**Suricata - Feature #1290**

**handle SIGHUP signal**

09/30/2014 03:18 AM - Dariusz Binkul

<table>
<thead>
<tr>
<th>Status:</th>
<th>New</th>
</tr>
</thead>
<tbody>
<tr>
<td>Priority:</td>
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<tr>
<td>Assignee:</td>
<td>Community Ticket</td>
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<tr>
<td>Category:</td>
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<tr>
<td>Target version:</td>
<td>TBD</td>
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<td>Effort:</td>
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<td>Difficulty:</td>
<td></td>
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**Description**

Hello,

it would be nice to make Suricata to handle SIGHUP signal in a way that it would:

- reopen log files
- reopen unix socket
- reread configuration file

Currently if a unix socket is created after suricata starts, I must restart suricata in order to connect to socket.

If you implement it, I could send SIGHUP (or other) signal to suricata every time when socket is created so it can reconnect successfully.

Kind regards,

Dariusz Binkul

**History**

#1 - 09/30/2014 10:01 AM - Jason Ish

In 2.0.4 a SIGHUP will re-open all the log files (zeroing them in doing so, on the assumption that a tool like logrotate has moved them out). I believe a SIGUSR2 will re-read the configuration.

I don't know enough about the unix socket to know if its a good idea to re-open it as part of the SIGHUP. Why does it need re-opening?

#2 - 10/01/2014 02:15 AM - Dariusz Binkul

Hello,

like I said. If a unix socket is created after suricata starts, I must restart suricata in order to connect to socket. This is a problem, because you must config your system start scripts to check if a service that provides socket is init before suricata starts.

Another thing is that restart of a service that provide socket must be followed by a suricata restart.

If suricata could reopen unix socket, then suricata and socket provider(service) could work independently.

Kind regards,

Dariusz Binkul

Jason Ish wrote:

In 2.0.4 a SIGHUP will re-open all the log files (zeroing them in doing so, on the assumption that a tool like logrotate has moved them out). I believe a SIGUSR2 will re-read the configuration.

I don't know enough about the unix socket to know if its a good idea to re-open it as part of the SIGHUP. Why does it need re-opening?

#3 - 01/01/2016 06:01 PM - Andreas Herz

- Assignee set to OISF Dev
- Target version set to TBD

07/16/2022 1/2
So HUP would be like USR2, except it would handle socket reconnects as well?

- Assignee set to Community Ticket