

Inferno Nettverk A/S

Barefoot Module Documentation

Redirect Module

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1 Description

The *Redirect* module gives control over both where client requests and replies will end up, and what addresses and port ranges the *Barefoot* server will use on behalf of the clients for outgoing connections.

It can be used to restrict the port ranges used by the *Barefoot* server, which can be useful for cases where a firewall needs to know which port ranges the *Barefoot* server will use.

It can also be used to make the IP-address the *Barefoot* server will use when connecting to a remote server be chosen based on the clients IP-address.

2 Syntax

The syntax of the `redirect` statement is as follows:

```
redirect from: <address>
```

Here `address` is an address in the standard *Barefoot* format.

3 Semantics

The `redirect` statement integrates as a part of *rules*. See *barefootd.conf(5)* for more information about these.

`from` is the address to use on behalf of the client when connecting to the remote server. I

3.1 SIGHUP

Sending the server a `SIGHUP` signal forces a reload of the configuration file. It should be noted that *this does not* affect current sessions or limits placed on them.

A reload of the configuration file only affects sessions created after the reload. It will not affect any of the existing sessions.

This means that changing e.g., a *pass* statement to a *block* statement, does not terminate the session of any existing client. Likewise, changing the limits set in a rule does not change the values for any existing session.

After a reload of the configuration file, old sessions will continue to operate in a separate space, using the old configuration, while new sessions will use the new configuration.

4 Examples

This section shows several examples of how the *redirect* module can be used.

4.1 Limiting the port ranges used by the *Barefoot* server

The next rule says that the server should limit itself to using port ranges above 32768 on the interface `de1`, when bouncing connections to the host `internal-mail-server`.

```
client pass {
    from: 0.0.0.0/0 to: barefoot-server port = smtp
    bounce to: internal-mail-server
    redirect from: de1 port > 32768
}
```

4.2 Using different IP-addresses for different clients

The next two rules provide examples on how you could instruct the *Barefoot* server to use different IP-addresses for different clients when connecting to the host `internal-web-server`.

```
# clients from the 10.1/16-net will be assigned IP-address 192.168.0.1
client pass {
    from: 10.1.0.0/16 to: barefoot-server port = http
    bounce to: internal-web-server
    redirect from: 192.168.0.1/32
}

# clients from the 10.2/16-net will be assigned IP-address 192.168.0.2
client pass {
    from: 10.2.0.0/16 to: barefoot-server port = http
    bounce to: internal-web-server
    redirect from: 192.168.0.2/32
}
```