## Suricata - Feature #614
### Rate limiting messages
10/30/2012 07:47 AM - Eric Leblond

<table>
<thead>
<tr>
<th>Status:</th>
<th>Assigned</th>
</tr>
</thead>
<tbody>
<tr>
<td>Priority:</td>
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</tr>
<tr>
<td>Assignee:</td>
<td>Community Ticket</td>
</tr>
<tr>
<td>Category:</td>
<td></td>
</tr>
<tr>
<td>Target version:</td>
<td>TBD</td>
</tr>
<tr>
<td>Effort:</td>
<td>low</td>
</tr>
<tr>
<td>Difficulty:</td>
<td>medium</td>
</tr>
</tbody>
</table>

**Description**

SCLog* function family should be updated to limit the number of repetitive messages. One way to do so could be to store the log messages in a hash and keeping a counter for each entry to set up the rate limiting.

**Related issues:**
- Related to Bug #551: Replace SCLogError by a counter for memory issue and oth... New
- Related to Feature #1489: Log a message when memcap limit is reached New

**History**

#1 - 12/07/2012 09:35 AM - Victor Julien
- Status changed from New to Assigned
- Assignee set to Eric Leblond
- Target version set to TBD

Maybe we can have a hard limit on the number of messages per second (configurable perhaps) and also track the last X messages to suppress exact duplicates.

#2 - 07/17/2018 08:32 AM - Victor Julien
- Assignee changed from Eric Leblond to Anonymous
- Effort set to low
- Difficulty set to medium

#3 - 02/23/2019 10:10 PM - Andreas Herz
- Assignee set to Community Ticket

#4 - 09/26/2019 10:35 AM - Victor Julien
- Related to Feature #1489: Log a message when memcap limit is reached added