**Suricata - Feature #1489**

**Log a message when memcap limit is reached**  
06/17/2015 08:33 AM - Alexander Gozman

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

Probably, suricata should log a message when a memcap limit is reached. This can be done in ...CheckMemcap() functions. For instance, DNSCheckMemcap() sets STATE_MEMCAP_REACHED - close enough. Such log messages can be useful when testing and/or tuning suricata under high load.

**Related issues:**

Related to Feature #614: Rate limiting messages

**History**

**#1 - 06/17/2015 12:25 PM - Victor Julien**

I'm not sure Suricata itself should output this, or it could be a done in a lua script based on the stats.

**#2 - 06/17/2015 02:10 PM - Alexander Gozman**

Victor Julien wrote:

I'm not sure Suricata itself should output this, or it could be a done in a lua script based on the stats.

Yes, it could be done somewhere else. However snort emits debug messages when memcap is exceeded, so it provides a good debugging tool right out of the box. Anyway it's not a priority.

**#3 - 06/28/2015 05:24 AM - Peter Manev**

I think it is very useful/helpful in terms of debug/tuning to have those (optionally enabled maybe) verbose/dbg msg in suricata.log with regards to memcaps being reached.

**#4 - 07/23/2015 04:48 AM - Victor Julien**

I think if we do such a thing we need a logging method that would allow us to say "log this once" or "log this no more than once a second". Any log message based on traffic is a risk wrt log flooding etc.

**#5 - 07/23/2015 04:48 AM - Victor Julien**

- Target version changed from 3.0RC1 to TBD

**#6 - 08/05/2015 09:10 AM - Alexander Gozman**

Victor Julien wrote:

I think if we do such a thing we need a logging method that would allow us to say "log this once" or "log this no more than once a second". Any log message based on traffic is a risk wrt log flooding etc.

Well, I think this can be either hardcoded or have a setting in a configuration file (like "memcap-limit-warn-count: 5", value of -1 will log it without any limit). And we can implement a macro like this one:

```c
#define DO_FIRST_N(max, stmt) \  do { \  static volatile int logLimiter = 0; \  if (++logLimiter > (max)) { \    break; \  } \  stmt; 
```

03/13/2022
while (0);

And use it like:

DO_FIRST_N(1, SC_LOG_WARNING(...));

Maybe there's more neat and tidy solution :)

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**#7 - 08/17/2015 10:07 AM - Victor Julien**

This variable logLimiter will only exist in the scope of the DO_FIRST_N(1, SC_LOG_WARNING(...)); statement, right? How will it be shared between threads or multiple invocations of a code block?

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**#8 - 08/17/2015 10:34 AM - Alexander Gozman**

Victor Julien wrote:

This variable logLimiter will only exist in the scope of the DO_FIRST_N(1, SC_LOG_WARNING(...)); statement, right? How will it be shared between threads or multiple invocations of a code block?

If I remember correctly, static variables have a local scope but a global lifetime. So this one should be shared between threads and work correctly after multiple calls (however, there may be a non-critical race condition with this simple counter). Some time ago I did a quick test, with and without threads, and it seemed to work.

Maybe there's another solution for this, but I've tried to implement something like LOG_FIRST_N macro from google logging library (glog).

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**#9 - 01/01/2016 05:46 PM - Andreas Herz**

- Assignee set to OISF Dev

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**#10 - 08/09/2018 10:30 AM - Victor Julien**

- Assignee changed from OISF Dev to Anonymous
- Priority changed from Low to Normal
- Effort set to low
- Difficulty set to low

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**#11 - 02/23/2019 10:16 PM - Andreas Herz**

- Assignee set to Community Ticket

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**#12 - 09/26/2019 10:35 AM - Victor Julien**

- Related to Feature #614: Rate limiting messages added