Dante, Module *Session*

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1 Description

The *Session* module gives you control over how many con-current sessions the *Dante* server will allow different user to create.

It can be used to limit the number of active sessions going to certain non-related web/ftp-sites for instance, or impose different limits on different users.

2 Syntax

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

`maxsessions: <sessions>`

`sessions` is the maximum number of sessions that can be active.

3 Semantics

The `maxsessions` statement integrates as a part of *client-rules* or *socks-rules*. See *sockd.conf(5)* for more information about these.

The maximal number of sessions set for a rule will be shared by all clients matching that rule. The *Dante* server will distribute the sessions on a first come, first served basis.

When the maximal number of sessions has been reached, future clients will not be allowed to create new socks sessions and will instead receive the socks error code indicating a general socks server failure. These clients may re-try again later, and if one of the old clients has finished in the mean-time, and no new ones have become active, be granted access.

4 Special notes

Sending the *Dante* server a `SIGHUP` signal forces a reload of the configuration file. It should be noted that this does not affect current sessions. Changing e.g. a *pass* statement to a *block* statement, does not terminate the session of any existing client.

Likewise, a reload of the configuration file does not let sessions created before the reload affect sessions created after the reload.

This means that after a reload of the configuration file, the session counter for new sessions will be reset, and it is possible for more than the configured number of sessions to exists con-currently. Eventually the old sessions will finish however, and the configured number of sessions will again be locked to the configured values, until a new reload of the configuration-file occurs.

5 Examples

This section shows some examples of how one could use this module.

5.1 Limiting the number of clients negotiating

The below rule shows how one can limit the number of clients on the 10.0.0.0/24 net con-currently negotiating with the *Dante* server to a total 10.

```
client-pass {
   from: 10.0.0.0/24 to: 0.0.0.0/0
   maxsessions: 10
}
```

Note that since this is a client-rule, it only limits the clients while they are negotiating. It enforces no limitations on the number of clients once they have finished negotiating, and as thus, is of limited use.

5.2 Limiting the number of clients using the web

The next rule shows how one can limit the number of clients con-currently "surfing" the web to 10.

```
pass {
   from: 0.0.0.0/0 to: 0.0.0.0/0 port http
   maxsessions: 10
}
```

Since this is a socks-rule, it takes action when the clients have finished negotiating with the *Dante* server.

A last examples shows how one could limit a particular user, in this example, the user "monica", to one ftp-session at a time.

```
pass {
   from: 0.0.0.0/0 to: 0.0.0.0/0 port ftp
   maxsessions: 1
   user: monica
}
```