queueNotifyThreshold=0**: unsigned
   - **reopenInterval=0**: unsigned

`newFrameStreamTcpLogger` *(address[, options]*)

Changed in version 1.5.0: Added the optional parameter options.

Create a Frame Stream Logger object, to use with `DnstapLogAction()` and `DnstapLogResponseAction()`. This version will log to a possibly remote TCP socket. Needs tcp_writer support in libfstrm.

   **Parameters**

---

---
• **address**(string) – An IP:PORT combination where the logger will connect to.

• **options**(table) – A table with key: value pairs with options.

The following options apply to the settings of the framestream library. Refer to the documentation of that library for the default and allowed values for these options, as well as their exact descriptions. For all these options, absence or a zero value has the effect of using the library-provided default value.

- `bufferHint=0`: unsigned
- `flushTimeout=0`: unsigned
- `inputQueueSize=0`: unsigned
- `outputQueueSize=0`: unsigned
- `queueNotifyThreshold=0`: unsigned
- `reopenInterval=0`: unsigned

**class DnstapMessage**

This object represents a single dnstap message as emitted by *dnsdist*.

**classmethod DnstapMessage:setExtra(extraData)**

Sets the dnstap “extra” field.

**Parameters**

`extraData`(string) – Extra data stuffed into the dnstap “extra” field.

**classmethod DnstapMessage:toDebugString() → string**

Return a string containing the content of the message.

### 17.16 Carbon export

**carbonServer**(serverIP[, ourname[, interval[, namespace[, instance ]]]])

Exort statistics to a Carbon / Graphite / Metronome server.

**Parameters**

- `serverIP`(string) – Indicates the IP address where the statistics should be sent
- `ourname`(string) – An optional string specifying the hostname that should be used
- `interval`(int) – An optional unsigned integer indicating the interval in seconds between exports
- `namespace`(string) – An optional string specifying the namespace name that should be used
- `instance`(string) – An optional string specifying the instance name that should be used

### 17.17 SNMP reporting

New in version 1.2.0.

**snmpAgent**(enableTraps[, masterSocket])

Enable SNMP support.

**Parameters**

- `enableTraps`(bool) – Indicates whether traps should be sent
- `masterSocket`(string) – A string specifying how to connect to the master agent.
  This is a file path to a unix socket, but e.g. tcp:localhost:705 can be used as well. By default, SNMP agent’s default socket is used.
**sendCustomTrap** *(message)*
Send a custom SNMP trap from Lua.

**Parameters**

- **message** *(string)* – The message to include in the sent trap

### 17.18 Tuning related functions

**setMaxTCPClientThreads** *(num)*
Set the maximum of TCP client threads, handling TCP connections. Before 1.4.0 a TCP thread could only handle a single incoming TCP connection at a time, while after 1.4.0 it can handle a larger number of them simultaneously.

**Parameters**

- **num** *(int)* –

**setMaxTCPConnectionDuration** *(num)*
Set the maximum duration of an incoming TCP connection, in seconds. 0 (the default) means unlimited

**Parameters**

- **num** *(int)* –

**setMaxTCPConnectionsPerClient** *(num)*
Set the maximum number of TCP connections per client. 0 (the default) means unlimited

**Parameters**

- **num** *(int)* –

**setMaxTCPQueriesPerConnection** *(num)*
Set the maximum number of queries in an incoming TCP connection. 0 (the default) means unlimited

**Parameters**

- **num** *(int)* –

**setMaxTCPQueuedConnections** *(num)*
Set the maximum number of TCP connections queued (waiting to be picked up by a client thread), defaults to 1000. 0 means unlimited

**Parameters**

- **num** *(int)* –

**setMaxUDPOutstanding** *(num)*
Changed in version 1.4.0: Before 1.4.0 the default value was 10240
Set the maximum number of outstanding UDP queries to a given backend server. This can only be set at configuration time and defaults to 65535 (10240 before 1.4.0)

**Parameters**

- **num** *(int)* –

**setCacheCleaningDelay** *(num)*
Set the interval in seconds between two runs of the cache cleaning algorithm, removing expired entries

**Parameters**

- **num** *(int)* –

**setCacheCleaningPercentage** *(num)*
Set the percentage of the cache that the cache cleaning algorithm will try to free by removing expired entries. By default (100), all expired entries are removed

**Parameters**

- **num** *(int)* –

**setStaleCacheEntriesTTL** *(num)*
Allows using cache entries expired for at most n seconds when no backend available to answer for a query

**Parameters**

- **num** *(int)* –

**setTCPUseSinglePipe** *(val)*
Whether the incoming TCP connections should be put into a single queue instead of using per-thread queues. Defaults to false

**Parameters**

- **val** *(bool)* –

**setTCPRecvTimeout** *(num)*
Set the read timeout on TCP connections from the client, in seconds
**17.19 Key Value Store functions and objects**

These are all the functions, objects and methods related to the CDB and LMDB key value stores.

A lookup into a key value store can be done via the `KeyValueStoreLookupRule()` rule or the `KeyValueStoreLookupAction()` action, using the usual selectors to match the incoming queries for which the lookup should be done.

The first step is to get a `KeyValueStore` object via one of the following functions:

- `newCDBKVStore()` for a CDB database;
- `newLMDBKVStore()` for a LMDB one.

Then the key used for the lookup can be selected via one of the following functions:

- the exact qname with `KeyValueLookupKeyQName()`;
- a suffix match via `KeyValueLookupKeySuffix()`, meaning that several lookups will be done, removing one label from the qname at a time, until a match has been found or there is no label left;
- the source IP with `KeyValueLookupKeySourceIP()`;
- the value of an existing tag with `KeyValueLookupKeyTag()`.

For example, to do a suffix-based lookup into a LMDB KVS database, the following rule can be used:

```plaintext
> kvs = newLMDBKVStore('/path/to/lmdb/database', 'database name')
> addAction(AllRule(), KeyValueStoreLookupAction(kvs, KeyValueLookupKeySuffix(), 'kvs-suffix-result'))
```

For a query whose qname is “sub.domain.powerdns.com.”, and for which only the “\8powerdns\3com\0” key exists in the database, this would result in the following lookups:

- \3sub\6domain\8powerdns\3com\0
- \6domain\8powerdns\3com\0
- \8powerdns\3com\0

Then a match is found for the last key, and the corresponding value is stored into the ‘kvs-suffix-result’ tag. This tag can now be used in subsequent rules to take an action based on the result of the lookup.

```plaintext
> addAction(TagRule('kvs-suffix-result', 'this is the value obtained from the lookup'), SpoofAction('2001:db8::1'))
```
If the value found in the LMDB database for the key ‘\$powerdns\3com\0’ was ‘this is the value obtained from the lookup’, then the query is immediately answered with a AAAA record.

**class KeyValueStore**

New in version 1.4.0.

Represents a Key Value Store:

**lookup**(key[, wireFormat])

Does a lookup into the corresponding key value store, and return the result as a string. The key can be a ComboAddress obtained via the newCA(), a DNSName obtained via the newDNSName() function, or a raw string.

**Parameters**

- **key**(DNSName or string) – The key to look up
- **wireFormat**(bool) – If the key is DNSName, whether to use to do the lookup in wire format (default) or in plain text

**lookupSuffix**(key[, minLabels[, wireFormat]])

Does a suffix-based lookup into the corresponding key value store, and return the result as a string. The key should be a DNSName object obtained via the newDNSName() function, and several lookups will be done, removing one label from the name at a time until a match has been found or there is no label left. If minLabels is set to a value larger than 0 the lookup will only be done as long as there is at least minLabels remaining. For example if the initial domain is “sub.powerdns.com.” and minLabels is set to 2, lookups will only be done for “sub.powerdns.com.” and “powerdns.com.”.

**Parameters**

- **key**(DNSName) – The name to look up
- **minLabels**(int) – The minimum number of labels to do a lookup for. Default is 0 which means unlimited
- **wireFormat**(bool) – Whether to do the lookup in wire format (default) or in plain text

**reload()**

Reload the database if this is supported by the underlying store. As of 1.4.0, only CDB stores can be reloaded, and this method is a no-op for LMDB stores.

**KeyValueLookupKeyQName**(wireFormat) → KeyValueLookupKey

New in version 1.4.0.

Return a new KeyValueLookupKey object that, when passed to KeyValueStoreLookupAction() or KeyValueStoreLookupRule(), will return the qname of the query in DNS wire format.

**Parameters**

- **wireFormat**(bool) – Whether to do the lookup in wire format (default) or in plain text

**KeyValueLookupKeySourceIP**(v4mask[, v6mask]) → KeyValueLookupKey

New in version 1.4.0.

Changed in version 1.5.0: Optional parameters v4mask and v6mask added.

Return a new KeyValueLookupKey object that, when passed to KeyValueStoreLookupAction() or KeyValueStoreLookupRule(), will return the source IP of the client in network byte-order.

**Parameters**

- **v4mask**(int) – Mask applied to IPv4 addresses. Default is 32 (the whole address)
- **v6mask**(int) – Mask applied to IPv6 addresses. Default is 128 (the whole address)

**KeyValueLookupKeySuffix**(minLabels[, wireFormat]) → KeyValueLookupKey

New in version 1.4.0.

Return a new KeyValueLookupKey object that, when passed to KeyValueStoreLookupAction() or KeyValueStoreLookupRule(), will return a vector of keys based on the labels of the qname in DNS
wire format or plain text. For example if the qname is sub.domain.powerdns.com. the following keys will
be returned:

- \3sub\6domain\8powerdns\3com\0
- \6domain\8powerdns\3com\0
- \8powerdns\3com\0
- \3com\0
- \0

If `minLabels` is set to a value larger than 0 the lookup will only be done as long as there is at least
`minLabels` remaining. Taking back our previous example, it means only the following keys will be
returned if `minLabels` is set to 2;

- \3sub\6domain\8powerdns\3com\0
- \6domain\8powerdns\3com\0
- \8powerdns\3com\0

Parameters

- `minLabels (int)` – The minimum number of labels to do a lookup for. Default is 0
  which means unlimited
- `wireFormat (bool)` – Whether to do the lookup in wire format (default) or in plain
text

`KeyValueLookupKeyTag()` → `KeyValueLookupKey`
New in version 1.4.0.

Return a new `KeyValueLookupKey` object that, when passed to `KeyValueStoreLookupAction()`,
will return the value of the corresponding tag for this query, if it exists.

`newCDBKVStore (filename, refreshDelay) → KeyValueStore`
New in version 1.4.0.

Return a new `KeyValueStore` object associated to the corresponding CDB database. The modification
time of the CDB file will be checked every ‘refreshDelay’ second and the database re-opened if needed.

Parameters

- `filename (string)` – The path to an existing CDB database
- `refreshDelays (int)` – The delay in seconds between two checks of the database
  modification time. 0 means disabled

`newLMDBKVStore (filename, dbName) → KeyValueStore`
New in version 1.4.0.

Return a new `KeyValueStore` object associated to the corresponding LMDB database. The database must
have been created with the `MDB_NOSUBDIR` flag.

Parameters

- `filename (string)` – The path to an existing LMDB database created with
  `MDB_NOSUBDIR`
- `dbName (string)` – The name of the database to use

17.20 Logging

There are some functions to create log output.
errlog\texttt{(line)}
  \begin{itemize}
    \item Writes a error line.
  \end{itemize}

  \textbf{Parameters} \texttt{line} (\texttt{str}) – The line to write.

\texttt{warnlog\texttt{(line)}}
  \begin{itemize}
    \item Writes a warning line.
  \end{itemize}

  \textbf{Parameters} \texttt{line} (\texttt{str}) – The line to write.

\texttt{infolog\texttt{(line)}}
  \begin{itemize}
    \item Writes an info line.
  \end{itemize}

  \textbf{Parameters} \texttt{line} (\texttt{str}) – The line to write.
18.1 dnsdist

18.1.1 Synopsis
dnsdist [<option>...] [address]...

18.1.2 Description
dnsdist receives DNS queries and relays them to one or more downstream servers. It subsequently sends back responses to the original requestor.
dnsdist operates over TCP and UDP, and strives to deliver very high performance over both.

Currently, queries are sent to the downstream server with the least outstanding queries. This effectively implies load balancing, making sure that slower servers get less queries.

If a reply has not come in after a few seconds, it is removed from the queue, but in the short term, timeouts do cause a server to get less traffic.

IPv4 and IPv6 operation can be mixed and matched, in other words, queries coming in over IPv6 could be forwarded to IPv4 and vice versa.
dnsdist is scriptable in Lua, see the dnsdist documentation for more information on this.

18.1.3 Scope
dnsdist does not ‘think’ about DNS queries, it restricts itself to measuring response times and error codes and routing questions accordingly. It comes with a very high performance packet-cache.

The goal for dnsdist is to remain simple. If more powerful loadbalancing is required, dedicated hardware or software is recommended. Linux Virtual Server for example is often mentioned.

18.1.4 Options
- a <netmask>, --acl <netmask>  Add netmask to the ACL.
- C <file>, --config <file>  Load configuration from file.
--check-config  Test the configuration file (which may be set with --config or -C) for errors. dnsdist will show the errors and exit with a non-zero exit-code when errors are found.
- c <address>, --client <address>  Operate as a client, connect to dnsdist. This will read the dnsdist configuration for the controlSocket statement and connect to it. When address (with an optional port number) is set, dnsdist will connect to that instead.
-k <key>, --setkey <key>  When operating as a client(-c, --client), use key as shared secret to connect to dnsdist. This should be the same key that is used on the server (set with setKey()). Note that this will leak the key into your shell’s history and into the systems running process list. Only available when dnsdist is compiled with libsodium support.

-e, --execute <command>  Connect to dnsdist and execute command.

-h, --help  Display a helpful message and exit.

-l, --local <address>  Bind to address, Supply as many addresses (using multiple -local statements) to listen on as required. Specify IPv4 as 0.0.0.0:53 and IPv6 as [::]:53.

--supervised  Run in foreground, but do not spawn a console. Use this switch to run dnsdist inside a supervisor (use with e.g. systemd and daemontools).

--disable-syslog  Disable logging to syslog. Use this when running inside a supervisor that handles logging (like systemd).

-u, --uid <uid>  Change the process user to uid after binding sockets. uid can be a name or number.

-g, --gid <gid>  Change the process group to gid after binding sockets. gid Can be a name or number.

-V, --version  Show the dnsdist version and exit.

-v, --verbose  Be verbose.

address are any number of downstream DNS servers, in the same syntax as used with -local. If the port is not specified, 53 is used.

18.1.5 Bugs

Right now, the TCP support has some rather arbitrary limits.

18.1.6 Resources

Website: https://dnsdist.org
CHAPTER NINETEEN

CHANGEOLOG

19.1 1.5.0-rc2

Released: 13th of May 2020

19.1.1 Improvements

- Add the unit to the help for latency buckets [References: pull request 9084]
- Avoid copies in for loops [References: pull request 9042]
- Build with -Wmissing-declarations -Wredundant-decls [References: pull request 9054]
- Use std::shuffle instead of std::random_shuffle [References: #9004, pull request 9016]
- Get rid of a naked pointer in the /dev/poll event multiplexer [References: pull request 9053]
- A few warnings fixed, reported by clang on OpenBSD [References: pull request 9059]
- Wrap pthread objects [References: pull request 9067]
- NetmaskTree: do not test node for null, the loop guarantees node is not null. [References: pull request 9078]

19.1.2 Bug Fixes

- Fix duplicated HTTP/1 counter in ‘showDOHFrontends()’ [References: pull request 9068]
- Fix compilation of the ports event multiplexer [References: #9025, pull request 9031]
- Gracefully handle a failure to remove FD on (re)-connection [References: pull request 9057]

19.2 1.5.0-rc1

Released: 16th of April 2020

19.2.1 Improvements

- Expose SuffixMatchNode::remove in Lua [References: pull request 8956]
- Remove a std::move() preventing Return-Value Optimization in lmdb-safe.cc [References: pull request 8962]
- Drop responses with the QR bit set to 0 [References: pull request 8996]
- Add an option to control the size of the TCP listen queue [References: #8986, pull request 8994]
19.2.2 Bug Fixes

- Keep accepting fragmented UDP datagrams on DNSCrypt binds References: pull request 8974
- Accept UDP datagrams larger than 1500 bytes for DNSCrypt References: #8974, pull request 8976
- On OpenBSD string_view is both in boost and std References: pull request 8955

19.3 1.5.0-alpha1

Released: 20th of March 2020

19.3.1 New Features

- Implement LuaFFIRule, LuaFFIAction and LuaFFIResponseAction References: #7617, pull request 8505
- Add SetNegativeAndSOAAction() and its Lua binding References: #4747, pull request 8171
- Implement dynamic blocking on ratio of rcode/total responses References: pull request 8274
- Add bounded loads to the consistent hashing policy References: #7387, pull request 8567
- Dnsdist: LogResponseAction (phonedph1) References: pull request 8654
- Add spoofRawAction() to craft answers from raw bytes References: pull request 8722
- Add support for Proxy Protocol between dnsdist and the recursor References: pull request 8874
- Implement bounded loads for the whashed and wrandom policies References: pull request 8909

19.3.2 Improvements

- Don’t accept sub-paths of configured DoH URLs References: #8573, pull request 8760
- Implement Cache-Control headers in DoH References: #8586, pull request 8762
- Document that the ‘keyLogFile’ option requires OpenSSL &gt;= 1.1.1 References: #8806, pull request 8899
- Change the default DoH path from / to /dns-query References: #8819, pull request 8905
- Add support for the processing of X-Forwarded-For headers References: #8661, pull request 8945
- Switch the default DoT provider from GnuTLS to OpenSSL References: pull request 8380
- Add the source and destination ports to the protobuf msg References: pull request 8702
- Better handling of reconnections in Remote Logger References: pull request 8887
- Rework NetmaskTree for better CPU and memory efficiency. (Stephan Bosch) References: pull request 8355
- Implement parallel health checks References: pull request 8491
- Use move semantics when updating the content of the StateHolder References: pull request 8538
- Keep a masked network in the Netmask class References: pull request 8812
- Make FrameStream IO parameters configurable References: pull request 8937
- Add backend status to prometheus metrics References: #8746, pull request 8772
- Add ‘IO wait’ and ‘steal’ metrics on Linux References: pull request 8783
- Don’t start as root within a systemd environment References: pull request 7820
- Separate the check-config and client modes References: pull request 8456
- Add the number of received bytes to StatNode entries References: pull request 8529
• Support setting the value of AA, AD and RA when self-generating answers [References: #8534, pull request 8556]
• pthread_rwlock_init() should be matched by pthread_rwlock_destroy() [References: pull request 8580]
• Replace include guard ifdef/define with pragma once (Chris Hofstaedtler) [References: pull request 8631]
• Allow retrieving and deleting a backend via its UUID [References: pull request 8657]
• Load an openssl configuration file, if any, during startup [References: pull request 8733]
• Add get*BindCount() functions [References: pull request 8848]
• Add sessionTimeout setting for TLS session lifetime (Matti Hiljanen) [References: pull request 8882]
• Detect {Libre,Open}SSL functions availability during configure [References: #8739, pull request 8900]
• Warn on startup about low weight values with chashed [References: #8669, pull request 8950]

19.3.3 Bug Fixes

• Set the DoH ticket rotation delay before loading tickets [References: pull request 8949]
• Display the correct DoT provider [References: pull request 8662]
• Use ref counting for the DoT TLS context [References: pull request 8761]
• Add ‘queue full’ metrics for our remote logger, log at debug only [References: #8629, pull request 8883]
• Fix ECS addition when the OPT record is not the last one [References: #8098, pull request 8115]
• Wait longer for the TLS ticket to arrive in our tests [References: pull request 8591]
• Add missing exception message in KVS error [References: pull request 8604]
• Add getTag()/setTag() Lua bindings for a DNSResponse [References: pull request 8782]
• Fix key logging for DNS over TLS [References: #8424, pull request 8787]
• Fix a typo in the help/completion for getDNSSCrypBindCount [References: pull request 8855]
• Implement rmACL() (swoga) [References: pull request 8856]
• Remove unused lambda capture reported by clang++ [References: pull request 8879]

19.4 1.4.0

Released: 20th of November 2019

19.4.1 Improvements

• Fix the default value of setMaxUDPOutstanding in the console’s help (phonedph1) [References: pull request 8531]
• Add bindings for the noerrors and drops members of StatNode [References: pull request 8522]
• Fix -Wshadow warnings (Aki Tuomi) [References: pull request 8440]
• Fix typo: settting to setting (Chris Hofstaedtler) [References: pull request 8509]

19.4.2 Bug Fixes

• Lowercase the name blocked by a SMT dynamic block [References: pull request 8524]
19.4.3 misc

- Prefer the cipher suite from the server by default (DoH, DoT) References: pull request 8526

19.5 1.4.0-rc5

Released: 30th of October 2019

19.5.1 Improvements

- Rename the ‘address’ label to ‘frontend’ for DoH metrics References: pull request 8465

19.5.2 Bug Fixes

- Increment the DOHUnit ref count when it’s set in the IDState References: pull request 8471

19.6 1.4.0-rc4

Released: 25th of October 2019

19.6.1 New Features

- Add support dumping TLS keys via keyLogFile References: pull request 8442

19.6.2 Improvements

- Implement reference counting for the DOHUnit object References: pull request 8416
- Add metrics about TLS handshake failures for DoH and DoT References: pull request 8447
- Merge the setup of TLS contexts in DoH and DoT References: pull request 8383
- Add metrics about unknown/inactive TLS ticket keys References: pull request 8406
- Count the number of concurrent connections for DoH as well References: pull request 8395
- Add a ‘preferServerCiphers’ option for DoH and DoT References: pull request 8382
- Lowercase custom DoH header names References: #8353, pull request 8365
- Refactor DoH prometheus metrics again References: pull request 8361
- Add metrics about TLS versions with DNS over TLS References: pull request 8387
- Add more options to LogAction (non-verbose mode, timestamps) References: #8390, pull request 8411
- Fix formatting in showTCPStats() References: pull request 8415
- Use SO_BINDTODEVICE when available for newServer’s source interface References: pull request 8372
- Check the address supplied to ‘webserver’ in check-config References: #8362, pull request 8364
19.6.3  Bug Fixes

- Clear the DoH session ticket encryption key in the ctor [References: pull request 8388]
- Add missing prometheus descriptions for cache-related metrics [References: pull request 8409]
- Add a prometheus ‘thread’ label to distinguish identical frontends [References: pull request 8381]
- Fix a typo in the prometheus description of ‘senderrors’ [References: pull request 8378]
- More prometheus fixes [References: pull request 8368]
- Fix the caching of large entries [References: pull request 8408]
- Work around cmsg_space somehow not being a constexpr on macOS [References: #8412, pull request 8413]
- Fix the creation order of rules when inserted via setRules() [References: pull request 8359]

19.7  1.4.0-rc3

Released: 30th of September 2019

19.7.1  Improvements

- Display the DoH and DoT binds in the web view [References: pull request 8264]
- Allow accepting DoH queries over HTTP instead of HTTPS [References: pull request 8267]
- Implement TLS session ticket keys management for DoH [References: pull request 8349]
- Clean up our interactions with errno [References: #7845, pull request 8083]
- Remove the ‘blockfilter’ stat from the web view [References: #5514, pull request 8265]
- Fix some spelling mistakes noticed by lintian (Chris Hofstaedtler) [References: pull request 8268]
- dnsdistconf.lua use non-deprecated versions for 1.4.0 (phonedph1) [References: pull request 8285]
- Better use of labels in our DoH prometheus export [References: pull request 8318]

19.7.2  Bug Fixes

- Fix the newCDBKVStore console completion when LMDB is not enabled (phonedph1) [References: pull request 8281]
- Allow configure CDB_CFLAGS to work (phonedph1) [References: pull request 8283]
- Fix the warning message on an invalid secpoll answer [References: pull request 8303]
- Don’t connect to remote logger in client/command mode [References: #8300, pull request 8304]

19.8  1.4.0-rc2

Released: 2nd of September 2019

19.8.1  New Features

- Add support for early DoH HTTP responses [References: pull request 8206]
- Add a KeyValueStoreLookup action based on CDB or LMDB [References: pull request 8139]
19.8.2 Improvements

- Add minTLSVersion for DoH and DoT [References: #8202, pull request 8207]
- Split dnsdist-lua-bindings.cc to reduce memory consumption during compilation [References: pull request 8250]
- Add a Lua binding for `dynBlockRulesGroup:setQuiet(quiet)` [References: pull request 8252]

19.8.3 misc

- Update h2o to 2.2.6, fixing CVE-2019-9512, CVE-2019-9514 and CVE-2019-9515 for repo.powerdns.com packages [References: pull request 8200]

19.9 1.4.0-rc1

Released: 12th of August 2019

19.9.1 New Features

- Add OCSP stapling (from files) for DoT and DoH [References: #7812, pull request 8141]
- Add support for custom DoH headers (Melissa Voegeli) [References: #7957, #7900, pull request 8148]
- Add lua bindings, rules and action for DoH [References: #8133, pull request 8153]
- Implement ContinueAction() [References: pull request 8117]

19.9.2 Improvements

- Send better HTTP status codes, handle ACL drops earlier [References: pull request 7917]
- Add more stats about DoH HTTP responses [References: #7898, pull request 7933]
- Improve error messages for DoT issues [References: pull request 7978]
- Accept more than one certificate in `addDNSCryptBind()` [References: #8020, pull request 8042]
- Disallow TCP disablement [References: pull request 7860]
- Update boost.m4 to the latest version [References: pull request 7862]
- Print stats from expungeByName (Matti Hiljanen) [References: pull request 7909]
- Squelech unused function warning [References: #7950, pull request 7952]
- SuffixMatchNode:add(): accept more types [References: pull request 7985]
- Explicitly align the buffer used for cmsgs [References: #7981, pull request 7990]
- Add `quiet` parameter to NetmaskGroupRule [References: pull request 7992]
- Clear cmshg_space(sizeof(data)) in cmsghdr to appease Valgrind [References: #7981, pull request 7996]
- Add static assertions for the size of the src address control buffer [References: pull request 8007]
- Don’t create temporary strings to escape DNSName labels [References: pull request 8013]
- Display TCP/DoT queries and responses in verbose mode, opcode in grepq [References: pull request 8024]
- Be a bit more explicit about what failed in testCrypto() [References: pull request 8025]
- Update URLs to use HTTPS scheme (Chris Hofstaedtler) [References: pull request 8110]
- Double-check we only increment the outstanding counter once [References: pull request 8113]
• ext/ipcrypt: ship license in tarballs (Chris Hofstaedtler) References: #8108, pull request 8135
• Use a counter to mark IDState usage instead of the FD References: pull request 8154
• Increase the default value of setMaxUDPOutstanding to 65535 References: pull request 8175

19.9.3 Bug Fixes

• Properly override the HTTP Server header for DoH References: #7894, pull request 7911
• Exit when requested DoT/DoH support is not compiled in References: pull request 7915
• Proper HTTP response for timeouts over DoH References: #7917, pull request 7927
• Prevent a dangling DOHUnit pointer when send() failed References: pull request 8112
• Skip non-dnscrypt binds in showDNSCryptBinds() References: #8014, pull request 8015
  • SuffixMatchTree: fix root removal, partial match of non-leaf nodes References: pull request 7886
• Deduplicate frontends entries with carbon and prometheus References: #7933, pull request 7934
• Update boost.m4 References: #8084, #6942, pull request 7951
• Fix short IOs over TCP References: #7971, pull request 7974
• Fix handling of backend connection failing over TCP References: pull request 7979
• Insert the response into the ringbuffer right after sending it References: pull request 8003
• Handle ENOTCONN on read() over TCP References: #8021, pull request 8030
• Make sure we always compile with BOOST_CB_ENABLE_DEBUG set to 0 References: pull request 8067
• Catch exceptions thrown when handling a TCP response References: pull request 8078
• Fix unlimited retries when TCP Fast Open is enabled References: pull request 8079
• M4/systemd.m4: fail when systemctl is not available References: pull request 8081
• Fix a typo in the Server’s latency description for Prometheus (phonedph1) References: pull request 8105
• Console: flush cout after printing g_outputbuffer (Doug Freed) References: #8130, pull request 8131
• Fix signedness issue in isEDNSOptionInOpt() References: pull request 8158

19.10 1.4.0-beta1

Released: 6th of June 2019

19.10.1 New Features

• Implement SNIRule for DoT and DoH References: #7210, pull request 7825

19.10.2 Improvements

• Support Prometheus latency histograms (Marlin Cremers) References: #6088, pull request 7853
19.10.3 Bug Fixes

- DoH: Don’t let ‘self’ dangling while parsing the request’s qname, this could lead to a crash References: #7810, pull request 7814
- Fix minor issues reported by Coverity References: pull request 7823
- Remove second, incomplete copy of lua EDNSOptionCode table References: pull request 7833

19.11 1.4.0-alpha2

Released: 26th of April 2019

19.11.1 New Features

- Add DNS over HTTPS support based on libh2o References: #7526, #6911, pull request 7726

19.11.2 Improvements

- Ignore Path MTU discovery on UDP server socket References: pull request 7410
- Alternative solution to the unaligned accesses. References: pull request 7708

19.11.3 Bug Fixes

- Exit when setting ciphers fails (GnuTLS) References: pull request 7718

19.12 1.4.0-alpha1

Released: 12th of April 2019

19.12.1 New Features

- Make recursor & dnsdist communicate (ECS) ‘variable’ status References: pull request 7209
- Add namespace and instance variable to carbon key (Gibheer) References: #6941, #2362, pull request 6959
- Allow NoRecurse for use in dynamic blocks or Lua rules (phonedph1) References: pull request 7087
- Expose secpoll status References: #7194, pull request 7197
- Add an optional ‘checkTimeout’ parameter to ‘newServer()’ References: #7236, pull request 7323
- Add a ‘rise’ parameter to ‘newServer()’ References: #7237, pull request 7322
- Add a ‘keepStaleData’ option to the packet cache References: #7239, pull request 7310
- Expose trailing data (Richard Gibson) References: #6846, #6897, pull request 6967
- Add option to set interval between health checks (1848) References: pull request 7142
- Add EDNS unknown version handling (Dmitry Alenichev) References: pull request 7406
-DNSNameSet and QNameSetRule (Andrey) References: pull request 7537
- Add support for encrypting ip addresses #gdpr References: #6242, pull request 7481
- Add ‘setSyslogFacility()’ References: #5653, pull request 7677
• Add ‘reloadAllCertificates()’ References: pull request 7676

19.12.2 Improvements

• Fix warnings, mostly unused parameters, reported by -wextra References: pull request 7168
• Add optional uuid column to showServers() References: pull request 7191
• Configure –enable-pdns-option –with-third-party-module (Josh Soref) References: pull request 7026
• Drop remaining capabilities after startup References: pull request 7138
• More sandboxing using systemd’s features References: pull request 6634
• Reduce syscall usage in Protobuf logging References: pull request 7428
• Resync YaHTTP code to cmouse/yahttp@11be77a1fc4032 (Chris Hofstaedtler) References: pull request 7433
• Pass empty response (Dmitry Alenichev) References: pull request 7431
• Change the way getRealMemusage() works on linux (using statm) References: pull request 7502
  • Prevent 0-ttl cache hits References: #7534, pull request 7585
• Add addDynBlockSMT() support to dynBlockRulesGroup References: #7139, pull request 7343
• Add frontend response statistics (Matti Hiljanen) References: pull request 7578
• Remove addLuaAction and addLuaResponseAction References: pull request 7670
• Refactoring of the TCP stack References: #7526, #4814, pull request 7559
• Prevent a conflict with BADSIG being clobbered References: #7556, pull request 7692
• Switch to the new ‘newPacketCache()’ syntax for 1.4.0 References: pull request 7689
• Move constants to proper namespace References: pull request 7678
• Unify the management of DNS/DNSCrypt/DoT frontends References: pull request 7694
  • Fix compiler warning about returning garbage (Adam Majer) References: pull request 7167

19.12.3 Bug Fixes

• Protect GnuTLS tickets key rotation with a read-write lock References: pull request 7256
• Check that SO_ATTACH_BPF is defined before enabling eBPF References: pull request 7267
• Fix off-by-one in mvRule counting References: pull request 7426
• Don’t convert nsec to usec if we need nsec References: pull request 7520
• Fix setRules() References: pull request 7594
• Handle EAGAIN in the GnuTLS DNS over TLS provider References: pull request 7560
• Gracefully handle a null latency in the webserver’s js References: #7461, pull request 7586
• EDNSOptionView improvements References: pull request 7652
• Honor libcrypto include path References: #7481, pull request 7674
19.13 1.3.3

Released: 8th of November 2018

19.13.1 New Features

• Add consistent hash builtin policy References: #6932, pull request 6939, pull request 6737
• Add EDNSOptionRule References: pull request 6803
• Add DSTPortRule (phonedph1) References: pull request 6813
• Make getOutstanding usable from both lua and console (phonedph1) References: pull request 6826
• Added :excludeRange and :includeRange methods to DynBPFFilter class (Reinier Schoof) References: pull request 6856
• Add Prometheus stats support (Pavel Odintsov, Kai S) References: #4947, #6002, pull request 3935, pull request 6343, pull request 6901, pull request 7007
• Name threads in the programs References: #6974, pull request 6997
• Support the NXDomain action with dynamic blocks References: #6908, pull request 7075
• Add security polling References: pull request 7115
• Add a PoolAvailableRule to easily add backup pools (Robin Geuze) References: pull request 7140

19.13.2 Improvements

• Get rid of some allocs/copies in DNS parsing References: pull request 6831
• Set a correct EDNS OPT RR for self-generated answers References: #4857, #6348, pull request 6847
• Fix a sign-comparison warning in isEDNSOptionInOPT() References: pull request 6877
• Add warning rates to DynBlockRulesGroup rules References: #6907, pull request 6986
• Add support for exporting a server id in protobuf References: #6990, #7004, pull request 7015
dnsdist did not set TCP_NODELAY, causing needless latency References: pull request 7030
• Add a setting to control the number of stored sessions References: pull request 7062
• Wrap GnuTLS and OpenSSL pointers in smart pointers References: #7060, pull request 7064
• Add a ‘creationOrder’ field to rules References: #6909, pull request 7078
• Fix return-type detection with boost 1.69’s tribool References: #7091, pull request 7092
• Fix format string issue on 32bits ARM References: #7096, pull request 7104
• Wrap TCP connection objects in smart pointers References: pull request 7108
• Add the setConsoleOutputMaxMsgSize function References: #7084, pull request 7109
• Add the ability to update webserver credentials References: #7112, pull request 7117
19.13.3 Bug Fixes

- Display dynblocks’ default action, None, as the global one References: pull request 6835
- Fix compilation when SO_REUSEPORT is not defined References: pull request 6956
- Release memory on DNS over TLS handshake failure References: pull request 7060
- Handle trailing data correctly when adding OPT or ECS info References: #6896, pull request 7165

19.14 1.3.2

Released: 10th of July 2018

19.14.1 Bug Fixes

- Add missing include for PRId64, fix build on CentOS 6 / SLES 12 References: pull request 6785

19.15 1.3.1

Released: 10th of July 2018

19.15.1 New Features

- Add support for more than one TLS certificate References: #6450, pull request 6524
- Add a negative ttl option to the packet cache References: #6579, pull request 6740
- Add the ability to dump a summary of the cache content References: pull request 6749
- Add netmask-based {ex,in}clusions to DynblockRulesGroup References: pull request 6760
- Add DNSAction.NoOp to debug dynamic blocks References: #6703, pull request 6776
- Add SetECSAction to set an arbitrary outgoing ecs value References: #6404, pull request 6734
- Add support for rotating certificates and keys References: pull request 6764

19.15.2 Improvements

- Remove thelog and thel and replace this with a global g_log References: #6357, pull request 6358
- Fix two small nits on the documentation References: pull request 6422
- Move the el6 dnsdist package to upstart References: #6394, pull request 6426
- CLI option improvements (Chris Hofstaedtler) References: #6433, pull request 6435
- Split pdns_enable_unit_tests (Chris Hofstaedtler) References: pull request 6436
- Re-do lua detection References: #6423, pull request 6445, pull request 6470, pull request 6457
- Docs: fix missing ref in the dnsdist docs References: pull request 6460
- Be more permissive in wrandom tests, log values on failure References: pull request 6502
  - Tests: avoid failure on not-so-optimal distribution References: #6430, pull request 6523
- Add syntax to dns.proto to silence compilation warning References: pull request 6577
• Fix warnings reported by gcc 8.1.0 References: pull request 6590
• Document setVerboseHealthchecks() References: #6483, pull request 6592
• Update dq.rst (phonedph1) References: pull request 6615
• Fix rpm scriptlets References: pull request 6641
• Don’t copy uninitialized values of SuffixMatchTree References: pull request 6637
• Expose toString of various objects to Lua (Chris Hofstaedtler) References: pull request 6684
• Remove ‘expired’ states from MaxQPSIPRule References: pull request 6674
• Mark the remote member of DownstreamState as const References: #6664, pull request 6688
• Test the content of dynamic blocks using the API References: #6706, pull request 6710
• Default set “connection: close” header for web requests References: #6532, pull request 6711
• Update timedipsetrule.rst (phonedph1) References: pull request 6717
• Don’t access the TCP buffer vector past its size References: #6712, pull request 6716
• Show droprate in API output References: pull request 6563
• Refuse console connection without a proper key set References: #6709, #6683, pull request 6715
• Use LRU to clean the MaxQPSIPRule’s store References: pull request 6726
• Disable maybe uninitialized warnings with boost optional References: pull request 6769
• Luawrapper: report caught std::exception as lua_error References: #6541, pull request 6658
• Dnstap.rst: fix some editing errors (Chris Hofstaedtler) References: pull request 6602
• Allow known exception types to be converted to string References: #6535, pull request 6541

19.15.3 Bug Fixes

• Initialize the done variable in the rings’ unit tests References: pull request 6425
• Reorder headers to fix OpenBSD build References: pull request 6429
• Restrict value range for weight parameter, avoid sum overflows dropping queries (Dan McCombs) References: pull request 6448
  • Fix reconnection handling References: pull request 6672
• Dynamic blocks were being created with the wrong duration (David Freedman) References: pull request 6706
• Limit qps and latency to two decimals in the web view References: #6442, pull request 6718
• Check the flags to detect collisions in the packet cache References: pull request 6747
• Fix iterating over the results of exceed*() functions References: pull request 6762
• Fix duration false positive in the dynblock regression tests References: pull request 6767
• Implement NoneAction() References: #6758, pull request 6775
• Detect ECS collisions in the packet cache References: #6747, pull request 6754
• Fix an outstanding counter race when reusing states References: pull request 6773

19.16 1.3.0

Released: 30th of March 2018
19.16.1 New Features

• Add an optional status parameter to Server:setAuto(). References: pull request 5625

• Add inClientStartup() function. References: pull request 6072

• Add tag-based routing of queries. References: pull request 6037

• Add experimental DNS-over-TLS support. References: pull request 6176, pull request 6177, pull request 6117, pull request 6175, pull request 6189

• Add simple dnstap support (Justin Valentini, Chris Hofstaedtler). References: pull request 5201, pull request 6170

• Add experimental XPF support based on draft-bellis-dnsop-xpf-04. References: #5654, #5079, pull request 6220, pull request 5594

• Add ERCodeRule() to match on extended RCodes (Chris Hofstaedtler). References: pull request 6147

• Add TempFailureCacheTTLAction() (Chris Hofstaedtler). References: pull request 6003

• Add DynBlockRulesGroup to improve processing speed of the maintenance() function by reducing memory usage and not walking the ringbuffers multiple times. References: pull request 6391

• Add console ACL functions. References: #4654, pull request 6399

• Allow adding EDNS Client Subnet information to a query before looking in the cache. This allows serving ECS enabled answers from the cache when all servers in a pool are down. References: #6098, pull request 6400

19.16.2 Improvements

• Add cache sharding, recvmmsg and CPU pinning support. With these, the scalability of dnsdist is drastically improved. References: #5202, #5859, pull request 5576, pull request 5860

• Add burst option to MaxQPSIPRule() (42wim). References: pull request 5970

• Add Pools, cacheHitResponseRules to the API. References: pull request 6022

• Add a class option to health checks. References: #5748, pull request 5929

• Add UUIDs to rules, this allows tracking rules through modifications and moving them around. References: pull request 6030

• Apply ResponseRules to locally generated answers (Chris Hofstaedtler). References: #6182, pull request 6185

• Report LuaAction() and LuaResponseAction() failures in the log and send SERVFAIL instead of not answering the query (Chris Hofstaedtler). References: pull request 6283

• Unify global statistics accounting (Chris Hofstaedtler). References: pull request 6289

• Speed up the processing of large ring buffers. This change will make dnsdist more scalable with a large number of different clients. References: pull request 6366, pull request 6350

• Make custom addLuaAction() and addLuaResponseAction() callback’s second return value optional. References: #6346, pull request 6363

• Add “server-up” metric count to Carbon Reporting (Lowell Mower). References: pull request 6327

• Add xchacha20 support for DNSCrypt. References: pull request 6045, pull request 6382

• Scalability improvement: Add an option to use several source ports towards a backend. References: pull request 6317

• Add ‘?’ and ‘help’ for providing help() output on dnsdist -c (Kirill Ponomarev, Chris Hofstaedtler). References: #4845, pull request 5866, pull request 6375
• Replace the Lua mutex with a rw lock to limit contention. This improves the processing speed and parallelism of the policies. References: pull request 6190, pull request 6381

• Ensure dnsdist compiles on NetBSD (Tom Ivar Helbekkmo). References: pull request 6146

• Also log eBPF dynamic blocks, as regular dynamic block already are. References: #5845, pull request 5845

• Ensure large numbers are shown correctly in the API. References: #6211, pull request 6401

• Add option to showRules() to truncate the output length. References: #5763, pull request 6402

• Fix several warnings reported by clang’s analyzer and cppcheck, should lead to small performance increases. References: pull request 6407

19.16.3 Bug Fixes

• Handle SNMP alarms so we can reconnect to the master. References: #5327, pull request 5328

• Fix signed/unsigned comparison warnings on ARM. References: #5489, pull request 5597

• Keep trying if the first connection to the remote logger failed References: pull request 5770

• Fix escaping unusual DNS label octets in DNSName is off by one (Kees Monshouwer). References: pull request 6018

• Avoid assertion errors in NewServer() (Chris Hofstaedtler). References: pull request 6403

19.16.4 Removals

• Remove the --daemon option from dnsdist. References: #6329, pull request 6394

19.17 1.2.1

Released: 16th of February 2018

19.17.1 New Features

• Add configuration option to disable IP_BIND_ADDRESS_NO_PORT (Dan McCombs). References: pull request 5880

19.17.2 Improvements

• Handle bracketed IPv6 addresses without ports (Chris Hofstaedtler). References: pull request 6057

19.17.3 Bug Fixes

• Make dnsdist dynamic truncate do right thing on TCP/IP. References: pull request 5647

• Add missing QPSAction References: pull request 5686

• Don’t create a Remote Logger in client mode. References: pull request 5847

• Use libsodium’s CFLAGS, we might need them to find the includes. References: pull request 5858

• Keep the TCP connection open on cache hit, generated answers. References: pull request 6012

• Add the missing <sys/time.h> include to mplexer.hh for struct timeval. References: pull request 6041

• Sort the servers based on their ‘order’ after it has been set. References: pull request 6043
• Quiet unused variable warning on macOS (Chris Hofstaedtler). References: pull request 6073
• Fix the outstanding counter when an exception is raised. References: #5652, pull request 6094
• Do not connect the snmpAgent from a dnsdist client. References: #6163, pull request 6164

19.18 1.2.0

Released: 21st of August 2017

19.18.1 New Features

• Add an option to export CNAME records over protobuf. References: #4709, pull request 4776
• Add TCP management options from RFC 7766 section 10. References: pull request 4611
• Add an option to ‘mute’ UDP responses per bind. References: #4527, pull request 4536
• Save history to home-dir, only use CWD as a last resort. References: #4562, pull request 4779
• Add the setRingBuffersSize() directive to allows changing the ringbuffer size. References: pull request 4898
• Allow TTL alteration via Lua. References: #4707, pull request 4787
• Add RDRule() to match queries with the RD flag set. References: pull request 4837
• Add setWHashedPerturbation() for consistent whashed results. References: pull request 4897
• Add tcpConnectTimeout to newServer(). References: pull request 4818
• Add cache hit response rules. References: #4708, pull request 5036, pull request 5204, pull request 5123
• Allow passing DNSNames as DNSRules. References: pull request 5070
• Add support for setting the server selection policy on a per pool basis (Robin Geuze). References: pull request 5113
• Add a suffixMatch parameter to PacketCache:expungeByName() (Robin Geuze). References: pull request 5159
• Add an option so the packet cache entries don’t age. References: #5126, pull request 5136
• Add QNameRule(). References: pull request 5235
• Add an optional action to addDynBlocks(). References: pull request 5337
• Add an optional interface parameter to addLocal()/setLocal(). References: pull request 5344
• Make a truncate action available to DynBlock and Lua. References: pull request 5386
• Implement a runtime changeable rule that matches IP address for a certain time called TimedIPSetRule(). References: pull request 5336
• Add support for returning several IPs to spoof from Lua. References: pull request 5496
• Add Lua bindings to be able to rotate DNSCrypt keys, see DNSCrypt. References: #5507, #5420, pull request 5490, pull request 5508
• Add the capability to set arbitrary tags in protobuf messages. References: pull request 5577, pull request 5581
• Add setConsoleConnectionsLogging(). References: #5565, pull request 5581
19.18.2 Improvements

- Merge the client and server nonces to prevent replay attacks. References: pull request 4815
- Store the computed shared key and reuse it for the response for DNSCrypt messages. References: pull request 4813, pull request 4926
- Add `setTCPUseSinglePipe()` to use a single TCP waiting queue. References: pull request 4817
- Add `sendMessageWithTimeout` to send size and data in a single call and use it for TCP Fast Open towards backends. References: #5494, pull request 4985, pull request 5501
- Tune systemd unit-file for medium-sized installations (Winfried Angele). References: pull request 4958
- Add the possibility to fill a `NetmaskGroup` (using `NetmaskGroup::addMask()`) from `exceeds*` results. References: pull request 5185
- Add labels count to `StatNode`, only set the name once. References: pull request 5353
- `DNSName`: Check that both first two bits are set in compressed labels. References: #4851, pull request 4852
- Handle unreachable servers at startup, reconnect stale sockets. References: #4131, #4155, pull request 4285
- Gracefully handle invalid addresses in `newServer()`. References: #4471, pull request 4474
- Use `IP_BIND_ADDRESS_NO_PORT` when available. References: pull request 4786
- Add an optional `seconds` parameter to `statNodeRespRing()`. References: #4775, #4660, pull request 4780
- Report a more specific lua version and report luajit in `--version`. References: pull request 4910
- Prevent issues by unshadowing variables. References: pull request 5056
- Register `DNSName::chopOff (@plzz)`. References: pull request 4920
- Make `includeDirectory()` work sorted (Robin Goeze). References: pull request 5171
- Allow embedded NULs in strings received from Lua. References: pull request 5147
- Cleanup closed TCP downstream connections. References: pull request 5163
- Improve reporting of C++ exceptions that bubble up via Lua. References: pull request 5230
- Add better logging on queries that get dropped, timed out or received. References: pull request 5253
- Print useful messages when query and response actions are mixed. References: pull request 5342
- Add `DNSRule::toString()` and add virtual destructors to `DNSRule`, `DNSAction` and `DNSResponseAction` so the destructors of derived classes are run even when deleted via the base type. References: pull request 5497
- Don’t use square brackets for IPv6 in Carbon metrics. References: #5538, pull request 5579

19.18.3 Bug Fixes

- Unified `-k` and `setKey()` behaviour for client and server mode now. References: pull request 5199
- Refactor `SuffixMatchNode` using a `SuffixMatchTree`. References: #4761, pull request 4950
- Get rid of `std::move()` calls preventing copy elision. References: pull request 5359
- Send an HTTP 404 on unknown API paths. References: pull request 5089
- LuaWrapper: Use the correct index when storing a function. References: pull request 4775
- Send a latency of 0 over carbon, null over API for down servers. References: #4689, pull request 4785
• Fix negative port detection for IPv6 addresses on 32-bit. References: pull request 4911
• Fix crashed on SmartOS/Illumos (Roman Dayneko). References: #4579, pull request 4877
• Change truncateTC to defaulting to off, having it enabled by default causes an compatibility with RFC 6891 (Robin Geuze). References: #4857, pull request 4859
• Don’t cache answers without any TTL (like SERVFAIL). References: #4983, pull request 5037, pull request 4987
• Fix destination port reporting on “any” binds. References: pull request 5194
• Correctly truncate EDNS Client Subnetmasks. References: pull request 5320
• Fix RecordsTypeCountRule()’s handling of the # of records in a section. References: #5365, pull request 5369
• Change stats functions to always return lowercase names (Robin Geuze). References: #5287, pull request 5383
• Only use TCP Fast Open when supported and prevent compiler warnings. References: pull request 5449, pull request 5454
• Skip timeouts on the response latency graph. References: #5559, pull request 5563
• Copy the DNS header before encrypting it in place. References: #5566, pull request 5580

19.18.4 Removals

• Remove BlockFilter. References: #5513, pull request 5514
• Deprecate syntactic sugar functions. References: #5069, pull request 5526

19.18.5 misc

• Fix potential pointer wrap-around on 32 bits. References: pull request 5630
• Make the API available with an API key only. References: pull request 5631

19.19 1.1.0

Released December 29th 2016
Changes since 1.1.0-beta2:

19.19.1 Improvements

• #4783: Add -latomic on powerpc
• #4812: Handle header-only responses, handle Refused as Servfail in the cache

19.19.2 Bug fixes

• #4762: SuffixMatchNode: Fix an insertion issue for an existing node
• #4772: Fix dnsdist initscript config check
19.20 1.1.0-beta2

Released December 14th 2016

Changes since 1.1.0-beta1:

19.20.1 New features

- #4518: Fix dynblocks over TCP, allow refusing dyn blocked queries
- #4519: Allow altering the ECS behavior via rules and Lua
- #4535: Add DNSQuestion::getDO()
- #4653: getStatisticsCounters() to access counters from Lua
- #4657: Add includeDirectory(dir)
- #4658: Allow editing the ACL via the API
- #4702: Add setUDPTimeout(n)
- #4726: Add an option to return ServFail when no server is available
- #4748: Add setCacheCleaningPercentage()

19.20.2 Improvements

- #4533: Fix building with clang on OS X and FreeBSD
- #4537: Replace luawrapper’s std::forward/std::make_tuple combo with std::forward_as_tuple (Sangwhan “fish” Moon)
- #4596: Change the default max number of queued TCP conns to 1000
- #4632: Improve dnsdist error message on a common typo/config mistake
- #4694: Don’t use a const_iterator for erasing (fix compilation with some versions of gcc)
- #4715: Specify that dnsmessage.proto uses protobuf version 2
- #4765: Some service improvements

19.20.3 Bug fixes

- #4425: Fix a protobuf regression (requestor/responder mix-up) caused by a94673e
- #4541: Fix insertion issues in SuffixMatchTree, move it to dnsname.hh
- #4553: Flush output in single command client mode
- #4578: Fix destination address reporting
- #4640: Don’t exit dnsdist on an exception in maintenance
- #4721: Handle exceptions in the UDP responder thread
- #4734: Add the TCP socket to the map only if the connection succeeds. Closes #4733
- #4742: Decrement the queued TCP conn count if writing to the pipe fails
- #4743: Ignore newBPFFilter() and newDynBPFFilter() in client mode
- #4753: Fix FD leak on TCP connection failure, handle TCP worker creation failure
- #4764: Prevent race while creating new TCP worker threads
19.21 1.1.0-beta1

Released September 1st 2016
Changes since 1.0.0:

19.21.1 New features

• #3762 Teeaction: send copy of query to second nameserver, sponge responses
• #3876 Add showResponseRules(), (mv, rm, top)ResponseRule()
• #3936 Filter on opcode, records count/type, trailing data
• #3975 Make dnsdist [A,I]XFR aware, document possible issues
• #4006 Add eBPF source address and qname/qtype filtering
• #4008 Node infrastructure for querying recent traffic
• #4042 Add server-side TCP Fast Open support
• #4050 Add clearRules() and setRules()
• #4114 Add QNameLabelsCountRule() and QNameWireLengthRule()
• #4116 Added src boolean to NetmaskGroupRule to match destination address (Reinier Schoof)
• #4175 Implemented query counting (Reinier Schoof)
• #4244 Add a setCD parameter to set cd=1 on health check queries
• #4284 Add RCodeRule(), Allow, Delay and Drop response actions
• #4305 Add an optional Lua callback for altering a Protobuf message
• #4309 Add showTCPStats function (RobinGeuze)
• #4329 Add options to LogAction() so it can append (instead of truncate) (Duane Wessels)

19.21.2 Improvements

• #3714 Add documentation links to dnsdist.service (Ruben Kerkhof)
• #3754 Allow the use of custom headers in the web server
• #3826 Implement a ‘quiet’ mode for SuffixMatchNodeRule()
• #3836 Log the content of webserver’s exceptions
• #3858 Only log YaHTTP’s parser exceptions in verbose mode
• #3877 Increase max FDs in systemd unit, warn if clearly too low
• #4019 Add an optional addECS option to TeeAction()
• #4029 Add version and feature information to version output
• #4079 Return an error on RemoteLog{,Response}Action() w/o protobuf
• #4246 API now sends pools as a JSON array instead of a string
• #4302 Add help() and showVersion()
• #4286 Add response rules to the API and Web status page
• #4068 Display the dyn eBPF filters stats in the web interface
19.21.3 Bug fixes

- #3755 Fix RegexRule example in dnsdistconf.lua
- #3773 Stop copying the HTTP request headers to the response
- #3837 Remove dnsdist service file on trusty
- #3840 Catch WrongTypeException in client mode
- #3906 Keep the servers ordered inside pools
- #3988 Fix grepq() output in the README
- #3992 Fix some typos in the AXFR/IXFR documentation
- #3995 Fix comparison between signed and unsigned integer
- #4049 Fix dnsdist rpm building script #4048 (Daniel Stirnimann)
- #4065 Include editline/readline.h instead of readline.h/history.h
- #4067 Disable eBPF support when BPF_FUNC_tail_call is not found
- #4069 Fix a buffer overflow when displaying an OpcodeRule
- #4101 Fix $ expansion in build-dnsdist-rpm
- #4198 newServer setting maxCheckFailures makes no sense (stutiredboy)
- #4205 Prevent the use of “any” addresses for downstream server
- #4220 Don’t log an error when parsing an invalid UDP query
- #4348 Fix invalid outstanding count for {A,I}XFR over TCP
- #4365 Reset origFD asap to keep the outstanding count correct
- #4375 Tuple requires make_tuple to initialize
- #4380 Fix compilation with clang when eBPF support is enabled

19.22 1.0.0

Released April 21st 2016
Changes since 1.0.0-beta1:

19.22.1 Improvements

- #3700 Create user from the RPM package to drop privs
- #3712 Make check should run testrunner
- #3713 Remove contrib/dnsdist.service (Ruben Kerkhof)
- #3722 Use LT_INIT and disable static objects (Ruben Kerkhof)
- #3724 Include PDNS_CHECK_OS in configure (Chris Hofstaedtler)
- #3728 Document libedit Ctrl-R workaround for CentOS 6
- #3730 Make topBandwidth() behave like other top* functions
- #3731 Clarify a bit the documentation of load-balancing policies
19.22.2 Bug fixes

- #3711 Building rpm needs systemd headers (Ruben Kerkhof)
- #3736 Add missing Lua binding for NetmaskGroupRule()
- #3739 Drop privileges after daemonizing and writing our pid

19.23 1.0.0-beta1

Released April 14th 2016
Changes since 1.0.0-alpha2:

19.23.1 New features

- Per-pool packet cache
- Some actions do not stop the processing anymore when they match, allowing more complex setups: Delay, Disable Validation, Log, MacAddr, No Recurse and of course None
- The new RE2Rule() is available, using the RE2 regular expression library to match queries, in addition to the existing POSIX-based RegexRule()
- SpoofAction() now supports multiple A and AAAA records
- Remote logging of questions and answers via Protocol Buffer

19.23.2 Improvements

- #3405 Add health check logging, maxCheckFailures to backend
- #3412 Check config
- #3440 Client operation improvements
- #3466 Add dq binding for skipping packet cache in LuaAction (Jan Broer)
- #3499 Add support for multiple carbon servers
- #3504 Allow accessing the API with an optional API key
- #3556 Add an option to limit the number of queued TCP connections
- #3578 Add a disable-syslog option
- #3608 Export cache stats to carbon
- #3622 Display the ACL content on startup
- #3627 Remove ECS option from response’s OPT RR when necessary
- #3633 Count “TTL too short” cache events
- #3677 systemd-notify support

19.23.3 Bug fixes

- #3388 Lock the Lua context before executing a LuaAction
- #3433 Check that the answer matches the initial query
- #3461 Fix crash when calling rmServer() with an invalid index
- #3550,#3551 Fix build failure on FreeBSD (Ruben Kerkhof)
• #3594 Prevent EOF error for empty console response w/o sodium
• #3634 Prevent dangling TCP fd in case setupTCPDownstream() fails
• #3641 Under threshold, QPS action should return None, not Allow
• #3658 Fix a race condition in MaxQPSIPRule

19.24 1.0.0-alpha2

Released February 5th 2016
Changes since 1.0.0-alpha1:

19.24.1 New features

• Lua functions now receive a DNSQuestion dq object instead of several parameters. This adds a greater compatibility with PowerDNS and allows adding more parameters without breaking the API (#3198)
• Added a source option to newServer() to specify the local address or interface used to contact a downstream server (#3138)
• CNAME and IPv6-only support have been added to spoofed responses (#3064)
• grepq() can be used to search for slow queries, along with topSlow()
• New Lua functions: addDomainCNAMESpoof(), AllowAction() by @bearggg, exceedQRate(), MacAddrAction(), makeRule(), NotRule(), OrRule(), QClassRule(), RCodeAction(), SpoofCNAMEAction(), SuffixMatchNodeRule(), TCPRule(), topSlow()
• NetmaskGroup support have been added in Lua (#3144)
• Added MacAddrAction() to add the source MAC address to the forwarded query (#3313)

19.24.2 Bug fixes

• An issue in DelayPipe could make dnsdist crash at startup
• downstream-timeouts metric was not always updated
• truncateTC was unproperly updating the response length (#3126)
• DNSCrypt responses larger than queries were unproperly truncated
• An issue prevented info message from being displayed in non-verbose mode, fixed by Jan Broer
• Reinstating an expired Dynamic Rule was not correctly logged (#3323)
• Initialized counters in the TCP client thread might have cause FD and memory leak, reported by Martin Pels (#3300)
• We now drop queries containing no question (qdcount == 0) (#3290)
• Outstanding TCP queries count was not always correct (#3288)
• A locking issue in exceedRespGen() might have caused crashes (#3277)
• Useless sockets were created in client mode (#3257)
• addAnyTCRule() was generating TC=1 responses even over TCP (#3251)
19.24.3 Web interface

- Cleanup of the HTML by Sander Hoentjen
- Fixed an XSS reported by @janeczku (#3217)
- Removed remote images
- Set the charset to UTF-8, added some security-related and CORS HTTP headers
- Added server latency by Jan Broer (#3201)
- Switched to official minified versions of JS scripts, by Sander Hoentjen (#3317)
- Don’t log unauthenticated HTTP request as an authentication failure

19.24.4 Various documentation updates and minor cleanups:

- Added documentation for Advanced DNS Protection features (Dynamic rules, maintenance())
- Make topBandwidth() default to the top 10 clients
- Replaced readline with libedit
- Added GPL2 License (#3200)
- Added incbin License (#3269)
- Updated completion rules
- Removed wrong option --daemon-no by Stefan Schmidt

19.25 1.0.0-alpha1

Released December 24th 2015
Initial release
UPGRADE GUIDE

20.1 1.4.0 to 1.5.x

DOH endpoints specified in the fourth parameter of `addDOHLocal()` are now specified as exact URLs instead of path prefixes. The default endpoint also switched from `/` to `/dns-query`. For example, `addDOHLocal('2001:db8:1:f00::1', '/etc/ssl/certs/example.com.pem', '/etc/ssl/private/example.com.key', {"/dns-query"})` will now only accept queries for `/dns-query` and no longer for `/dns-query/foo/bar`.

The systemd service-file that is installed no longer uses the root user to start. It uses the user and group set with the `--with-service-user` and `--with-service-group` switches during configuration, “dnssdist” by default. This could mean that dnssdist can no longer read its own configuration, or other data. It is therefore recommended to recursively chown directories used by dnssdist:

```
chown -R root:dnssdist /etc/dnssdist
```

Packages provided on the PowerDNS Repository will chown directories created by them accordingly in the post-installation steps.

This might not be sufficient if the dnssdist configuration refers to files outside of the /etc/dnssdist directory, like DoT or DoH certificates and private keys. Many ACME clients used to get and renew certificates, like CertBot, set permissions assuming that services are started as root. For that particular case, making a copy of the necessary files in the /etc/dnssdist directory is advised, using for example CertBot’s `--deploy-hook` feature to copy the files with the right permissions after a renewal.

20.2 1.3.x to 1.4.0

`addLuaAction()` and `addLuaResponseAction()` have been removed. Instead, use `addAction()` with a `LuaAction()`, or `addResponseAction()` with a `LuaResponseAction()`.

`newPacketCache()` now takes an optional table as its second argument, instead of several optional parameters.

Lua’s constants for DNS response codes and QTypes have been moved from the ‘dnssdist’ prefix to, respectively, the ‘DNSQType’ and ‘DNSRCode’ prefix.

To improve security, all ambient capabilities are now dropped after the startup phase, which might prevent launching the webserver on a privileged port at run-time, or impact some custom Lua code. In addition, systemd’s sandboxing features are now determined at compile-time, resulting in more restrictions on recent distributions. See pull requests 7138 and 6634 for more information.

If you are compiling dnssdist, note that several `./configure` options have been renamed to provide a more consistent experience. Features that depend on an external component have been prefixed with ‘–with-’ while internal features use ‘–enable-’. This lead to the following changes:

- `--enable-fstrm` to `--enable-dnstap`
- `--enable-gnutls` to `--with-gnutls`
20.3 1.3.2 to 1.3.3

When upgrading from a package before 1.3.3, on CentOS 6 and RHEL 6, dnsdist will be stopped instead of restarted.

20.4 1.2.x to 1.3.x

In version 1.3.0, these things have changed. The Working with the dnsdist Console has an ACL now, which is set to "127.0.0.0/8", "::1/128" by default. Add the appropriate setConsoleACL() and addConsoleACL() statements to the configuration file.

The --daemon option is removed from the dnsdist binary, meaning that dnsdist will not fork to the background anymore. Hence, it can only be run on the foreground or under a supervisor like systemd, supervisord and daemon(8).

Due to changes in the architecture of dnsdist, several of the shortcut rules have been removed after deprecating them in 1.2.0. All removed functions have their equivalent addAction() listed. Please check the configuration for these statements (or use dnsdist --check-config) and update where needed. This removal affects these functions:

- addAnyTCRule()
- addDelay()
- addDisableValidationRule()
- addDomainBlock()
- addDomainCNAMESpoof()
- addDomainSpoof()
- addNoRecurseRule()
- addPoolRule()
- addQPSLimit()
- addQPSPoolRule()

20.5 1.1.0 to 1.2.0

In 1.2.0, several configuration options have been changed:

As the amount of possible settings for listen sockets is growing, all listen-related options must now be passed as a table as the second argument to both addLocal() and setLocal(). See the function’s reference for more information.

The BlockFilter function is removed, as addRule() combined with a DropAction() can do the same.
SECURITY ADVISORIES

All security advisories for the DNSDist are listed here.

21.1 PowerDNS Security Advisory 2017-01 for dnsdist: Crafted backend responses can cause a denial of service

- CVE: CVE-2016-7069
- Date: 2017-08-21
- Credit: Guido Vranken
- Affects: dnsdist up to and including 1.2.0 on 32-bit systems
- Not affected: dnsdist 1.2.0, dnsdist on 64-bit (all versions)
- Severity: Low
- Impact: Degraded service or Denial of service
- Exploit: This issue can be triggered by sending specially crafted response packets from a backend
- Risk of system compromise: No
- Solution: Upgrade to a non-affected version
- Workaround: Disable EDNS Client Subnet addition

An issue has been found in dnsdist in the way EDNS0 OPT records are handled when parsing responses from a backend. When dnsdist is configured to add EDNS Client Subnet to a query, the response may contain an EDNS0 OPT record that has to be removed before forwarding the response to the initial client. On a 32-bit system, the pointer arithmetic used when parsing the received response to remove that record might trigger an undefined behavior leading to a crash.

dnsdist up to and including 1.1.0 is affected on 32-bit systems. dnsdist 1.2.0 is not affected, dnsdist on 64-bit systems is not affected.

For those unable to upgrade to a new version, a minimal patch is available for 1.1.0

We would like to thank Guido Vranken for finding and subsequently reporting this issue.

21.2 PowerDNS Security Advisory 2017-02 for dnsdist: Alteration of ACLs via API authentication bypass

- CVE: CVE-2017-7557
- Date: 2017-08-21
- Credit: Nixu
An issue has been found in dnsdist 1.1.0, in the API authentication mechanism. API methods should only be available to a user authenticated via an X-API-Key HTTP header, and not to a user authenticated on the webserver via Basic Authentication, but it was discovered by Nixu during a source code audit that dnsdist 1.1.0 allows access to all API methods to both kind of users.

In the default configuration, the API does not provide access to more information than the webserver does, and therefore this issue has no security implication. However if the API is allowed to make configuration changes, via the setAPIWritable(true) option, this allows a remote unauthenticated user to trick an authenticated user into editing dnsdist’s ACLs by making him visit a crafted website containing a Cross-Site Request Forgery.

For those unable to upgrade to a new version, a minimal patch is available for 1.1.0

### 21.3 PowerDNS Security Advisory for dnsdist 2018-08: Record smuggling when adding ECS or XPF

- CVE: CVE-2018-14663
- Date: November 8th 2018
- Affects: PowerDNS DNSDist up to and including 1.3.2
- Not affected: 1.3.3
- Severity: Low
- Impact: Insufficient validation
- Exploit: This problem can be triggered via crafted queries
- Risk of system compromise: No
- Solution: Upgrade to a non-affected version

An issue has been found in PowerDNS DNSDist allowing a remote attacker to craft a DNS query with trailing data such that the addition of a record by dnsdist, for example an OPT record when adding EDNS Client Subnet, might result in the trailing data being smuggled to the backend as a valid record while not seen by dnsdist. This is an issue when dnsdist is deployed as a DNS Firewall and used to filter some records that should not be received by the backend. This issue occurs only when either the ‘useClientSubnet’ or the experimental ‘addXPF’ parameters are used when declaring a new backend.

This issue has been assigned CVE-2018-14663 by Red Hat.

PowerDNS DNSDist up to and including 1.3.2 is affected.

We would like to thank Richard Gibson for finding and subsequently reporting this issue.
**ACL**  Access Control List

**Open Resolver**  A recursive DNS server available for many hosts on the internet. Usually without adequate rate-limiting, allowing it to be used in reflection attacks.

**QPS**  Queries Per Second
HTTP ROUTING TABLE

/api
GET /api/v1/servers/localhost, 60
GET /api/v1/servers/localhost/config, 60
GET /api/v1/servers/localhost/config/allow-from, 60
GET /api/v1/servers/localhost/statistics, 60
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