

**Disclaimer:** This manual is NOT a Squid tutorial. It does not, for example, takes the reader through step-by-step details of Squid installation and configuration. The objective of this manual is to explain, in as much detail as possible, every configuration parameter available in Squid 3.0. As such, the reader is required to have prior knowledge of basic Squid installation and configuration. The details presented in this manual are in the nature of reference material. For a complete tutorial on Squid, please visit <http://www.squid-cache.org>

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**Note:**

new 2.5 Denotes new parameters introduced in Squid 2.5  
new 2.6 Denotes new parameters introduced in Squid 2.6  
new options Denotes new options included in TAG's

**NETWORK PARAMETERS**

Network parameters control network configuration, e.g. communication ports, secure network access and options, SSL options, inter-cache communication, multicast ICP queries etc.

TAG NAME	http_port
<b>Description</b>	Port where Squid will listen for clients http requests
<b>Build Option</b>	Default
<b>Usage</b>	<b>http_port</b> port [options] <b>http_port</b> hostname:port [options] <b>http_port</b> ip_address:port [options]
<b>Default</b>	none

**Synopsis**

This parameter allows the user to define the address on which Squid will listen for client's http requests. This is a required parameter, and there are no defaults. Without this configuration, Squid will never start.

**Arguments**

<i>port</i>	Port to which Squid will bind the socket
<i>hostname</i>	hostname to which Squid will bind the socket
<i>ip_address</i>	ip_address to which Squid will bind the socket

When a hostname or IP address is specified (as shown in variations 2 and 3 above), Squid binds the socket to that specific address.

Note: The http\_port parameter may be specified multiple times, with different addresses each time. This will cause Squid to listen on multiple ports.

*Options* are arguments that further control the behavior of the Squid proxy. The supported values are explained in the table below:

Options	Functions
transparent	Support for transparent interception of outgoing requests without browser settings
accel	Accelerator mode. Also needs at least one of vhost/vport/defaultsite.
defaultsite=	Main web site name for accelerators. Implies accel.
vhost	Accelerator using the Host header for virtual domain support.
vport	Accelerator using the Host header for virtual domain support.
vport=	As above, but uses specified port number rather than the http_port number.
urlgroup=	Default urlgroup to mark requests with.
protocol=	Protocol to reconstruct accelerated requests with. Defaults to http.
no-connection-auth	Prevent forwarding of Microsoft connection oriented authentication.
tpoxy	Support Linux TPROXY for spoofing outgoing connections using the client IP address.

**Example(s)**

```
http_port 3128
http_port 172.16.1.53:3300
http_port 172.16.1.53:80 accel defaultsite=visolve.com
http_port 3128 transparent
```

TAG NAME	https_port
<b>Description</b>	Port where Squid will listen for clients https requests
<b>Build Option</b>	--enable-ssl
<b>Usage</b>	<b>https_port</b> [ip:]port cert=certificate.pem key=key.pem] [options...]
<b>Default</b>	none

**Synopsis**

This parameter specifies the address where Squid will listen for client's https requests. Its role is significant when Squid is configured in accelerator mode where SSL works to be done.

**Arguments**

<i>ip</i>	IP Address to which Squid will bind the socket
<i>port</i>	Port to which Squid will bind the socket
<i>cert=certificate.pem</i>	Path and the file name where SSL certificate is located
<i>key=key.pem</i>	Path and the file name where SSL private key for the certificate is located

*options* controls other additional features and are explained in the table below:

Options	Functions
accel	Accelerator mode. Also needs at least one of defaultsite or vhost.
defaultsite=	The name of the https site presented on this port
vhost	Domain based virtual host support. Useful in combination with a wildcard certificate or other certificates valid for more than one domain. Implies accel.
urlgroup=	Default urlgroup to mark requests with
protocol=	Protocol to reconstruct accelerated requests with. Defaults to https.
cert=	Path to SSL certificate (PEM format)
key=	Path to SSL private key file (PEM format) if not specified, the certificate file is assumed to be a combined certificate and key file
version=	The version of SSL/TLS supported 1 automatic (default) 2 SSLv2 only 3 SSLv3 only 4 TLSv1 only
cipher=	Colon separated list of supported ciphers
options=	Various SSL engine options. The most important being: NO_SSLv2 Disallow the use of SSLv2 NO_SSLv3 Disallow the use of SSLv3 NO_TLSv1 Disallow the use of TLSv1 SINGLE_DH_USE Always create a new key when using temporary/ephemeral DH key exchanges  See src/ssl_support.cc or OpenSSL SSL_CTX_set_options documentation for a complete list of options.
clientca=	File containing the list of CAs to use when requesting a client certificate
cafile=	File containing additional CA certificates to use when verifying client certificates. If unset clientca will be used.
capath=	Directory containing additional CA certificates to use when verifying client certificates
dhparams=	File containing DH parameters for temporary/ephemeral DH key exchanges
sslflags=	Various flags modifying the use of SSL: DELAYED_AUTH - Don't request client certificates immediately, but wait until acl processing requires a certificate NO_DEFAULT_CA - Don't use the default CA list built in to OpenSSL. NO_SESSION_REUSE - Don't allow for session reuse. Each connection will result in a new SSL session. VERIFY_CRL - Verify CRL lists when accepting client certificates VERIFY_CRL_ALL - Verify CRL lists for all certificates in the client certificate chain
sslcontext=	SSL session ID context identifier.

#### Example(s)

https\_port 443 cert=/usr/local/ssl/cert.pem key=/usr/local/ssl/key.pem defaultsite=visolve.com

TAG NAME	ssl_unclean_shutdown
<b>Description</b>	Used to handle bugs in browsers which does not fully support SSL
<b>Build Option</b>	--enable-ssl
<b>Usage</b>	ssl_unclean_shutdown on/off
<b>Default</b>	ssl_unclean_shutdown off

#### Synopsis

Some browsers like MSIE will indicate bugs during SSL shutdown. During such conditions, making this tag "on" will handle those bugs.

#### Arguments

Enable or disable ssl\_unclean\_shutdown

TAG NAME	ssl_engine
<b>Description</b>	Defines Hardware SSL acceleration which is to be used
<b>Build Option</b>	--enable-ssl
<b>Usage</b>	ssl_engine engine
<b>Default</b>	none

#### Synopsis

The openssl engine to use. For Example(s), you will need to set this if you would like to use hardware SSL acceleration.

#### Arguments

Hardware SSL accelerator to be used

TAG NAME	sslproxy_client_certificate
----------	-----------------------------

<b>Description</b>	Used to define clients SSL certificate for proxying https:// URLs
<b>Build Option</b>	--enable-ssl
<b>Usage</b>	<b>sslproxy_client_certificate</b> path/certificatefile
<b>Default</b>	none

#### Synopsis

When proxying https:// URLs requests, this tag defines the clients SSL certificate path and the certificate file to be used for verification.

#### Arguments

<i>path/certificatefile</i>	Path and the file that holds the clients SSL certificate
-----------------------------	--

#### Example(s)

sslproxy\_client\_certificate /usr/local/ssl/cert.pem

TAG NAME	sslproxy_client_key
<b>Description</b>	Defines clients SSL certificate key for proxying https:// URLs
<b>Build Option</b>	--enable-ssl
<b>Usage</b>	<b>sslproxy_client_key</b> path/key.pem
<b>Default</b>	none

#### Synopsis

When Squid is used as a proxy server for https:// URLs requests, this tag defines the clients SSL certificate key's path and the file that holds the key.

#### Arguments

<i>path/key.pem</i>	Path and the file that contains the clients certificate key
---------------------	---

#### Example(s)

sslproxy\_client\_key /usr/local/ssl/certkey.pem

TAG NAME	sslproxy_version
<b>Description</b>	Defines the SSL version level to be used when proxying https:// URLs
<b>Build Option</b>	--enable-ssl
<b>Usage</b>	<b>sslproxy_version</b> version
<b>Default</b>	sslproxy_version 1

#### Synopsis

When SSL certificate is used for proxying https:// URLs, this tag can be used to define the SSL version level that will be used for handling encrypted connections.

#### Arguments

<i>version</i>	SSL version level
----------------	-------------------

#### Example(s)

sslproxy\_version 3

TAG NAME	sslproxy_options
<b>Description</b>	This defines the SSL engine options to be used when proxying https:// URLs
<b>Build Option</b>	--enable-ssl
<b>Usage</b>	<b>options</b> option
<b>Default</b>	none

#### Synopsis

When proxying https:// URLs, this tag is used to specify various SSL options.

#### Arguments

<i>option</i>	SSL options
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#### Example(s)

sslproxy\_options NO\_SSLv2

TAG NAME	sslproxy_cipher
<b>Description</b>	SSL cipher list to be used when proxying https:// URLs
<b>Build Option</b>	--enable-ssl
<b>Usage</b>	<b>sslproxy_cipher</b> cipher
<b>Default</b>	none

#### Synopsis

This tag sets the ciphers on which SSL will decide during the negotiation phase of the SSL connection when proxying https:// URLs

#### Arguments

<i>cipher</i>	SSL proxy cipher to be used
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TAG NAME	sslproxy_cafile
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<b>Description</b>	Defines the file that contains CA certificate
<b>Build Option</b>	--enable-ssl
<b>Usage</b>	<b>sslproxy_cafile</b> filename
<b>Default</b>	none

### Synopsis

This tag defines the file that contains CA certificate to be used for verifying server certificates when Squid is used as a proxy server for https://URLs.

### Arguments

<i>filename</i>	File that contains CA certificate
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### Example(s)

sslproxy\_cafile /usr/local/ca1.pem



TAG NAME	sslproxy_capath
<b>Description</b>	Defines the directory for the file containing CA certificate
<b>Build Option</b>	--enable-ssl
<b>Usage</b>	<b>sslproxy_capath</b> path
<b>Default</b>	none

### Synopsis

While proxying https:// URLs, this tag defines the path where the CA certificate file to be used when verifying server certificates is located.

### Arguments

<i>path</i>	Path where CA certificate file is located
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### Example(s)

sslproxy\_capath /usr/local/



TAG NAME	sslproxy_flags
<b>Description</b>	Specifies the way how SSL should act while proxying https:// URLs
<b>Build Option</b>	--enable-ssl
<b>Usage</b>	<b>sslproxy_flags</b> flags
<b>Default</b>	none

### Synopsis

When Squid is used as a proxy server for https://URLs, this tag is used to defines the nature of SSL's behaviour.

### Arguments

Flags	Meaning
DONT_VERIFY_PEER	Accept certificates even if they fail to verify
NO_DEFAULT_CA	Don't use the default CA list built in to OpenSSL
NO_SESSION_REUSE	Don't allow for session reuse. Each connection will result in a new SSL session.
VERIFY_CRL	Verify CRL lists when accepting client certificates
VERIFY_CRL_ALL	Verify CRL lists for all certificates in the client certificate chain

### Example(s)

sslproxy\_flags NO\_DEFAULT\_CA



TAG NAME	sslpassword_program
<b>Description</b>	Specify a program used for entering SSL key passphrases when using encrypted SSL certificate keys.
<b>Build Option</b>	--enable-ssl
<b>Usage</b>	<b>sslpassword_program</b> program
<b>Default</b>	none

### Synopsis

Specify a program used for entering SSL key passphrases when using encrypted SSL certificate keys. If not specified keys must either be unencrypted, or Squid started with the -N option to allow it to query interactively for the passphrase.

### Arguments

<i>program</i>	Program used for entering the SSL key passphrase
----------------	--

### Example(s)

sslpassword\_program /usr/local/program



TAG NAME	icp_port
----------	----------

<b>Description</b>	Port number through which Squid sends and receives ICP queries
<b>Build Option</b>	Default
<b>Usage</b>	<b>icp_port</b> portnumber
<b>Default</b>	icp_port 0

#### Synopsis

Defines the port for ICP packets to be sent and received from neighbour caches.

#### Arguments

<i>portnumber</i>	Port to which Squid will bind the socket
-------------------	--

#### Example(s)

icp\_port 3030



TAG NAME	htcp_port
<b>Description</b>	Port number through which Squid sends and receives HTCP queries
<b>Build Option</b>	--enable-htcp
<b>Usage</b>	<b>htcp_port</b> portnumber
<b>Default</b>	htcp_port 4827

#### Synopsis

This tag defines the port address through which HTCP packets will be sent and received from neighbour caches.

#### Arguments

<i>portnumber</i>	Port to which Squid will bind the socket
-------------------	--

#### Example(s)

htcp\_port 2134



TAG NAME	mcast_groups
<b>Description</b>	Defines list of multicast groups which your server should join to receive multicasted ICP queries
<b>Build Option</b>	Default
<b>Usage</b>	<b>mcast_groups</b> ip_address
<b>Default</b>	none

#### Synopsis

Multicast is essentially the ability to send one IP packet to multiple receivers. Your server will join to the multicat groups defined by the IP Addresses.

This option is to be set only if you want to RECEIVE multicast queries.

ICP replies are always sent via unicast, so this option does not affect whether or not you will receive replies from multicast group members.

#### Arguments

<i>ip_address</i>	ip_address of the multicast groups to join
-------------------	--

#### Example(s)

mcast\_groups 239.128.16.128 224.0.1.20



TAG NAME	udp_incoming_address, udp_outgoing_address
<b>Description</b>	Defines the address for sending and receiving ICP packets
<b>Build Option</b>	Default
<b>Usage</b>	<b>udp_incoming_address</b> ip_address <b>udp_outgoing_address</b> ip_address
<b>Default</b>	udp_incoming_address 0.0.0.0 udp_outgoing_address 255.255.255.255

#### Synopsis

These tags defines the interface through which ICP packets are sent and received. The default behavior is to not bind to any specific address.

A *udp\_incoming\_address* value of 0.0.0.0 indicates that Squid should listen for UDP messages on all available interfaces.

If *udp\_outgoing\_address* is set to 255.255.255.255 (the default) then it will use the same socket as *udp\_incoming\_address*. Only change this if you want to have ICP queries sent using another address than where this Squid listens for ICP queries from other caches.

#### Arguments

<i>ip_address</i>	ip_address to which Squid binds the ICP socket
-------------------	--

Note: *udp\_incoming\_address* and *udp\_outgoing\_address* cannot have the same value since they both use port 3130.

#### Example(s)

udp\_incoming\_address 192.168.1.35  
udp\_outgoing\_address 192.168.150.6

## NEIGHBOUR SELECTION ALGORITHM

Configurations needed for communication of Squid with the neighbor caches are done under this category.



TAG NAME	cache_peer
----------	------------

<b>Description</b>	This specifies other caches in cache hierarchy
<b>Build Option</b>	Default
<b>Usage</b>	<b>cache_peer</b> hostname type http_port icp_port [options]
<b>Default</b>	none

### Synopsis

This defines how to treat the neighbour peers in cache hierarchy. This is used during inter cache communication.

### Arguments

<i>hostname</i>	The cache peer to which communication is to be established
<i>type</i>	The way how the cache peer be treated (either as ' <i>parent</i> ', ' <i>sibling</i> ' or ' <i>multicast</i> ').
<i>proxy_port</i>	Port number where the cache listens for other peers requests.
<i>icp_port</i>	Used for querying neighbor caches about objects. To have a non-ICP neighbor specify '7' for the ICP port and make sure the neighbour machine has the UDP echo port - enabled in its /etc/inetd.conf file.

Options	Functions
proxy-only	to specify that objects fetched from this cache should not be saved locally.
weight=n	to specify a weighted parent. The weight must be an integer. The default weight is 1, larger weights are favored more.
basetime=n	to specify a base amount to be subtracted from round trip times of parents. It is subtracted before division by weight in calculating which parent to fetch from. If the rtt is less than the base time then the rtt is set to a minimal value.
ttl=n	to specify a IP multicast TTL to use when sending an ICP queries to this address. Only useful when sending to a multicast group. Because we don't accept ICP replies from random hosts, you must configure other group members as peers with the 'multicast-responder' option below.
no-query	NOT to send ICP queries to this neighbor.
default	if this is a parent cache which can be used as a "last-resort." You should probably only use 'default' in situations where you cannot use ICP with your parent cache(s).
round-robin	to define a set of parents which should be used in a round-robin fashion in the absence of any ICP queries.
multicast-responder	indicates that the named peer is a member of a multicast group. ICP queries willnot be sent directly to the peer, but ICP replies will be accepted from it.
closest-only	indicates that, for ICP_OP_MISS replies, we'll only forward CLOSEST_PARENT_MISSES and never FIRST_PARENT_MISSES.
no-digest	NOT to request cache digests from this neighbor.
no-netdb-exchange	disables requesting ICMP RTT database (NetDB) from the neighbor.
no-delay	to prevent access to this neighbor from influencing the delay pools.
login=user:password	if this is a personal/workgroup proxy and your parent requires proxy authentication. The string can include URL escapes (i.e. %20 for spaces). This also means that % must be written as %%. To combine this with <a href="#">proxy_auth</a> both proxies must share the same user database as HTTP only allows for one proxy login. Also be warned that this will expose your users proxy password to the peer. USE WITH CAUTION
login=PASS	if users must authenticate against the upstream proxy. This will pass the users credentials as they are to the peer proxy. This only works for the Basic HTTP authentication scheme. To combine this with <a href="#">proxy_auth</a> both proxies must share the same user database as HTTP only allows for one proxy login. Also be warned that this will expose your users proxy password to the peer. USE WITH CAUTION
login=*.password	to pass the username to the upstream cache, but with a fixed password. This is meant to be used when the peer is in another administrative domain, but it is still needed to identify each user. The star can optionally be followed by some extra information which is added to the username. This can be used to identify this proxy to the peer, similar to the login=username;password option above.
connect-timeout=nn	to specify a peer specific connect timeout (also see the <a href="#">peer_connect_timeout</a> directive)
digest-url=url	to tell Squid to fetch the cache digest (if digests are enabled) for this host from the specified URL rather than the Squid default location.
allow-miss	to disable Squid's use of only-if-cached when forwarding requests to siblings. This is primarily useful when icp_hit_stale is used by the sibling. To extensive use of this option may result in forwardingloops, and you should avoid having two-way peerings with this option. (for Example(s) to deny peer usage on requests from peer by denying <a href="#">cache_peer_access</a> if the source is a peer)
max-conn	to limit the amount of connections Squid may open to this peer.
htcp	to send HTCP, instead of ICP, queries to the neighbor. You probably also want to set the "icp port" to 4827 instead of 3130.
htcp-oldsquid	to send HTCP to old Squid versions
carp-load-factor	to define a parent cache as one participating in a CARP array.
originserver	causes this parent peer to be contacted as a origin server. Meant to be used in accelerator setups.
userhash	to load-balance amongst a set of parents based on the client proxy_auth or ident username.
sourcehash	to load-balance amongst a set of parents based on the client source ip.
name=xxx	if you have multiple peers on the same host but different ports. This name can then be used to differentiate the peers in <a href="#">cache_peer_access</a> and similar directives.
monitorurl=url	to have periodically request a given URL from the peer, and only consider the peer as alive if this monitoring is successful
monitorsize=sizespec	to limit the size range of 'monitorurl' replies considered valid.
monitorinterval=seconds	to change frequency of how often the peer is monitored with 'monitorurl'
monitortimeout=seconds	to change the timeout of 'monitorurl'. Defaults to 'monitorinterval'.
group=name	Group Name of the peer-cache
forceddomain=name	to forcibly set the Host header of requests forwarded to this peer. Useful in accelerator setups where the server (peer) expects a certain domain name and using redirectors to feed this domainname is not feasible.
ssl	to indicate that connections to this peer should be SSL/TLS encrypted.
sslcrt=/path/to/ssl/certificate	to specify a client SSL certificate to use when connecting to this peer.
sslkey=/path/to/ssl/key	to specify the private SSL key corresponding to sslcrt above. If 'sslkey' is not specified then 'sslcrt' is assumed to reference a combined file containing both the certificate and the key.
sslversion=1 2 3 4	to specify the SSL version to use when connecting to this peer 1 = automatic (default) 2 = SSL v2 only 3 = SSL v3 only 4 = TLS v1 only
sslcipher=...	to specify the list of valid SSL ciphers to use when connecting to this peer
ssloptions=...	to specify various SSL engine options NO_SSLv2 Disallow the use of SSLv2 NO_SSLv3 Disallow the use of SSLv3 NO_TLSv1 Disallow the use of TLSv1



front-end-https	to enable the "Front-End-Https: On" header needed when using Squid as a SSL frontend in front of Microsoft OWA. See MS KB document Q307347 for details on this header. If set to auto then the header will only be added if the request is forwarded as a https://URL.
connection-auth[=on off auto]	to tell Squid that this peer does not support Microsoft connection oriented authentication, and any such challenges received from there should be ignored.

#### Example(s)

```
cache_peer proxy.visolve.com parent 3128 3130 default
cache_peer 172.16.1.57 parent 3128 3130 proxy-only
cache_peer 172.16.1.123 sibling 3129 5500 weight=2
```

TAG NAME	cache_peer_domain
<b>Description</b>	Used to limit the domains for which a neighbour cache will be queried
<b>Build Option</b>	Default
<b>Usage</b>	<b>cache_peer_domain</b> cache-host domain [domain ...]
<b>Default</b>	none

#### Synopsis

In case if there are more number of cache peers, then using this tag we can direct the query to that cache peer for particular domains alone.

Prefixing the domain with "!" will be queried for objects NOT in that domain.

#### Arguments

<i>cache-host</i>	The cache peer to be queried for the specified domain
<i>domain</i>	The domain for which the cache peer to be queried

#### Example(s)

```
cache_peer_domain 172.16.1.57 .co.in
```

TAG NAME	neighbor_type_domain
<b>Description</b>	Using this tag, we can modify the define neighbour type for particular domains
<b>Build Option</b>	Default
<b>Usage</b>	<b>neighbor_type_domain</b> neighbour parent sibling domain domain ...
<b>Default</b>	none

#### Synopsis

There may be situations where an already defined neighbour to be treated differently for particular domains alone. This can be achieved using this directive.

#### Arguments

<i>neighbour</i>	The neighbour which to be treated differently
<i>parent sibling</i>	How the neighbour to be treated (parent/sibling)
<i>domain</i>	The domain for which the cache peer to be treated differently

#### Example(s)

```
cache_peer parent 172.16.1.57 3128 3130
neighbor_type_domain 172.16.1.57 sibling.com
```

TAG NAME	icp_query_timeout
<b>Description</b>	Used to define the inter-cache query timeout
<b>Build Option</b>	Default
<b>Usage</b>	<b>icp_query_timeout</b> time(msec)
<b>Default</b>	icp_query_timeout 0

#### Synopsis

Based on the round trip time of recent ICP queries, Squid normally determines an optimal ICP query timeout. If you want to override this value, you can specify the timeouts using this tag.

The value specified is in Milliseconds.

#### Arguments

<i>time</i>	Fixed time period for ICP queries
-------------	-----------------------------------

#### Example(s)

```
icp_query_timeout 2000
```

TAG NAME	maximum_icp_query_timeout
<b>Description</b>	Defines ICP query timeout value to a maximum limit
<b>Build Option</b>	Default
<b>Usage</b>	<b>maximum_icp_query_timeout</b> time(msec)
<b>Default</b>	maximum_icp_query_timeout 2000

### Synopsis

Normally the ICP query timeout is determined dynamically. But sometimes it can lead to very large values (say 5 seconds). Use this option to put an upper limit on the dynamic timeout value.

The value specified is in Milliseconds.

Note: Do NOT use this option to always use a fixed (instead of a dynamic) timeout value. To set a fixed timeout see the [icp\\_query\\_timeout](#) directive.

### Arguments

<i>time</i>	Maximum upper time limit
-------------	--------------------------

### Example(s)

maximum\_icp\_query\_timeout 4000

TAG NAME	minimum_icp_query_timeout
Description	Defines ICP query timeout value to a minimum limit
Build Option	Default
Usage	<b>minimum_icp_query_timeout</b> time(msec)
Default	minimum_icp_query_timeout 5

### Synopsis

As in the previous tag, ICP query timeouts to very small value, even lower than the normal latency variance on your link due to traffic. Use this option to put an lower limit on the dynamic timeout value.

The value specified is in Milliseconds.

Note: Do NOT use this option to always use a fixed (instead of a dynamic) timeout value. To set a fixed timeout see the [icp\\_query\\_timeout](#) directive.

### Arguments

<i>time</i>	Minimum lower time limit
-------------	--------------------------

### Example(s)

minimum\_icp\_query\_timeout 4000

TAG NAME	mcast_icp_query_timeout
Description	In case of multicast peer's, the value specified in this tag determines how long should Squid wait to count all replies from its peers
Build Option	Default
Usage	<b>mcast_icp_query_timeout</b> time(msec)
Default	mcast_icp_query_timeout 2000

### Synopsis

For Multicast peers, Squid regularly sends out ICP "probes" to count how many other peers are listening on the given multicast address. This tag determines the time how long Squid should wait to count all replies from its peers.

The value specified is in Milliseconds.

### Arguments

<i>time</i>	Time period to wait
-------------	---------------------

### Example(s)

mcast\_icp\_query\_timeout 3000

TAG NAME	dead_peer_timeout
Description	Defines the time period after which Squid will declare the corresponding peer as dead
Build Option	Default
Usage	<b>dead_peer_timeout</b> time(sec)
Default	dead_peer_timeout 10 seconds

### Synopsis

This allows Squid to define the time period for declaring a peer cache as "dead." If there are no ICP replies received within the specified amount of time, Squid will declare that peer as dead and will not expect to receive any further ICP replies. However, it continues to send ICP queries, and will mark the peer as alive upon receipt of the first subsequent ICP reply.

### Note

This timeout also affects when Squid expects to receive ICP replies from peers. If more than `dead_peer` seconds have passed since the last ICP reply was received, Squid will not expect to receive an ICP reply on the next query. Thus, if your time between requests is greater than this timeout, you will see a lot of requests sent DIRECT to origin servers instead of to your parents.

### Arguments

<i>time</i>	Time period to decide the cache peer as dead
-------------	--

### Example(s)

dead\_peer\_timeout 50 seconds

TAG NAME	hierarchy_stoplist
----------	--------------------

<b>Description</b>	Use this tag not to query neighbour caches for certain objects
<b>Build Option</b>	Default
<b>Usage</b>	<b>hierarchy_stoplist</b> words
<b>Default</b>	none

### Synopsis

Certain words defined in this tag when matched in the URLs, directs Squid not to query neighbour caches.

### Arguments

words	Words to be matched for direct access
-------	---------------------------------------

### Example(s)

hierarchy\_stoplist cgi-bin ?

TAG NAME	cache [previously called as no_cache]
<b>Description</b>	Use this to force certain objects to never be cached
<b>Build Option</b>	Default
<b>Usage</b>	<b>cache allow deny</b> acl ...
<b>Default</b>	none

### Synopsis

A list of ACL elements which, if matched, cause the request not to be satisfied from the cache and the reply not to be cached. In other words, use this to force certain objects to never be cached.

You must use the word 'DENY' to indicate the ACL names which should NOT be cached.

### Arguments

allow/deny	Allow or deny caching of objects on matching the acl
acl	The condition/rule to be matched for which caching of those objects can be allowed or denied

### Example(s)

```
acl QUERY urlpath_regex cgi-bin \?
cache deny QUERY
```

TAG NAME	cache_vary
<b>Description</b>	Enables the caching of vary:in objects
<b>Build Option</b>	Default
<b>Usage</b>	<b>cache_vary</b> on off
<b>Default</b>	cache_vary on

### Synopsis

Set to off to disable caching of Vary:in objects.  
This is URL's where the server response varies depending to the capabilities and preferences of the browser.

### Arguments

on/off	Enable or Disable the vary
--------	----------------------------

TAG NAME	broken_vary_encoding
<b>Description</b>	This replies matching this access list will have the cache split replies matching this access list will have the cache split ETag to be unique.
<b>Build Option</b>	Default
<b>Usage</b>	<b>broken_vary_encoding</b> allow deny [!]aclname
<b>Default</b>	acl apache rep_header Server ^Apache broken_vary_encoding allow apache

### Synopsis

Many servers have broken support for on-the-fly Content-Encoding, returning the same ETag on both plain and gzip:ed variants. Vary replies matching this access list will have the cache split on the Accept-Encoding header of the request and not trusting the ETag to be unique.

You must use the word 'DENY' to indicate the ACL names which should NOT be cached.

### Arguments

allow/deny	Allow or deny the broken vary encoding on matching the acl
acl	The condition/rule to be matched for which encoding can be allowed or denied

### Example(s)

```
acl apache rep_header Server ^Apache
broken_vary_encoding allow apache
```

## OPTIONS WHICH AFFECT THE CACHE SIZE

Tags under this section deals with cache memory configurations like cache memory size, swap size, maximum and minimum object size, cache and memory replacement policies.

TAG NAME	cache_mem
----------	-----------

<b>Description</b>	cache_mem defines the ideal amount of memory to be used for In-Transit objects, Hot Objects, Negative-Cached objects
<b>Build Option</b>	Default
<b>Usage</b>	cache_mem size
<b>Default</b>	cache_mem 8 MB

### Synopsis

Data for these objects are stored in 4 KB blocks. This parameter specifies the ideal upper limit on the total size of 4 KB blocks allocated.

*In-transit* objects have priority over the others. When additional space is needed for incoming data, *Negative-cached* and *Hot* objects will be released. In other words, the negative-cached and hot objects will fill up any unused space not needed for *In-transit* objects.

If circumstances require, this limit will be exceeded. Specifically, if your incoming request rate requires more than *cache\_mem* of memory to hold *In-transit* objects, Squid will exceed this limit to satisfy the new requests. When the load decreases, blocks will be freed until the high-water mark is reached. Thereafter, blocks will be used to store hot objects.

### Note

This tag does not specify the maximum process size. It places a limit on one aspect of squid's memory usage. Squid uses memory for other things as well. Process will probably become twice or three times bigger than the value put here.

### Arguments

size	Cache memory size
------	-------------------

### Example(s)

cache\_mem 32 MB



TAG NAME	cache_swap_low, cache_swap_high
<b>Description</b>	This defines low- and high-water marks for cache object replacements
<b>Build Option</b>	Default
<b>Usage</b>	cache_swap_low percent( 0-100 ) cache_swap_high percent( 0-100 )
<b>Default</b>	cache_swap_low 90 cache_swap_high 95

### Synopsis

This tags define when the replacement should take place. Replacement begins when the swap (disk) usage is above the low-water mark and attempts to maintain utilization near the low-water mark. As swap utilization gets close to high-water mark object eviction becomes more aggressive. If utilization is close to the low-water mark less replacement is done each time.

Defaults are 90% and 95%. If you have a large cache, 5% could be hundreds of MB. If this is the case you may wish to set these numbers closer together.

### Arguments

percent	low and high level in percentage
---------	----------------------------------

### Example(s)

cache\_swap\_low 50  
cache\_swap\_high 75



TAG NAME	maximum_object_size
<b>Description</b>	Defines maximum size for objects to be stored in the disk
<b>Build Option</b>	Default
<b>Usage</b>	maximum_object_size size
<b>Default</b>	object_size 4096 KB

### Synopsis

Objects larger than this size will NOT be saved on disk. The value is specified in kilobytes, and the default is 4MB. If you wish to get a high BYTES hit ratio, you should probably increase this (one 32 MB object hit counts for 3200 10KB hits). Leave this value low if you wish to increase the speed more than what you want to save bandwidth.

### Note

If using the LFUDA replacement policy you should increase this value to maximize the byte hit rate improvement of LFUDA! See replacement\_policy below for a discussion of this policy.

### Arguments

size	Maximum object size
------	---------------------

### Example(s)

maximum\_object\_size 320010 KB



TAG NAME	minimum_object_size
<b>Description</b>	Specifies the minimum object size below which will not be saved to the disk
<b>Build Option</b>	Default
<b>Usage</b>	minimum_object_size size
<b>Default</b>	minimum_object_size 0 KB

### Synopsis

Objects smaller than this size will NOT be saved on disk. The value is specified in kilobytes, and the default is 0 KB, which means there is no minimum.

### Arguments

size	Minimum object size
------	---------------------

### Example(s)

minimum\_object\_size 10 KB



TAG NAME	maximum_object_size_in_memory
----------	-------------------------------

<b>Description</b>	Defines maximum size of the object to be kept in memory cache
<b>Build Option</b>	Default
<b>Usage</b>	<b>maximum_object_size_in_memory</b> size
<b>Default</b>	maximum_object_size_in_memory 8 KB

### Synopsis

Objects greater than the size specified in this tag will not be kept in the memory cache. This should be set high enough to keep objects accessed frequently in memory to improve performance at the same time low enough to keep larger objects from hoarding [cache\\_mem](#).

### Arguments

size	Maximum size of the object to be kept in memory cache
------	---

### Example(s)

maximum\_object\_size\_in\_memory 100 KB



TAG NAME	ipcache_size, ipcache_low, ipcache_high
<b>Description</b>	The size of the cache used for IP addresses and the high and low water marks for the same
<b>Build Option</b>	Default
<b>Usage</b>	<b>ipcache_size</b> number of entries <b>ipcache_low</b> percent <b>ipcache_high</b> percent
<b>Default</b>	ipcache_size 1024 ipcache_low 90 ipcache_high 95

### Synopsis

Defines the size of cache needed for caching ip address, also its low and high water marks.

### Arguments

number of entries	Number of entries to be cached
percent	low and high level for the ipcache in percentage

### Example(s)

ipcache\_size 2048  
ipcache\_low 90  
ipcache\_high 95



TAG NAME	fqdn_cache_size
<b>Description</b>	Defines the size of in memory cache needed for fully qualified domain names
<b>Build Option</b>	Default
<b>Usage</b>	<b>fqdn_cache_size</b> number of entries
<b>Default</b>	fqdn_cache_size 1024

### Synopsis

This is used to specify maximum number of entries for fully qualified domain names. Defaults to 1024, which is usually a safe value. In environments where DNS queries are slow, raising this may help.

### Arguments

number of entries	Number of fully qualified domains to be cached
-------------------	--

### Example(s)

fqdn\_cache\_size 2048



TAG NAME	cache_replacement_policy
<b>Description</b>	The cache replacement policy parameter determines which objects are to be replaced when disk space is needed
<b>Build Option</b>	--enable-removal-policy
<b>Usage</b>	<b>cache_replacement_policy</b> policy
<b>Default</b>	cache_replacement_policy lru

### Synopsis

Whenever space for new objects were not found in the disk, *cache\_replacement\_policy* tag determines which objects in the cache memory (disk) should be replaced.

The cache replacement policies is of four types. They are,

Policy	Explanation
lru	Squid's original list based LRU policy
heap GDSF	Greedy-Dual Size Frequency
heap LFUDA	Least Frequently Used with Dynamic Aging
heap LRU	LRU policy implemented using a heap

This applies to any [cache\\_dir](#) lines listed below this.

The *lru* policies keeps recently referenced objects.

The *heap GDSF* policy optimizes object hit rate by keeping smaller popular objects in cache so it has a better chance of getting a hit. It achieves a lower byte hit rate than *LFUDA* though since it evicts larger (possibly popular) objects.

The *heap LFUDA* policy keeps popular objects in cache regardless of their size and thus optimizes byte hit rate at the expense of hit rate since one large, popular object will prevent many smaller, slightly less popular objects from being cached.

Both policies utilize a dynamic aging mechanism that prevents cache pollution that can otherwise occur with frequency-based replacement policies.

For more information about the GDSF and LFUDA cache replacement policies see <http://www.hpl.hp.com/techreports/1999/HPL-1999-69.html> and <http://fog.hpl.external.hp.com/techreports/98/HPL-98-173.html>.

### Note

If using the LFUDA replacement policy you should increase the value of [maximum\\_object\\_size](#) above its default of 4096 KB to maximize the potential byte hit rate improvement of LFUDA.

#### Arguments

<i>policy</i>	One of the above mentioned policies
---------------	-------------------------------------

#### Example(s)

cache\_replacement\_policy heap LFUDA

TAG NAME	memory_replacement_policy
<b>Description</b>	Specifies the policy for object replacement in memory when space for new objects is not available
<b>Build Option</b>	Default
<b>Usage</b>	<b>memory_replacement_policy</b> policy
<b>Default</b>	memory_replacement_policy lru

#### Synopsis

Like *cache\_replacement\_policy*, this applies to memory space (RAM) for object replacement when the required space is not available for new objects.

Policies are same as [cache\\_replacemen\\_policy](#).

#### Arguments

<i>policy</i>	One of the policies mentioned in <a href="#">cache_replacement_policy</a> tag
---------------	---

#### Example(s)

memory\_replacement\_policy LFUDA

## LOG FILE PATH NAMES AND CACHE DIRECTORIES

Squid provides a number of logs that can be used when debugging problems, and when measuring the effectiveness and identifying users and the sites they visit. Because Squid can be used to "snoop" on users browsing habits, one should carefully consider privacy laws in your region and more importantly be considerate to your users. That's being said, logs can be very valuable tools in insuring that your users get the best service possible from your cache.

TAG NAME	cache_dir
<b>Description</b>	This is used to define cache directory, its path, type and size
<b>Build Option</b>	Default
<b>Usage</b>	<b>cache_dir</b> Type Directory-Name <i>FS-specific-data</i> [options]
<b>Default</b>	cache_dir ufs /usr/local/Squid/var/cache 100 16 256

#### Synopsis

All objects which are to be cached are stored in the disk space defined by this tag. This defines the path to cache directory, cache directory name, type and size of the cache area.

#### Arguments

<i>Type</i>	Type specifies the kind of storage system to use. Only "ufs" is built by default. To enable any of the other storage systems see the <b>--enable-storeio</b> configure option.  Type is one of the following: 1. <b>ufs</b> is the old well-known Squid storage format that has always been there. 2. <b>aufs</b> uses the same storage format as <b>ufs</b> , utilizing POSIX-threads to avoid blocking the main Squid process on disk-I/O. This was formerly known in Squid as <b>async-io</b> . 3. <b>diskd</b> uses the same storage format as <b>ufs</b> , utilizing a separate process to avoid blocking the main Squid process on disk-I/O.										
	<table border="1"> <thead> <tr> <th>Type</th> <th>Usage</th> </tr> </thead> <tbody> <tr> <td><i>ufs</i></td> <td>cache_dir ufs Directory-Name Mbytes L1 L2 [options]</td> </tr> <tr> <td><i>aufs</i></td> <td>cache_dir aufs Directory-Name Mbytes L1 L2 [options]</td> </tr> <tr> <td><i>diskd</i></td> <td>cache_dir diskd Directory-Name Mbytes L1 L2 [options] [Q1=n] [Q2=n]</td> </tr> <tr> <td>COSS</td> <td></td> </tr> </tbody> </table>	Type	Usage	<i>ufs</i>	cache_dir ufs Directory-Name Mbytes L1 L2 [options]	<i>aufs</i>	cache_dir aufs Directory-Name Mbytes L1 L2 [options]	<i>diskd</i>	cache_dir diskd Directory-Name Mbytes L1 L2 [options] [Q1=n] [Q2=n]	COSS	
Type	Usage										
<i>ufs</i>	cache_dir ufs Directory-Name Mbytes L1 L2 [options]										
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<i>diskd</i>	cache_dir diskd Directory-Name Mbytes L1 L2 [options] [Q1=n] [Q2=n]										
COSS											
<i>Directory-Name</i>	Directory name is a top-level directory where cache swap files will be stored. If you want to use an entire disk for caching, then this can be the mount-point directory. The directory must exist and be writable by the Squid process. Squid will NOT create this directory for you.										
<i>Mbytes</i>	Mbytes is the amount of disk space (in MB) to use under this directory. The default is 100 MB. Change this to suit your configuration										
<i>Level1</i>	Number of first-level subdirectories which will be created under the Directory. The default is 16.										
<i>Level2</i>	number of second-level subdirectories which will be created under each first-level directory. The default is 256.										
<i>Q1</i>	number of unacknowledged I/O requests when Squid stops opening new files. If this many messages are in the queues, Squid won't open new files. Default is 64.										
<i>Q2</i>	number of unacknowledged messages when Squid starts blocking. If this many messages are in the queues, Squid blocks until it receives some replies. Default is 72.										

#### Option:

<i>read-only</i>	Make the cache directory as read only.
<i>max-size=n</i>	refers to the max object size this storedir supports. It is used to initially choose the storedir to dump the object.

#### Note:

- To make optimal use of the max-size limits you should order the *cache\_dir* lines with the smallest max-size value first and the ones with no max-size specification last.
- For *cooss*, max-size must be less than `COSS_MEMBUF_SZ`

#### Example(s)

cache\_dir ufs /path/to/cache\_dir 5000 16 256

TAG NAME	logformat
----------	-----------

<b>Description</b>	Defines the format for storing access logs in access.log file
<b>Build Option</b>	Default
<b>Usage</b>	<b>logformat</b> <name> <format specification>
<b>Default</b>	none

### Synopsis

Using this, the default log format can be changed according to the requirement. This customizable format will be needed when you want to perform analysis on the logs stored in access.log file.

### Arguments

<i>name</i>	Identifier holding the customized logformat
<i>format specification</i>	It is a string embedded with % format codes

% format codes all follow the same basic structure where all but the formatcode is optional. Output strings are automatically quoted as required according to their context and the output format modifiers are usually unneeded but can be specified if an explicit quoting format is desired. The logformat name should be added at the end of access log file in the [access\\_log](#) tag.

% [{"|"}#] [-] [[0]width] [{(argument)}] formatcode

"	quoted string output format
[	Squid log quoted format as used by <a href="#">log_mime_hdrs</a>
#	URL quoted output format
'	No automatic quoting
-	left aligned
width	field width. If starting with 0 then output is zero padded
{arg}	argument such as header name etc

### Format codes:

>a	Client source IP address
>A	Client FQDN
>p	Client source port
<A	Server IP address or peer name
la	Local IP address (http_port)
lp	Local port number (http_port)
ts	Seconds since epoch
tu	subsecond time (milliseconds)
tl	Local time. Optional strftime format argument default %d/%b/%Y:%H:%M:S %z
tg	GMT time. Optional strftime format argument default %d/%b/%Y:%H:%M:S %z
tr	Response time (milliseconds)
>h	Request header. Optional header name argument on the format header[:separator]element]
<h	Reply header. Optional header name argument as for >h
un	User name
ul	User login
us	User SSL
ui	User ident
ue	User from external acl
Hs	HTTP status code
Ss	Squid request status (TCP_MISS etc)
Sh	Squid hierarchy status (DEFAULT_PARENT etc)
mt	MIME content type
rm	Request method (GET/POST etc)
ru	Request URL
rv	Request protocol version
ea	Log string returned by external acl
<st	Reply size including HTTP headers
>st	Request size including HTTP headers
st	Request+Reply size including HTTP headers
%	a literal % character

### Example(s)

```
logformat Squid %ts.%03tu %6tr %>a %Ss/%03Hs %<st %rm %ru %un %Sh/%<A %mt
logformat combined %>a %ui %un [%tl] "%rm %ru HTTP/%rv" %Hs %<st "%{Referer}>h" "%{User-Agent}>h" %Ss:%Sh
```

TAG NAME	access_log [previously called as cache_access_log]
<b>Description</b>	Defines the file where client activities are logged
<b>Build Option</b>	Default
<b>Usage</b>	<b>access_log</b> <filepath> [<logformat name> [acl acl ...]]
<b>Default</b>	access_log /usr/local/Squid/var/logs/access.log squid

### Synopsis

All the activities the client does gets logged in this file. Using this, analysis on the access made by the clients can be done.

Customization of the logging can be done using the acl's which logs only those clauses in the specified [logformat](#). If no acl is specified, all requests will be logged to this file.

To disable logging of a request specify "none".

### Arguments

<i>filepath</i>	Location of the file that stores the logs
<i>logformat name</i>	Identifier that holds the customized log formats
<i>acl</i>	Filter rules to match

### Example(s)

access\_log /var/logs/access.log

If logformat is configured, then define the `access_log` as shown to get the defined logformats.

access\_log /var/logs/access.log common, where common is the logformat name defined above.

TAG NAME	cache_log
Description	This tag is used to define the Cache logging file
Build Option	Default
Usage	<code>cache_log &lt;filepath&gt;/filename</code>
Default	<code>cache_store_log /usr/local/Squid/var/logs/cache.log</code>

### Synopsis

This defines the path and the file where general information about your cache's behavior goes. This file contains startup configuration information, as well as assorted error information during Squid's operation. This file is a good place to look when a website is found to have problems running through the web cache. Entries here may point towards a potential solution.

### Arguments

<code>filepath</code>	Specifies the location of the file
<code>filename</code>	Actual file where the log is gathered

### Example(s)

cache\_log /var/logs/cache.log

TAG NAME	cache_store_log
Description	Configures the location of the caches store log file
Build Option	Default
Usage	<code>cache_store_log &lt;filepath&gt;/filename</code>
Default	<code>cache_store_log /usr/local/Squid/var/logs/store.log</code>

### Synopsis

This tag defines the location where the transaction log of all objects that are stored in the object store, as well as the time when the object get deleted. This file really doesn't have very much use on a production cache, and it primarily recommended for use in debugging. Therefore, it can be turned off by entering none in the entry field.

### Arguments

<code>filepath</code>	Specifies the location of the file
<code>filename</code>	Actual file where the log is gathered

### Example(s)

cache\_store\_log /var/cache/store.log

TAG NAME	cache_swap_log
Description	Defines the filename used in each store directory to store the web caches metadata
Build Option	Default
Usage	<code>cache_log &lt;filepath&gt;/filename</code>
Default	none

### Synopsis

This tag defines the file where metadata of objects saved on disk. This is a form of index for the web cache object store. These metadata is used to rebuild the cache during startup. This is not a human readable log, and it is strongly recommended to leave it in its default location on each store directory.

If %s can be used in the file name it will be replaced with a a representation of the cache\_dir name where each / is replaced with ".". If have more than one 'cache\_dir', and %s is not used in the name these swap logs will have names such as:

1. cache\_swap\_log.00
2. cache\_swap\_log.01
3. cache\_swap\_log.02

Note: You must give a full filename, not just a directory. Since this is the index for the whole object list you CANNOT periodically rotate it!

### Arguments

<code>filepath</code>	Specifies the location of the file
<code>filename</code>	Actual file where the log is gathered

### Example(s)

cache\_swap\_log /var/cache/cache\_swap.log

TAG NAME	emulate_httpd_log
Description	Allows you to specify that Squid write its access.log in HTTPD common log file format
Build Option	Default
Usage	<code>emulate_httpd_log on off</code>
Default	<code>emulate_httpd_log off</code>

### Synopsis

Squid write its access.log in HTTPD common log file format, such as that used by Apache and many other web servers. This allows you to parse the log and generate reports using a wider array of tools. However, this format does not provide several types of information specific to caches, and is generally less useful when tracking cache usage and solving problems. Because there are several effective tools for parsing and generating reports from the Squid standard access logs, it is usually preferable to leave this at its default of being off.

### Arguments

<code>on/off</code>	Enable or disable this process
---------------------	--------------------------------



TAG NAME	log_ip_on_direct
Description	This tag enables/disables logging of IP address/hostname in the access.log file
Build Option	Default
Usage	<b>log_ip_on_direct on off</b>
Default	log_ip_on_direct on

#### Synopsis

By making this directive to on, logs the IP Address of the destination server in the access.log file. If you want the hostname to be logged, then configure the directive to off mode.

#### Arguments

on/off	Enable or disable this process
--------	--------------------------------

TAG NAME	mime_table
Description	Used to define the file and path to the file where Squid's mime table is located
Build Option	Default
Usage	<b>mime_table</b> path/filename
Default	mime_table /usr/local/Squid/etc/mime.conf

#### Synopsis

Squid uses the mime table defined by this tag

#### Arguments

path	Path for the file where mime table file is located
filename	File that contains mime table

#### Example(s)

mime\_table /usr/local//mime.conf

TAG NAME	log_mime_hdrs
Description	Enables to log extra information about clients requests in the access log
Build Option	Default
Usage	<b>log_mime_hdrs on off</b>
Default	log_mime_hdrs off

#### Synopsis

When enabled, causes Squid to log more information about the request in the access.log file. This causes Squid to also write the request and response MIME headers for every request. These will appear in brackets at the end of each access.log entry.

#### Arguments

on/off	Enable or disable this process
--------	--------------------------------

TAG NAME	useragent_log
Description	Using this tag, you can make Squid to write User-Agent field from HTTP requests to the filename specified in this tag
Build Option	--enable-useragent-log
Usage	<b>useragent_log</b> path/filename
Default	none

#### Synopsis

By default *useragent\_log* is disabled.

#### Arguments

path	Path for the useragent log file
filename	File that contains useragent logs

#### Example(s)

useragent\_log /var/logs/useragent.log

TAG NAME	referer_log
Description	Squid will write the Referer field from HTTP requests to the filename specified here
Build Option	--enable-referer-log
Usage	<b>referer_log</b> path/filename
Default	none

#### Synopsis

By default *referer\_log* is disabled.

#### Arguments

path	Path for the referer log file
filename	File that contains useragent logs

#### Example(s)

referer\_log /var/logs/referer.log

TAG NAME	pid_filename
----------	--------------

<b>Description</b>	Used to define a filename where the process id's of Squid is stored
<b>Build Option</b>	Default
<b>Usage</b>	<b>pid_filename</b> path/filename
<b>Default</b>	pid_filename /usr/local/Squid/var/logs/Squid.pid

#### Synopsis

If you don't want Squid to create this file enter none instead of filename.

#### Arguments

<i>path</i>	Path for the Squid pid file
<i>filename</i>	File that contains pid of Squid's process

#### Example(s)

pid\_filename /usr/local/Squid.pid



TAG NAME	debug_options
<b>Description</b>	This provides a means to configure all of Squid's various debug sections
<b>Build Option</b>	Default
<b>Usage</b>	<b>debug_options</b> section, level
<b>Default</b>	debug_options ALL,1

#### Synopsis

Squid's debugging code has been divided into a number of sections, so that if there is a problem in one part of Squid debug logging can be made more verbose for just that section. The magic word "ALL" sets debugging levels for all sections. We recommend normally running with "ALL,1".

#### Arguments

<i>section</i>	Defines which section's information to be logged
<i>level</i>	Defines debugging levels (0-9)

#### Example(s)

debug\_options ALL, 9



TAG NAME	log_fqdn
<b>Description</b>	Turn this on if you wish to log fully qualified domain names in the access.log
<b>Build Option</b>	Default
<b>Usage</b>	<b>log_fqdn on off</b>
<b>Default</b>	log_fqdn off

#### Synopsis

This configures whether Squid will attempt to resolve the hostname, so the the fully qualified domain name can be logged. This can, in some cases, increase latency of requests.

#### Arguments

<i>on/off</i>	Enable or disable this process
---------------	--------------------------------



TAG NAME	client_netmask
<b>Description</b>	Defines what portion of the requesting client IP is logged in the access.log
<b>Build Option</b>	Default
<b>Usage</b>	<b>client_netmask</b> netmask
<b>Default</b>	client_netmask 255.255.255.255

#### Synopsis

You can make the requesting clients IP to be logged as such or only the network part of the IP alone with the host part being zero. For privacy reasons it is often preferred to only log the network or subnet IP of the client. For example, a netmask of 255.255.255.0 will log the first three octets of the IP, and fill the last octet with a zero.

#### Arguments

<i>netmask</i>	Clients network mask
----------------	----------------------

#### Example(s)

client\_netmask 255.255.120.200

## OPTIONS FOR EXTERNAL SUPPORT PROGRAMS

External support programs could be viewed as a simple means of modular design, allowing third parties to write modules to improve the features of Squid. That's being said, some of Squid's standard functionality is also provided by helper programs. The standard helper programs include dnsserver, pinger, and several authentication modules. Third party modules include redirectors, ad blockers, and additional authentication modules.



TAG NAME	ftp_user
<b>Description</b>	This is the email address Squid uses to login to remote FTP servers anonymously
<b>Build Option</b>	Default
<b>Usage</b>	<b>ftp_user</b> username
<b>Default</b>	ftp_user squid@

### Synopsis

For login to some servers, an anonymous email address is to be used. This tag is used to provide the anonymous email address for the login. This can simply be a user name followed by an @ symbol, which your domain name can be automatically attached to. Or it can be a full email address. This should be something reasonable for your domain, such as `wwwuser@mydomain.com`, or in the domainless case first mentioned, `squid@`, which happens to be the default for this option.

### Arguments

<code>username</code>	User name to be used while login
-----------------------	----------------------------------

### Example(s)

`ftp_user squid@squid.visolve.com`



TAG NAME	<code>ftp_list_width</code>
Description	The column width for auto-generated Web pages of FTP sites queried through Squid when Squid is in forward proxy mode
Build Option	Default
Usage	<code>ftp_list_width</code> number
Default	<code>ftp_list_width</code> 32

### Synopsis

This tag gives some control over how Squid formats the resulting file lists. Squid provides limited FTP proxy features to allow browsers (even older, non-FTP aware browsers) to communicate with FTP servers.

### Arguments

<code>number</code>	Column width
---------------------	--------------

### Example(s)

`ftp_list_width 48`



TAG NAME	<code>ftp_passive</code>
Description	If your firewall does not allow Squid to use passive connections, then turn off this option
Build Option	Default
Usage	<code>ftp_passive</code> on off
Default	<code>ftp_passive</code> on

### Synopsis

Enable or disable passive connections.

### Arguments

<code>on/off</code>	Enable or disable this option
---------------------	-------------------------------



TAG NAME	<code>ftp_sanitycheck</code>
Description	Squid performs sanity checks of the addresses of FTP data connections ensure the data connection is to the requested server
Build Option	Default
Usage	<code>ftp_sanitycheck</code> on off
Default	<code>ftp_sanitycheck</code> on

### Synopsis

For security and data integrity reasons Squid by default performs sanity checks of the addresses of FTP data connections ensure the data connection is to the requested server. If you need to allow FTP connections to servers using another IP address for the data connection then turn this off.

### Arguments

<code>on/off</code>	Enable or disable sanity checks
---------------------	---------------------------------



TAG NAME	<code>ftp_telnet_protocol</code>
Description	Allows to use the telnet protocol as transport channel for the control connection.
Build Option	Default
Usage	<code>ftp_telnet_protocol</code> on off
Default	<code>ftp_telnet_protocol</code> on

### Synopsis

The FTP protocol is officially defined to use the telnet protocol as transport channel for the control connection. However, many implementations are broken and does not respect this aspect of the FTP protocol.

If there is any trouble accessing files with ASCII code 255 in the path or similar problems involving this ASCII code you can try setting this directive to off. If that helps, report to the operator of the FTP server in question that their FTP server is broken and does not follow the FTP standard.

### Arguments

<code>on/off</code>	Enable or disable telnet protocol as transport channel
---------------------	--



TAG NAME	<code>check_hostnames</code>
----------	------------------------------

<b>Description</b>	For security and stability reasons Squid by default checks hostnames for Internet standard RFC compliance
<b>Build Option</b>	Default
<b>Usage</b>	<b>check_hostnames on off</b>
<b>Default</b>	check_hostnames on

#### Synopsis

If you want Squid not to perform these checks then turn this directive off.

If this directive is set to off, then squid disable the hostname validity/sanity checks before trying to look them up in DNS.

#### Arguments

<i>on/off</i>	Enable or disable hostname checks
---------------	-----------------------------------



TAG NAME	allow_underscore
<b>Description</b>	If it is enabled, the underscore character is allowed in the Internet Hostnames
<b>Build Option</b>	Default
<b>Usage</b>	<b>allow_underscore on off</b>
<b>Default</b>	allow_underscore on

#### Synopsis

Underscore character is strictly not allowed in Internet hostnames but nevertheless used by many sites. Set this to off if Squid should be strict about the standard.

#### Arguments

<i>on/off</i>	Enable or disable underscore checks in URL
---------------	--



TAG NAME	cache_dns_program
<b>Description</b>	This helper program is used for DNS resolution
<b>Build Option</b>	--disable-internal-dns
<b>Usage</b>	<b>cache_dns_program</b> program
<b>Default</b>	cache_dns_program /usr/local/Squid/libexec/dnsserver

#### Synopsis

Squid requires a non-blocking resolver for its queries, an external program called dnsserver is included in the standard distribution. This tag is used to specify the path for the external dnsserver program.

#### Arguments

<i>program</i>	Path and the external dnsserver program
----------------	---

#### Example(s)

cache\_dns\_program /usr/local/libexec/dnsserver



TAG NAME	dns_children
<b>Description</b>	The number of processes spawn to service DNS name lookups
<b>Build Option</b>	Default
<b>Usage</b>	<b>dns_children</b> number (1 to 32)
<b>Default</b>	dns_children 5

#### Synopsis

Specifies the number of external DNS resolver processes that will be started in order to serve requests. The default value of five is enough for many networks, however, if your Squid serves a large number of users, this value may need to be increased to avoid errors. However, increasing the number of processes also increases the load on system resources and may actually hinder performance if set too high. More than 10 is probably overkill.

#### Arguments

<i>number</i>	Number of dns children program
---------------	--------------------------------

#### Example(s)

dns\_children 10



TAG NAME	dns_retransmit_interval
<b>Description</b>	Defines the initial retransmit time interval for DNS queries
<b>Build Option</b>	Default
<b>Usage</b>	<b>dns_retransmit_interval</b> time-units
<b>Default</b>	dns_retransmit_interval 5 seconds

#### Synopsis

The interval is doubled each time all configured DNS servers have been tried.

#### Arguments

<i>time-units</i>	Retransmit time interval
-------------------	--------------------------

#### Example(s)

dns\_retransmit\_interval 15 seconds



TAG NAME	dns_timeout
----------	-------------

<b>Description</b>	This defines the DNS query timeout
<b>Build Option</b>	Default
<b>Usage</b>	<b>dns_timeout</b> time-units
<b>Default</b>	dns_timeout 5 minutes

#### Synopsis

If no response is received to a DNS query within this time then all DNS servers for the queried domain is assumed to be unavailable.

#### Arguments

<i>time-units</i>	DNS timeout period
-------------------	--------------------

#### Example(s)

dns\_timeout 10 minutes

TAG NAME	dns_defnames
<b>Description</b>	Enable/disable the dnsserver to add the local domain name to single component host names
<b>Build Option</b>	Default
<b>Usage</b>	<b>dns_defnames</b> on off
<b>Default</b>	dns_defnames off

#### Synopsis

Normally the 'dnsserver' disables the RES\_DEFNAMES resolver option (see res\_init(3)). This prevents caches in a hierarchy from interpreting single-component hostnames locally. To allow dnsserver to handle single-component names, enable this option.

#### Arguments

<i>on/off</i>	Enable or disable this option
---------------	-------------------------------

TAG NAME	dns_nameservers
<b>Description</b>	Use this if you want to specify a list of DNS name servers (IP addresses) to use
<b>Build Option</b>	Default
<b>Usage</b>	<b>dns_nameservers</b> ip_address
<b>Default</b>	none

#### Synopsis

Normally defaults to resolve.conf, which simply means that Squid's parent DNS servers will be drawn from the /etc/resolve.conf file found on the system Squid runs on. It is possible to select other DNS servers if needed, for example to choose a more local caching DNS server, or a remote internet connected server.

#### Arguments

<i>ip_address</i>	IP address of the dns servers
-------------------	-------------------------------

#### Example(s)

dns\_nameservers 10.0.0.1 192.172.0.4

TAG NAME	hosts_file
<b>Description</b>	Defines the location of the host-local IP name-address associations database
<b>Build Option</b>	Default
<b>Usage</b>	<b>host_file</b> path/filename
<b>Default</b>	hosts_file /etc/hosts

#### Synopsis

For Unix and Linux system this file is located at /etc/hosts

#### Arguments

<i>path</i>	Path to the file that contains the ip addresses
<i>filename</i>	File that contains the ip addresses

#### Example(s)

hosts\_file /hosts

TAG NAME	diskd_program
<b>Description</b>	Specifies the location of the diskd executable
<b>Build Option</b>	Default
<b>Usage</b>	<b>diskd_program</b> path/filename
<b>Default</b>	diskd_program /usr/local/Squid/libexec/diskd

#### Synopsis

This tag is used to specify the location where diskd program is located

Note: This is only useful if you have compiled in diskd as one of the store io modules.

#### Arguments

<i>path</i>	Path where diskd program is located
<i>filename</i>	File that performs diskd operation

#### Example(s)

diskd\_program /usr/local/libexec/diskd

TAG NAME	unlinkd_program
----------	-----------------

<b>Description</b>	Specifies the location where executable for file deletion process is stored
<b>Build Option</b>	Default
<b>Usage</b>	<b>unlinkd_program</b> path/filename
<b>Default</b>	unlinkd_program /usr/local/Squid/libexec/unlinkd

### Synopsis

The name of the helper program that deletes, or unlinks old files in the cache to make room for newer objects.

### Arguments

<i>path</i>	Path where the program is located
<i>filename</i>	File that performs the specified operation

### Example(s)

unlinkd\_program /usr/local/libexec/unlinkd



TAG NAME	pinger_program
<b>Description</b>	Specifies the location of the executable for the pinger process
<b>Build Option</b>	--enable-icmp
<b>Usage</b>	<b>pinger_program</b> path/filename
<b>Default</b>	pinger_program /usr/local/Squid/libexec/pinger

### Synopsis

An external program that provides Squid with ICMP RTT information so that it can more effectively choose between multiple remote parent caches for request fulfillment.

### Arguments

<i>path</i>	Path of the pinger executable program
<i>filename</i>	File that performs the pinger process

### Example(s)

pinger\_program /usr/local/libexec/pinger



TAG NAME	url_rewrite_program [previously called as redirect_program]
<b>Description</b>	Specifies the location of the executable for the URL redirector
<b>Build Option</b>	Default
<b>Usage</b>	<b>url_rewrite_program</b> path/to/rewriter/program
<b>Default</b>	none

### Synopsis

Specify the location of the executable for the URL rewriter. Since they can perform almost any function there isn't one included.

For each requested URL, the rewriter will receive a line input with the following format

**URL <SP> client\_ip "/" fqdn <SP> user <SP> method <SP> urlgroup <NL>**

The rewriter may return a rewritten URL. The other components of the request line does not need to be returned (ignored if they are).

The rewriter can also indicate that a client-side redirect should be performed to the new URL. This is done by prefixing the returned URL with "301:" (moved permanently) or 302: (moved temporarily).

It can also return a "urlgroup" that can subsequently be matched in cache\_peer\_access and similar ACL driven rules. An urlgroup is returned by prefixing the returned url with "!urlgroup!"

By default, a URL rewriter is not used.

### Arguments

<i>path</i>	Location of the rewriter program
<i>rewriter</i>	Executable file that performs the rewrite process

### Example(s)

url\_rewrite\_program /usr/local/squirm/bin/squirm



TAG NAME	url_rewrite_children [previously called as redirect_children]
<b>Description</b>	The number of redirector processes to spawn.
<b>Build Option</b>	Default
<b>Usage</b>	<b>url_rewrite_children</b> number
<b>Default</b>	url_rewrite_children 5

### Synopsis

The number of redirector processes to spawn. If you start too few Squid will have to wait for them to process a backlog of URLs, slowing it down. If you start too many they will use RAM and other system resources.

### Arguments

<i>number</i>	Number of rewrite process to spawn
---------------	------------------------------------

### Example(s)

url\_rewrite\_children 15



TAG NAME	url_rewrite_concurrency
----------	-------------------------

<b>Description</b>	The number of requests each redirector helper can handle in parallel.
<b>Build Option</b>	Default
<b>Usage</b>	<code>url_rewrite_concurrency</code> number
<b>Default</b>	<code>url_rewrite_concurrency 0</code>

#### Synopsis

The number of requests each redirector helper can handle in parallel. Defaults to 0 which indicates that the redirector is an old-style singlethreaded redirector.

#### Arguments

<i>number</i>	Number of requests to be handle
---------------	---------------------------------

#### Example(s)

`url_rewrite_concurrency 10`



TAG NAME	<code>url_rewrite_host_header</code> [previously called as <code>redirect_rewrites_host_header</code> ]
<b>Description</b>	Enable/disable Squid rewriting any host header in redirected requests
<b>Build Option</b>	Default
<b>Usage</b>	<code>url_rewrite_host_header</code> on off
<b>Default</b>	<code>url_rewrite_host_header on</code>

#### Synopsis

By default Squid rewrites any Host: header in redirected requests.

**Warning:** If you are running an accelerator then this may not be a wanted effect of a redirector

#### Arguments

<i>on/off</i>	Enable /disable rewriting of host headers
---------------	---



TAG NAME	<code>url_rewrite_access</code> [previously called as <code>redirector_access</code> ]
<b>Description</b>	Used to define the access lists specifies which requests are sent to the redirector processes.
<b>Build Option</b>	Default
<b>Usage</b>	<code>url_rewrite_access</code> allow deny acl ...
<b>Default</b>	none

#### Synopsis

Some access lists which does not need redirection can be denied using this tag. By default all requests are sent to the redirector process.

#### Arguments

<i>allow/deny</i>	Allow or deny the access list
<i>acl</i>	List that to be allowed or denied

#### Example(s)

`acl me src 172.16.1.35`  
`url_rewrite_access allow me`



TAG NAME	<code>location_rewrite_program</code>
<b>Description</b>	Specify the location of the executable for the Location rewriter used to rewrite server generated redirects.
<b>Build Option</b>	Default
<b>Usage</b>	<code>location_rewrite_program</code> path/to/program
<b>Default</b>	none

#### Synopsis

Usually used in conjunction with a `url_rewrite_program`.

For each Location header received the location rewriter will receive one line with the format:

`location URL <SP> requested URL <SP> urlgroup <NL>`

The rewriter may return a rewritten Location URL or a blank line. The other components of the request line does not need to be returned (ignored if they are).

By default, a Location rewriter is not used.

#### Arguments

<i>path</i>	Location of the rewriter program
<i>rewriter</i>	Executable file that performs the rewrite process

#### Example(s)

`location_rewrite_program /usr/local/squid/loc_prog`



TAG NAME	<code>location_rewrite_children</code>
<b>Description</b>	Specify the number of location rewriting processes to spawn.
<b>Build Option</b>	Default
<b>Usage</b>	<code>location_rewrite_children</code> number
<b>Default</b>	<code>location_rewarite_children 5</code>

### Synopsis

The number of location rewriting processes to spawn. If you start too few Squid will have to wait for them to process a backlog of URLs, slowing it down.

If you start too many they will use RAM and other system resources.

### Arguments

<i>number</i>	Number of location rewrite process to spawn
---------------	---

### Example(s)

location\_rewrite\_children 15



TAG NAME	location_rewrite_concurrency
<b>Description</b>	The number of requests each Location rewriter helper can handle in parallel.
<b>Build Option</b>	Default
<b>Usage</b>	<b>location_rewrite_children</b> number
<b>Default</b>	location_rewrite_children 0

### Synopsis

The number of requests each Location rewriter helper can handle in parallel. Defaults to 0 which indicates that the helper is a old-style singlethreaded helper.

### Arguments

<i>number</i>	Number of requests to be handle
---------------	---------------------------------

### Example(s)

location\_rewrite\_concurrency 10



TAG NAME	location_rewrite_access
<b>Description</b>	Used to define the access lists which are to be redirected to the location rewriting process
<b>Build Option</b>	Default
<b>Usage</b>	<b>location_rewrite_access</b> allow deny acl ...
<b>Default</b>	none

### Synopsis

Some access lists specifies which requests are sent to location rewriting process. By default all requests are sent to the redirector process.

### Arguments

<i>allow/deny</i>	Allow or deny the access list
<i>acl</i>	List that to be allowed or denied

### Example(s)

acl me src 172.16.1.35  
location\_rewrite\_access allow me



TAG NAME	auth_param
<b>Description</b>	Provides an interface to the external authentication interface within Squid
<b>Build Option</b>	Default
<b>Usage</b>	<b>auth_param</b> scheme parameter [setting]
<b>Default</b>	netdb_ping_period 5 minutes

### Synopsis

This is used to pass parameters to the various authentication schemes making users to be authenticated in a number of ways. various schemes are explained below.

Scheme	Parameter	Explanation
basic	"program" cmdline	Specify the command for the external authenticator. Such a program reads a line containing "username password" and replies "OK" or "ERR" in an endless loop. If you use an authenticator, make sure you have 1 acl of type <a href="#">proxy_auth</a> . By default, the basic authentication scheme is not used unless a program is specified.  If you want to use the traditional proxy authentication, jump over to the <code>./auth_modules/NCSA</code> directory and type: % make % make install  Then, set this line to something like  auth_param basic program /usr/local/Squid/bin/ncsa_auth /usr/local/Squid/etc/passwd
	"children" numberofchildren	The number of authenticator processes to spawn (no default). If you start too few Squid will have to wait for them to process a backlog of usercode/password verifications, slowing it down. When password verifications are done via a (slow) network you are likely to need lots of authenticator processes.  auth_param basic children 5
	"concurrency" concurrency	The number of concurrent requests the helper can process. The default of 0 is used for helpers who only supports one request at a time.  auth_param basic concurrency 0
	"realm" realmstring	Specifies the realm name which is to be reported to the client for the basic proxy authentication scheme (part of the text the user will see when prompted their username and password). There is no default.  auth_param basic realm Squid proxy-caching web server
	"credentialsttl" timetolive	Specifies how long Squid assumes an externally validated username:password pair is valid for - in other words how often the helper program is called for that user. Set this low to force revalidation with short lived passwords. Note that setting this high does not impact your susceptibility to replay attacks unless you are using an one-time password system (such as SecureID). If you are using such a system, you will be vulnerable to replay attacks unless you also use the <a href="#">max_user_ip</a> ACL in an http_access rule.



	"casesensitive" on off	Specifies if usernames are case sensitive. Most user databases are case insensitive allowing the same username to be spelled using both lower and upper case letters, but some are case sensitive.  auth_param basic casesensitive off
	"blankpassword" on off	Specifies if blank passwords should be supported. Defaults to off as there is multiple authentication backends which handles blank passwords as "guest" access.
digest	"program" cmdline	Specify the command for the external authenticator. Such a program reads a line containing "username":"realm" and replies with the appropriate H(A1) value base64 encoded. See rfc 2616 for the definition of H(A1). If you use an authenticator, make sure you have 1 acl of type <a href="#">proxy_auth</a> . By default, authentication is not used.  If you want to use build an authenticator, jump over to the ../digest_auth_modules directory and choose the authenticator to use. It's directory type % make % make install  Then, set this line to something like  auth_param digest program /usr/local/Squid/bin/digest_auth_pw /usr/local/Squid/etc/digpass
	"children" number of children	The number of authenticator processes to spawn (no default). If you start too few Squid will have to wait for them to process a backlog of H(A1) calculations, slowing it down. When the H(A1) calculations are done via a (slow) network you are likely to need lots of authenticator processes.  auth_param digest children 5
	"realm" realmstring	Specifies the realm name which is to be reported to the client for the digest proxy authentication scheme (part of the text the user will see when prompted their username and password). There is no default.  auth_param digest realm Squid proxy-caching web server
	"nonce_garbage_interval" timeinterval	Specifies the interval that nonces that have been issued to client_agent's are checked for validity.
	"nonce_max_duration" timeinterval	Specifies the maximum length of time a given nonce will be valid for.  auth_param digest nonce_max_duration 30 minutes
	"nonce_max_count" number	Specifies the maximum number of times a given nonce can be used.  auth_param digest nonce_max_count 50
	"nonce_strictness" on off	Determines if squid requires strict increment-by-1 behavior for nonce counts, or just incrementing  auth_param digest nonce_strictness off
	"check_nonce_count" on off	This directive if set to off can disable the nonce count check completely to work around buggy digest qop implementations in certain mainstream browser versions.  auth_param digest check_nonce_count on
	"post_workaround" on off	This is a workaround to certain buggy browsers who sends an incorrect request digest in POST requests when reusing the same nonce as acquired earlier in response to a GET request.  auth_param digest post_workaround off
NTLM	"program" cmdline	Specify the command for the external ntlm authenticator. Such a program reads a line containing the uuencoded NEGOTIATE and replies with the ntlm CHALLENGE, then waits for the response and answers with "OK" or "ERR" in an endless loop. If you use an ntlm authenticator, make sure you have 1 acl of type <a href="#">proxy_auth</a> . By default, the ntlm authenticator_program is not used.  auth_param ntlm program /usr/local/Squid/bin/ntlm_auth
	"children" number of children	The number of authenticator processes to spawn (no default). If you start too few Squid will have to wait for them to process a backlog of credential verifications, slowing it down. When credential verifications are done via a (slow) network you are likely to need lots of authenticator processes.  auth_param ntlm children 5
	"keep_alive" on off	This option enables the use of keep-alive on the initial authentication request. It has been reported some versions of MSIE have problems if this is enabled, but performance will be increased if enabled.  auth_param ntlm keep_alive on
Negotiate	"program" cmdline	Specify the command for the external Negotiate authenticator. Such a program participates in the SPNEGO exchanges between Squid and the client and reads commands according to the Squid ntlmssp helper protocol. See helpers/ntlm_auth/ for details. Recommended SPNEGO authenticator is ntlm_auth from Samba-4.X.  auth_param negotiate program /path/to/samba/bin/ntlm_auth --helper-protocol=gss-spnego
	"children" numberofchildren	The number of authenticator processes to spawn. If you start too few squid will have to wait for them to process a backlog of credential verifications, slowing it down.  auth_param negotiate children 5
	"keep_alive" on off	If you experience problems with PUT/POST requests when using the Negotiate authentication scheme then you can try setting this to off.  auth_param negotiate keep_alive on

Note: Once an authentication scheme is fully configured, it can only be shutdown by shutting Squid down and restarting.

#### Arguments

<i>scheme</i>	One of the above mentioned authentication scheme
<i>parameter</i>	various parameters for the schemes as listed above

#### Example(s)

```
auth_param basic program /usr/local/Squid/bin/ncsa_auth /usr/local/Squid/etc/passwd
auth_param basic children 5
auth_param basic realm Squid proxy-caching web server
auth_param basic credentialsttl 2 hours
```

auth\_param digest program <uncomment and complete this line>

auth\_param digest children 5

auth\_param digest realm Squid proxy-caching web server

auth\_param digest nonce\_garbage\_interval 5 minutes

auth\_param digest nonce\_max\_duration 30 minutes

auth\_param digest nonce\_max\_count 50

auth\_param ntlm program <uncomment and complete this line to activate>

auth\_param ntlm children 5

auth\_param ntlm max\_challenge\_reuses 0

auth\_param ntlm max\_challenge\_lifetime 2 minutes

auth\_param basic program <uncomment and complete this line to activate>

auth\_param basic children 5

auth\_param basic realm Squid proxy-caching web server

auth\_param basic credentialsttl 2 hours



TAG NAME	authenticate_cache_garbage_interval
<b>Description</b>	Defines the time period between garbage collection across the username cache
<b>Build Option</b>	Default
<b>Usage</b>	<b>authenticate_cache_garbage_interval</b> time
<b>Default</b>	authenticate_cache_garbage_interval 1 hour

### Synopsis

This tag is used to specify the time period between garbage collection across the username cache.

### Arguments

<i>time</i>	Specifies the time period
-------------	---------------------------

### Example(s)

authenticate\_cache\_garbage\_interval 2 hour



TAG NAME	authenticate_ttl
<b>Description</b>	Defines the time period for user & their credentials stay in the logged user cache since their last request
<b>Build Option</b>	Default
<b>Usage</b>	<b>authenticate_ttl</b> time
<b>Default</b>	authenticate_ttl 1hour

### Synopsis

When the defined timeout reaches, then all user credentials that have passed their TTL are removed from memory.

### Arguments

<i>time</i>	Time period of credentials stay
-------------	---------------------------------

### Example(s)

authenticate\_ttl 2 hour



TAG NAME	authenticate_ip_ttl
<b>Description</b>	If you use proxy authentication and the <a href="#">max_user_ip</a> ACL, this tag controls how long Squid remembers the IP addresses associated with each user
<b>Build Option</b>	Default
<b>Usage</b>	<b>authenticate_ip_ttl</b> time
<b>Default</b>	authenticate_ip_ttl 0 seconds

### Synopsis

Use a small value (e.g., 60 seconds) if your users might change addresses quickly, as is the case with dialups. You might be safe using a larger value (e.g., 2 hours) in a corporate LAN environment with relatively static address assignments.

### Arguments

<i>time</i>	Time period for which the ip addresses should be remembered
-------------	---

### Example(s)

authenticate\_ip\_ttl 10 seconds



TAG NAME	external_acl_type
<b>Description</b>	This tag defines external acl classes using a helper program to look up the status
<b>Build Option</b>	Default
<b>Usage</b>	<b>external_acl_type</b> name [options] FORMAT.. path/helper [helper arguments..]
<b>Default</b>	none

### Synopsis

This tag defines how the external acl classes using a helper program should look up the status.

### Arguments

<i>name</i>	External acl type name
<i>path</i>	Path to the external helper program
<i>helper</i>	Helper program

### Options:

tll=n	TTL in seconds for cached results (defaults to 3600 for 1 hour)
negative_ttl=n	TTL for cached negative lookups (default same as ttl)
children=n	Number of acl helper processes spawn to service external acl lookups of this type.
concurrency=n	concurrency level per process. Use 0 for old style helpers who can only process a single request at a time.
cache=n	result cache size, 0 is unbounded (default)

grace=n	Percentage remaining of TTL where a refresh of a cached entry should be initiated without needing to wait for a new reply. (default 0 for no grace period)
protocol=2.5	Compatibility mode for Squid-2.5 external acl helpers

**FORMAT** specifications:

%LOGIN	Authenticated user login name
%IDENT	Ident user name
%SRC	Client IP
%SRCPORT	Client source port
%DST	Requested host
%PROTO	Requested protocol
%PORT	Requested port
%PATH	Requested URL path
%METHOD	Request method
%MYADDR	Squid interface address
%MYPOR	Squid http_port number
%USER_CERT	SSL User certificate in PEM format
%USER_CERTCHAIN	SSL User certificate chain in PEM format
%USER_CERT_xx	SSL User certificate attribute xx
%USER_CA_xx	SSL User certificate CA attribute xx
%{Header}	HTTP request header
%{Hdr:member}	HTTP request header list member
%{Hdr::member}	HTTP request header list member using ; as list separator. ; can be any non-alphanumeric character.
%ACL	The ACL name
%DATA	The ACL arguments.

In addition, any string specified in the referencing acl will also be included in the helper request line, after the specified formats (see the "acl external" directive)

The helper receives lines per the above format specification, and returns lines starting with OK or ERR indicating the validity of the request and optionally followed by additional keywords with more details.

If protocol=3.0 (the default) then URL escaping is used to protect each value in both requests and responses.

If using protocol=2.5 then all values need to be enclosed in quotes if they may contain whitespace, or the whitespace escaped using \. And quotes or \ characters within the keyword value must be \ escaped.

When using the concurrency= option the protocol is changed by introducing a query channel tag in front of the request/response. The query channel tag is a number between 0 and concurrency-1.

**General result syntax:** OK/ERR keyword=value ...

Defined Keywords	
user=	The users name (login)
password=	The users password (for login= cache_peer option)
message=	Message describing the reason. Available as %o in error pages
log=	String to be logged in access.log. Available as %ea in logformat specifications

Keyword values need to be enclosed in quotes if they may contain whitespace, or the whitespace escaped using \. Any quotes or \ characters within the keyword value must be \ escaped.

**Example(s)**

```
auth_param basic program < put your authenticator here >
auth_param basic children 20
auth_param basic realm Squid proxy-caching web server
auth_param basic credentialsttl 1800 seconds
external_acl_type checkip children = 20 %LOGIN %SRC /usr/local/Squid/bin/checkip.pl
acl password external checkip
acl it src 172.16.20.1-172.16.20.199/255.255.255.255
http_access allow it password
Allows user if user belongs to a group that is allowed during a given time and using a given ip
```

**OPTIONS FOR TUNING THE CACHE**

This section describes the important parameters that determine Squid cache performance.

TAG NAME	wais_relay_host, wais_relay_port
<b>Description</b>	Defines WAIS host and port to relay WAIS requests
<b>Build Option</b>	Default
<b>Usage</b>	<b>wais_relay_host</b> hostname <b>wais_relay_port</b> portnumber
<b>Default</b>	wais_relay_host localhost wais_relay_port 8000

## Synopsis

WAIS, or Wide Area Information System, is a system to catalog and search large amounts of data via a WAIS or WWW browser. This defaults to localhost and 8000.

## Arguments

<i>hostname</i>	Machine name
<i>portnumber</i>	Port where to bind the socket

## Example(s)

```
wais_relay_host localhost
wais_relay_port 8000
```



TAG NAME	request_header_max_size
<b>Description</b>	This specifies the maximum size for HTTP headers in a request
<b>Build Option</b>	Default
<b>Usage</b>	<b>request_header_max_size</b> size(KB)
<b>Default</b>	<b>request_header_max_size</b> 10 KB

## Synopsis

Size of HTTP headers in a request can be controlled using this tag. Request headers are usually relatively small (about 512 bytes). Placing a limit on the request header size will catch certain bugs (for example with persistent connections) and possibly buffer-overflow or denial-of-service attacks.

## Arguments

<i>size</i>	Maximum size of request header
-------------	--------------------------------

## Example(s)

```
request_header_max_size 100 KB
```



TAG NAME	request_body_max_size
<b>Description</b>	Specifies the maximum size for an HTTP request body
<b>Build Option</b>	Default
<b>Usage</b>	<b>request_body_max_size</b> size(KB)
<b>Default</b>	<b>request_body_max_size</b> 0 KB

## Synopsis

This is the maximum size of a PUT/POST request. A user who attempts to send a request with a body larger than this limit receives an "Invalid Request" error message. If you set this parameter to a zero (the default), there will be no limit imposed.

## Arguments

<i>size</i>	Maximum size of request body
-------------	------------------------------

## Example(s)

```
request_body_max_size 10 KB
```



TAG NAME	refresh_pattern
<b>Description</b>	Used to define the manner how Squid treats the objects in the cache
<b>Build Option</b>	Default
<b>Usage</b>	<b>refresh_pattern</b> [-i] regex min percent max [options]
<b>Default (Suggested)</b>	refresh_pattern ^ftp: 1440 20% 10080 refresh_pattern ^gopher: 1440 0% 1440 refresh_pattern . 0 20% 4320

## Synopsis

The way how the objects in the cache be refreshed is defined using this tag. By default, regular expressions are CASE-SENSITIVE. To make them case-insensitive, use the -i option.

Basically a cached object is:

FRESH	if expires < now, else STALE
STALE	if age > max
FRESH	if lm-factor < percent, else STALE
FRESH	if age < min
else	STALE

The *refresh\_pattern* lines are checked in the order listed here. The first entry which matches is used. If none of the entries match, then the default will be used.

## Arguments

<i>regex</i>	regular expression
<i>Min</i>	time (in minutes), an object without an explicit expire time should be considered fresh.
<i>percent</i>	percentage of the objects age (time since last modification age) an object without explicit expire time will be considered fresh.
<i>Max</i>	upper limit on how long objects without an explicit expiry time will be considered fresh.

## Options:

override-expire	enforces min age even if the server sent a Expires: header. Doing this VIOLATES the HTTP standard. Enabling this feature could make you liable for problems which it causes.
override-lastmod	enforces min age even on objects that was modified recently.
reload-into-ims	changes client no-cache or ``reload`` to If-Modified-Since requests. Doing this VIOLATES the HTTP standard. Enabling this feature could make you liable for problems which it causes.
ignore-reload	ignores a client no-cache or ``reload`` header. Doing this VIOLATES the HTTP standard. Enabling this feature could make you liable for problems which it causes.
ignore-no-cache	ignores any ``Pragma: no-cache`` and ``Cache-control: no-cache`` headers received from a server.
ignore-private	ignores any ``Cache-control: private`` headers received from a server. Doing this VIOLATES the HTTP standard. Enabling this feature could make you liable for problems which it causes.

ignore-auth	caches responses to requests with authorization, irrespective of "Cache-control" headers received from a server. Doing this VIOLATES the HTTP standard. Enabling this feature could make you liable for problems which it causes.
-------------	---

#### Example(s)

```
refresh_pattern ^ftp: 1440 20% 10080
refresh_pattern ^gopher: 1440 0% 1440
refresh_pattern . 0 20% 4320
```

TAG NAME	quick_abort_min, quick_abort_max, quick_abort_pct
Description	Signals the cache how to continue downloads during abort signals sent by the clients
Buid Option	Default
Usage	<b>quick_abort_min</b> size <b>quick_abort_max</b> size <b>quick_abort_pct</b> percent
Default	quick_abort_min 16 KB quick_abort_max 16 KB quick_abort_pct 95

#### Synopsis

The cache by default continues downloading aborted requests which are almost completed (less than 16 KB remaining). This may be undesirable on slow (e.g. SLIP) links and/or very busy caches. Impatient users may tie up file descriptors and bandwidth by repeatedly requesting and immediately aborting downloads.

#### Arguments

<i>size</i>	Minimum and maximum transfer size
<i>percent</i>	Percentage of transfer

When the user aborts a request, Squid will check the *quick\_abort* values to the amount of data transferred until then. If the transfer has less than *quick\_abort\_min* KB remaining, it will finish the retrieval. If the transfer has more than *quick\_abort\_max* KB remaining, it will abort the retrieval. If more than *quick\_abort\_pct* of the transfer has completed, it will finish the retrieval. If you do not want any retrieval to continue after the client has aborted, set both *quick\_abort\_min* and *quick\_abort\_max* to '0 KB'. If you want retrievals to always continue if they are being cached then set *quick\_abort\_min* to '-1 KB'.

#### Example(s)

```
quick_abort_min 30 KB
quick_abort_max 30 KB
quick_abort_pct 80
```

TAG NAME	read_ahead_gap
Description	Define the amount of data the cache will buffer ahead of what has been sent to the client when retrieving an object from another server
Buid Option	Default
Usage	<b>read_ahead_gap</b> buffer-size
Default	read_ahead_gap 17 KB

#### Synopsis

This tag determines the prefetch cache buffer size for holding objects from another server while sending to the client.

#### Arguments

<i>buffer-size</i>	Size of the cache buffer
--------------------	--------------------------

#### Example(s)

```
read_ahead_gap 30 KB
```

TAG NAME	negative_ttl
Description	Defines Time-to-Live (TTL) for failed requests
Buid Option	Default
Usage	<b>negative_ttl</b> time-units
Default	negative_ttl 5 minutes

#### Synopsis

Certain types of failures (such as "connection refused" and "404 Not Found") are negatively-cached for a configurable amount of time. The default is 5 minutes. Note that this is different from negative caching of DNS lookups.

#### Arguments

<i>time-units</i>	Timeout for negatively cached objects
-------------------	---------------------------------------

#### Example(s)

```
negative_ttl 1 minutes
```

TAG NAME	positive_dns_ttl
Description	Defines Time-to-Live (TTL) for positive caching of successful DNS lookups
Buid Option	Default
Usage	<b>positive_dns_ttl</b> time-units
Default	positive_dns_ttl 6 hours

### Synopsis

For positive caching of successful DNS lookups, this defines Time-to-Live period. Default is 6 hours (360 minutes). If you want to minimize the use of Squid's ipcache, set this to 1, not 0.

### Arguments

Timeout for positive cachings

### Example(s)

positive\_dns\_ttl 24 hours



TAG NAME	negative_dns_ttl
Description	Time-to-Live (TTL) for negative caching of failed DNS lookups
Buid Option	Default
Usage	<b>negative_dns_ttl</b> time-units
Default	negative_dns_ttl 1 minutes

### Synopsis

Sometimes DNS lookups may get failed. This parameter defines the Time-To-Live period for failed DNS lookups. Normally this will be a small value.

### Arguments

Timeout period

### Example(s)

negative\_dns\_ttl 1 minutes



TAG NAME	range_offset_limit
Description	Sets a upper limit on how far into the file a Range request may be to cause Squid to prefetch the whole file
Buid Option	Default
Usage	<b>range_offset_limit</b> bytes
Default	range_offset_limit 0 KB

### Synopsis

If beyond this limit then Squid forwards the Range request as it is and the result is NOT cached.

This is to stop a far ahead range request (lets say start at 17MB) from making Squid fetch the whole object up to that point before sending anything to the client.

A value of -1 causes Squid to always fetch the object from the beginning so that it may cache the result. (2.0 style)  
A value of 0 causes Squid to never fetch more than the client requested. (default)

### Arguments

Upper limit for the range request

### Example(s)

range\_offset\_limit 17 MB



TAG NAME	collapsed_forwarding
Description	Enables multiple requests for the same URI to be processed as one request.
Buid Option	Default
Usage	<b>collapsed_forwarding</b> on   off
Default	collapsed_forwarding off

### Synopsis

This option enables multiple requests for the same URI to be processed as one request. Normally disabled to avoid increased latency on dynamic content, but there can be benefit from enabling this in accelerator setups where the web servers are the bottleneck and reliable and returns mostly cacheable information.

### Arguments

Enable or disable this process



TAG NAME	refresh_stale_hit
Description	Changes the refresh algorithm to allow concurrent requests while an object is being refreshed to be processed.
Buid Option	Default
Usage	<b>collapsed_forwarding</b> on   off
Default	collapsed_forwarding off

### Synopsis

This option changes the refresh algorithm to allow concurrent requests while an object is being refreshed to be processed as cache hits if the object expired less than X seconds ago.

Default is 0 to disable this feature. This option is mostly interesting in accelerator setups where a few objects is accessed very frequently.

### Arguments

Timeout for refresh

## TIMEOUT

Timeout parameters in Squid can be based on overall connection timeouts, peer-specific timeouts, site/domain-specific timeouts, request-specific timeouts etc. Proper setting of timeout values is critical to optimal Squid performance. Relevant parameters for timeout settings are listed here.

TAG NAME	forward_timeout
<b>Description</b>	Specifies how long Squid should at most attempt in finding a forwarding path for the request before giving up.
<b>Build Option</b>	Default
<b>Usage</b>	<b>forward_timeout</b> time-units
<b>Default</b>	forward_timeout 4 minutes

### Synopsis

This parameter specifies how long Squid should at most attempt in finding a forwarding path for the request before giving up.

### Arguments

<code>time-units</code>	Connection timeout period
-------------------------	---------------------------

### Example(s)

forward\_timeout 4 minutes

TAG NAME	connect_timeout
<b>Description</b>	An option to force Squid to close connections after a specified time
<b>Build Option</b>	Default
<b>Usage</b>	<b>connect_timeout</b> time-units
<b>Default</b>	connect_timeout 2 minutes

### Synopsis

Some systems (notably older Linux versions) can not be relied upon to time out connect requests. For this reason, this option specifies the timeout for how long Squid should wait for the connection to complete. This value defaults to 120 seconds (2 minutes).

### Arguments

<code>time-units</code>	Connection timeout period
-------------------------	---------------------------

### Example(s)

connect\_timeout 180 seconds

TAG NAME	peer_connect_timeout
<b>Description</b>	This parameter specifies how long to wait for a pending TCP connection to a peer cache
<b>Build Option</b>	Default
<b>Usage</b>	<b>peer_connect_timeout</b> time-units
<b>Default</b>	peer_connect_timeout 30 seconds

### Synopsis

default is 30 seconds. You may also set different timeout values for individual neighbors with the 'connect-timeout' option on a [cache\\_peer](#) line.

Note: Setting of `peer_connect_timeout` to more than 30 seconds will be a performance issue.

### Arguments

<code>time-units</code>	Time to wait for pending TCP connection
-------------------------	---

### Example(s)

peer\_connect\_timeout 45 seconds

TAG NAME	read_timeout
<b>Description</b>	Used to set the timeout period for server-side connections
<b>Build Option</b>	Default
<b>Usage</b>	<b>read_timeout</b> time-units
<b>Default</b>	read_timeout 15 minutes

### Synopsis

On each successful read() request the timeout is reset to this amount. If no data is read within this period of time, the request is aborted and logged with ERR\_READ\_TIMEOUT.

### Arguments

<code>time-units</code>	Reset time duration
-------------------------	---------------------

### Example(s)

read\_timeout 10 minutes

TAG NAME	request_timeout
----------	-----------------

<b>Description</b>	Defines the timeout for HTTP requests from clients
<b>Build Option</b>	Default
<b>Usage</b>	<b>request_timeout</b> time-units
<b>Default</b>	request_timeout 5 minutes

#### Synopsis

Using this, instruct Squid to wait for an HTTP request after initial connection establishment. By default the value is 5 minutes.

#### Arguments

Wait time period after initial connection establishment

#### Example(s)

request\_timeout 8 minutes



TAG NAME	persistent_request_timeout
<b>Description</b>	This defines the time period to wait for the next HTTP request on a persistent connection after the previous request completes
<b>Build Option</b>	Default
<b>Usage</b>	<b>persistent_request_timeout</b> time-units
<b>Default</b>	persistent_request_timeout 1 minute

#### Synopsis

This tag defines the time period between completion of a HTTP request and starting of the next request on persistent connection.

#### Arguments

Time duration between the requests

#### Example(s)

persistent\_request\_timeout 1 minute



TAG NAME	client_lifetime
<b>Description</b>	The time limit Squid sets for a client to remain connected to the cache process
<b>Build Option</b>	Default
<b>Usage</b>	<b>client_lifetime</b> time-units
<b>Default</b>	client_lifetime 1 day

#### Synopsis

This defines the maximum amount of time that a client (browser) is allowed to remain connected to the cache process. This is merely a safeguard against clients that disappear without properly shutting down. It is designed to prevent a large number of sockets from being tied up in a CLOSE\_WAIT state. The default for this option is 1440 minutes, or 1 day.

#### Note

The default value is intended to be much larger than any client would ever need to be connected to your cache. You should probably change client\_lifetime only as a last resort. If you seem to have many client connections tying up file descriptors, we recommend first tuning the [read\\_timeout](#), [request\\_timeout](#), [pconn\\_timeout](#) and quick\_abort values. If the more file descriptors are in use then the memory in use will also increase, which is also a performance issue.

#### Arguments

Client lifetime with the cache

#### Example(s)

client\_lifetime 1000 minutes



TAG NAME	half_closed_clients
<b>Description</b>	Defines Squid's behavior towards some types of clients that close the sending side of a connection while leaving the receiving side open
<b>Build Option</b>	Default
<b>Usage</b>	<b>half_closed_clients</b> on/off
<b>Default</b>	half_closed_clients on

#### Synopsis

Turning this option off will cause Squid to immediately close connections when a read(2) returns "no more data to read". It's usually safe to leave this at the default value of on.

#### Arguments

Enable or disable this action

#### Example(s)

half\_closed\_clients off



TAG NAME	pconn_timeout
<b>Description</b>	Defines the timeout value for persistent connections
<b>Build Option</b>	Default
<b>Usage</b>	<b>pconn_timeout</b> time-units
<b>Default</b>	pconn_timeout 120 seconds

#### Synopsis

When this timeout is set, Squid will close persistent connections if they are idle for this amount of time. Persistent connections will be disabled entirely if this option is set to a value less than 10 seconds. The default is 120 seconds.

#### Arguments

Time period to wait for closing idle connections

#### Example(s)

pconn\_timeout 2 minutes



TAG NAME	ident_timeout
Description	Maximum time to wait for IDENT lookups to complete
Build Option	Default
Usage	<b>ident_timeout</b> time-units
Default	ident_timeout 10 seconds

#### Synopsis

The timeout, usually in seconds. If this is set too high, you may be susceptible to denial of service from having too many outstanding ident requests. The default for this is 10 seconds.

#### Arguments

<i>time-units</i>	Time duration to wait during ident lookups
-------------------	--

#### Example(s)

ident\_timeout 5 seconds

TAG NAME	shutdown_lifetime
Description	This is the time Squid allows for existing connections to continue after it has received a shutdown signal
Build Option	Default
Usage	<b>shutdown_lifetime</b> time-units
Default	shutdown_lifetime 30 seconds

#### Synopsis

When SIGTERM or SIGHUP is received, the cache is put into "shutdown pending" mode until all active sockets are closed. It will stop accepting new connections immediately, but connections already in progress will continue to be served for this amount of time. Defaults to 30 seconds, which is a good safe value. Any active clients after this many seconds will receive a "timeout" message.

#### Note

If this time is set to be too low then some file descriptors may remain open which will be a performance issue in memory usage.

#### Arguments

<i>time-units</i>	Time period of "shutdown pending" mode
-------------------	--

#### Example(s)

shutdown\_lifetime 20 seconds

## ACCESS CONTROLS

Access control settings are among the most important features of Squid. You can configure Squid to set filters for various entities and at different granularities (e.g. filters for specific protocols, filters for certain types of commands, filters for specific routers, filters for specified domains, etc).

TAG NAME	acl
Description	Used to define an Access List
Build Option	Default
Usage	<b>acl</b> aclname acltype string1 ... <b>acl</b> aclname acltype "file"
Default	Required minimum configuration for normal functioning

#### Synopsis

The first field represents the name of the ACL, which is simply an assigned name, that can be just about anything the user chooses. The second field is the type of the ACL, which can be one of a number of choices, that indicates to Squid what part of a request should be matched against for this ACL. The possible types include the requesting clients address, the Web server address or host name, a regular expression matching the URL, and many more. The final field is the actual string to match. Depending on what the ACL type is, this may be an IP address, a series of IP addresses, a URL, a host name, etc.

When using "file", the file should contain one item per line.

#### Arguments

<i>aclname</i>	Name of the acl
<i>acltype</i>	Type of acl
<i>string</i>	String to match
<i>file</i>	File that containing strings

ACL TYPE	src
Description	The IP address of the requesting client, or the clients IP Address
Build Option	Default
Usage	<b>acl</b> aclname <b>src</b> ip-address/netmask ... (clients IP address) <b>acl</b> aclname <b>src</b> addr1-addr2/netmask ... (range of addresses)

#### Synopsis

Matching done based on clients ip address

#### Arguments

<i>aclname</i>	Access list name
<i>ip-address</i>	Clients ip address
<i>netmask</i>	Network mask
<i>add1-addr2</i>	Range of ip address

#### Example(s)

acl network1 src 172.16.1.0/24 - refers to the whole Network with address 172.16.1.0  
 acl source1 src 172.16.1.25/32 - refers to a single source  
 acl srcrange src 172.16.1.25-172.16.1.35/32 - refers range of IP Addresses from 172.16.1.25-172.16.1.35

ACL TYPE	dst
----------	-----

<b>Description</b>	Same as src but looks for destination IP Address
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> <i>aclname</i> <b>dst</b> ip-address/netmask ... (URL host's IP address)

### Synopsis

First Squid will dns-lookup for IPAddress from the domain-name, which is in request header. Then this acl is interpreted.

### Arguments

<i>aclname</i>	Access list name
<i>ip-address</i>	ip-address of the origin server/machine
<i>netmask</i>	Network mask

### Example(s)

```
acl dest dst 63.194.81.67/32
```

ACL TYPE	myip
<b>Description</b>	The local IP address on which the client connection exists.
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> <i>aclname</i> <b>myip</b> ip-address/netmask ... (local socket IP address)

### Synopsis

Using this acl type, we can specify the local IP address on which the clients connections exists. This allows ACLs to be constructed that only match one physical network, if multiple interfaces are present on the proxy, among other things.

### Arguments

<i>aclname</i>	Access list name
<i>ip-address</i>	ip address of the local machine
<i>netmask</i>	Network mask

### Example(s)

```
acl myip1 myip 172.16.1.53/32
```

ACL TYPE	arp
<b>Description</b>	Ethernet (MAC) address matching
<b>Build Option</b>	--enable-arp-acl
<b>Usage</b>	<b>acl</b> <i>aclname</i> <b>arp</b> mac-address

### Synopsis

This option only works for clients on the same local subnet, and only for certain platforms. Linux, Solaris, and some BSD variants are the supported operating systems for this type of ACL. This ACL can provide a somewhat secure method of access control, because MAC addresses are usually harder to spoof than IP addresses, and you can guarantee that your clients are on the local network (otherwise no ARP resolution can take place).

### Arguments

<i>aclname</i>	Access list name
<i>mac-address</i>	Physical address to be matched

### Example(s)

```
acl ACLARP arp 11:12:13:14:15:16
ACLARP refers MACADDRESS of the ethernet 11:12:13:14:15:16
```

### Note

Squid can only determine the MAC address for clients that are on the same subnet. If the client is on a different subnet, then Squid cannot find out its MAC address.

ACL TYPE	srcdomain
<b>Description</b>	This acl type provides matches against the client domain name
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> <i>aclname</i> <b>srcdomain</b> .domain-name ...

### Synopsis

Matching can be either a single domain name, or a list of domain names, or the path to a file that contains a list of domain names. If a path to a file, it must be surrounded by parentheses. This ACL type can increase the latency, and decrease throughput significantly on a loaded cache, as it must perform an address-to-name lookup for each request, so it is usually preferable to use the Client IP Address type.

Note: Here "." is more important.

### Arguments

<i>aclname</i>	Access list name
<i>domain-name</i>	Clients domain name

### Example(s)

```
acl mydomain srcdomain .kovaiteam.com
```

ACL TYPE	dstdomain
----------	-----------

<b>Description</b>	This refers to destination domain i.e. the source domain where the origin server is located
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> aclname <b>dstdomain</b> .domain-name ...

### Synopsis

When matching to be done based on the destination servers domain, you can use this acl type.

Note: Here "." is more important.

### Arguments

<i>aclname</i>	Access list name
<i>domain-name</i>	Destination domain

### Example(s)

acl domain1 dstdomain .kovaiteam.com  
This looks for \*.kovaiteam.com from URL

ACL TYPE	srcdom_regex
<b>Description</b>	Matches against the client domain name
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> aclname <b>srcdom_regex</b> [-i] pattern ...

### Synopsis

Matching can be either a single domain name, or a list of domain names, or a path to a file that contains a list of domain names. If a path to a file is specified, it must be surrounded parentheses.

### Arguments

<i>aclname</i>	Access list name
<i>pattern</i>	Pattern to match

### Example(s)

acl aclname srcdom\_regex kovai - This looks for the word kovai from the client domain name

ACL TYPE	dstdom_regex
<b>Description</b>	Provides match against destination domain
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> aclname <b>dstdom_regex</b> [-i] pattern ...

### Synopsis

Matching done on destination domain based on regular expression.

### Arguments

<i>aclname</i>	Access list name
<i>pattern</i>	Pattern to match

### Example(s)

acl domain1 dstdom\_regex redhat - This looks for the word redhat from the client's request.

ACL TYPE	time
<b>Description</b>	This type is just what it sounds like, providing a means to create ACLs that are active during certain times of the day or certain days of the week
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> aclname <b>time</b> [day-abbrevs] [h1:m1-h2:m2]

### Synopsis

Provides timed filter settings. This feature is often used to block some types of content or some sections of the internet during business or class hours. Many companies block pornography, entertainment, sports, and other clearly non-work related sites during business hours, but then unblock them after hours. This might improve workplace efficiency in some situations (or it might just offend the employees). This ACL type allows you to enter days of the week and a time range, or select all hours of the selected days.

Day-abbrevs:	
S	Sunday
M	Monday
T	Tuesday
W	Wednesday
H	Thursday
F	Friday
A	Saturday
Time:	
h1:m1 must be less than h2:m2	

### Arguments

<i>aclname</i>	Access list name
<i>day-abbrevs</i>	Days list (as shown above)
<i>h1:m1-h2:m2</i>	from and to time

### Example(s)

acl acltime time M 9:00-17:00 - acltime refers day of Monday and time from 9:00 to 17:00.

ACL TYPE	url_regex
----------	-----------

<b>Description</b>	Matches using a regular expression on the complete URL
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> <i>aclname</i> <b>url_regex</b> [-i] <i>pattern</i>

### Synopsis

This ACL can be used to provide access control based on parts of the URL or a case insensitive match of the URL, and much more. The regular expressions used in Squid are provided by the GNU Regex library which is documented in the section 7 and 3 regex manpages. Regular expressions are also discussed briefly in a nice article by Guido Socher at LinuxFocus.

### Arguments

<i>aclname</i>	Access list name
<i>pattern</i>	Matching to be done for

### Example(s)

```
acl reject url_regex -i ^http://www.google.co.in/index.html
reject contains the entire url http://www.google.co.in/index.html. If in the http\_access if you deny reject, it will deny only the url http://www.google.co.in/index.html but allows the url http://www.google.co.in
```

ACL TYPE	urlpath_regex
<b>Description</b>	This ACL matches on the URL path minus any protocol, port, and host name information
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> <i>aclname</i> <b>urlpath_regex</b> [-i] <i>pattern</i>

### Synopsis

This acl type expects for the particular pattern alone from the given URLs. If found the words, it will match it.

### Arguments

<i>aclname</i>	Access list name
<i>pattern</i>	Pattern which is expected for match

### Example(s)

```
acl reject url_regex -i index.html
reject contains the pattern index.html. If in the http\_access if you deny reject, then for any url containing the pattern index.html will be denied.
```

ACL TYPE	urllogin
<b>Description</b>	The ACL regular expression matching on URL login field
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> <i>aclname</i> <b>urllogin</b> [-i] [^a-zA-Z0-9] ...

### Synopsis

Regular Expression matching on URL login field

### Arguments

<i>aclname</i>	Access list name
<i>pattern</i>	Pattern which ia expected for match

### Example(s)

```
acl urllogin -i administrator
```

ACL TYPE	port
<b>Description</b>	This ACL matches on the destination port for the request
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> <i>aclname</i> <b>port</b> <i>port-number</i> <b>acl</b> <i>aclname</i> <b>port</b> <i>range</i>

### Synopsis

Matching done on the destination port.

### Arguments

<i>aclname</i>	Access list name
<i>port-number</i>	Destination port number
<i>range</i>	Range of port numbers

### Example(s)

The following allows access only to the destination 172.16.1.115:80 from network 172.16.1.0

```
acl acceleratedhost dst 172.16.1.115/255.255.255.255
acl acceleratedport port 80
acl mynet src 172.16.1.0/255.255.255.0
http_access allow acceleratedhost acceleratedport mynet
http_access deny all
```

ACL TYPE	myport
----------	--------

<b>Description</b>	This provides match against local socket TCP port
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> aclname <b>myport</b> port-numbers ...

### Synopsis

Matching done on local interface port.

### Arguments

aclname	Access list name
port-numbers	Local interface port numbers

### Example(s)

```
acl mp myport 3128
http_access deny 3128
http_access allow all
```

These will deny all requests coming to the port 3128. Allows requests coming at all other ports.

## ACL TYPE

### proto

<b>Description</b>	This ACL matches on the protocol of the request
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> aclname <b>proto</b> protocol

### Synopsis

Matching done based on protocol used in the request such as FTP, HTTP, ICP, etc.

### Arguments

aclname	Access list name
protocol	Protocol to be matched

### Example(s)

```
acl myproto proto HTTP FTP - This refer protocols HTTP and FTP
```

## ACL TYPE

### method

<b>Description</b>	This ACL type matches the HTTP method in the request headers. This includes the methods GET, PUT, etc
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> aclname <b>method</b> method-type

### Synopsis

Matching done based on the HTTP request method like GET, PUT, etc.

### Arguments

aclname	Access list name
method-type	HTTP request method

### Example(s)

```
acl getmethod method GET POST - This refers get and post methods only.
```

## ACL TYPE

### browser

<b>Description</b>	A regular expression that matches the clients browser type based on the user agent header
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> aclname <b>browser</b> [-i] regexp

### Synopsis

This allows for ACL's to operate based on the browser type in use, for example, using this ACL type, one could create an ACL for Netscape users and another for Internet Explorer users.

### Arguments

aclname	Access list name
regexp	Browser name

### Example(s)

```
acl aclname browser MOZILLA
```

This refers to the requests, which are coming from the browsers who have "MOZILLA" keyword in the user-agent header.

## ACL TYPE

### referer\_regex

<b>Description</b>	Pattern match on Referer header
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> aclname <b>referer_regex</b> [-i] pattern

### Synopsis

Pattern match on Referer header

Note: Referer is highly unreliable, so use with care

### Arguments

aclname	Access list name
pattern	Pattern to be matched

### Example(s)

```
In your Squid.conf configuration file you would write something like this,
acl expression referer_regex -i user1
```

This looks for the pattern "user1" in username

## ACL TYPE

### ident

<b>Description</b>	Provides string matching on user name
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> aclname <b>ident</b> username ...

### Synopsis

Matching based on iden lookups.

Note: Need an external **ident server** server running on the client machines.

### Arguments

<i>aclname</i>	Access list name
<i>username</i>	Username to be matched

### Example(s)

You can use ident to allow specific users access to your cache. In your Squid.conf configuration file you would write something like this,

```
ident_lookup_access allow all
acl friends ident kim lisa frank joe
http_access allow friends
http_access deny all
```



## ACL TYPE **ident\_regex**

<b>Description</b>	Provides string match on ident output
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> aclname <b>ident_regex</b> [-i] pattern

### Synopsis

Same as ident but matching is done on ident output.

Note: Need an external **ident server** server running on the client machines.

### Arguments

<i>aclname</i>	Access list name
<i>pattern</i>	Pattern to be matched

### Example(s)

In your Squid.conf configuration file you would write something like this,

```
ident_lookup-access allow all
acl friends ident_regex joe
This looks for the pattern "joe" in username
```



## ACL TYPE **src\_as, dst\_as**

<b>Description</b>	Source Autonomous System Number is another AS related ACL type, and matches on the AS number of the source of the request Destination Autonomous System Number is the AS number of the server being queried
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> aclname <b>src_as</b> number <b>acl</b> aclname <b>dst_as</b> number

### Synopsis

The autonomous system number ACL types are generally only used in Cache Peer, or ICP, access restrictions. Autonomous system numbers are used in organizations that have multiple internet links and routers operating under a single administrative authority using the same *gateway protocol*. Routing decisions are then based on knowledge of the AS in addition to other possible data.

### Arguments

<i>aclname</i>	Access list name
<i>number</i>	AS numbers to be matched

### Example(s)

An example for routing all requests for AS#1241 and only those to mycache.mydomain.net

```
acl asexample dst_as 1241
cache_peer_access mycache.mydomain.net allow asexample
cache_peer_access mycache_mydomain.net deny all
```



## ACL TYPE **proxy\_auth**

<b>Description</b>	This ACL type calls an external authenticator process to decide whether the request will be allowed
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> aclname <b>proxy_auth</b> [-i] username ...

### Synopsis

Some of the authenticator helper programs available for Squid are PAM, NCSA, UNIX passwd, SMB, NTLM, etc. Note that authentication cannot work on a transparent proxy or HTTP accelerator. The HTTP protocol does not provide for two authentication stages (one local and one on remote Web sites). So in order to use an authenticator, your proxy must operate as a traditional proxy, where a client will respond appropriately to a proxy authentication request as well as external Web server authentication requests.

Note: *proxy\_auth* can't be used in a transparent proxy. It collides with any authentication done by origin servers. It may seem like it works at first, but it doesn't. When a Proxy-Authentication header is sent but it is not needed during ACL checking the username is NOT logged in access.log.

### Arguments

<i>aclname</i>	Access list name
<i>username</i>	User name to be authenticated

### Example(s)

```
acl ACLAUTH proxy_auth ramesh senthil muthu
http_access allow ACLAUTH
http_access deny all
```

The above configuration will allow only ramesh, senthil and muthu if they give valid username and password.



## ACL TYPE **proxy\_auth\_regex**

<b>Description</b>	As above, this ACL calls an external authenticator process, but allows regex pattern or case insensitive matches
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> aclname <b>proxy_auth_regex</b> [-i] pattern

### Synopsis

Matching based on regular expressions using external authentication process.

### Arguments

<i>aclname</i>	Access list name
<i>pattern</i>	Pattern to be matched

### Example(s)

```
acl ACLAUTH proxy_auth_regex -i mesh
```



ACL TYPE	snmp_community string ...
<b>Description</b>	Provides matching against community string to limit access to your SNMP Agent
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> aclname <b>snmp_community</b> string ...

### Synopsis

Matching done on snmp community strings.

### Arguments

<i>aclname</i>	Access list name
<i>string</i>	String to be matched

### Example(s)

```
acl snmppublic snmp_community public
```



ACL TYPE	maxconn
<b>Description</b>	Matches when the client's IP address has more than the specified number of HTTP connections established
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> aclname <b>maxconn</b> number

### Synopsis

Matching is true when the defined number of HTTP connections has been established for a client.

### Arguments

<i>aclname</i>	Access list name
<i>number</i>	Maximum number of HTTP connections

### Example(s)

```
acl someuser src 1.2.3.4
acl twoconn maxconn 5
http_access deny someuser twoconn
http_access allow !twoconn
The above configuration will allow a maximum of 5 http connection to access.
```



ACL TYPE	max_user_ip
<b>Description</b>	This will be matched when the same user attempts to log in for more than the specified number of times from different ip addresses
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> aclname <b>max_user_ip</b> [-s] number

### Synopsis

If -s is specified then the limit is strict, denying browsing from any further IP addresses until the ttl has expired. Without -s Squid will just annoy the user by "randomly" denying requests. (the counter is then reset each time the limit is reached and a request is denied). The [authenticate\\_ip\\_ttl](#) parameter controls the timeout on the ip entries.

### Note

1. Any authentication program must be running for this. NCSA will a simple configuration.
2. In acceleration mode or where there is mesh of child proxies, clients may appear to come from multiple addresses if they are going through proxy farms, so a limit of 1 may cause user problems.

### Arguments

<i>aclname</i>	Access list name
<i>number</i>	Number of times to login

### Example(s)

```
authenticate_ip_ttl 2 hours
acl maxuser max_user_ip -s 2
http_access deny maxuser
The same user can log to a maximum of 2 times from two different machines and when he tries to login for the third time from a third system, he will not be allowed to browse.
```



ACL TYPE	req_mime_type
----------	---------------

<b>Description</b>	Match against the mime type of the request generated by the client
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> aclname <b>req_mime_type</b> mime_type ...

### Synopsis

Using this you can detect file upload or some types HTTP tunneling requests.

### Arguments

<i>aclname</i>	Access list name
<i>mime_type</i>	Mime type at the requesting side

### Example(s)

```
acl mymime req_mime_type text
This acl looks for the pattern "text" in request mime header.
```

### Note

This does NOT match the reply. You cannot use this to match the returned file type.



ACL TYPE	req_header
<b>Description</b>	Match against any of the known request headers.
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> aclname <b>req_header</b> header-name [-i] regular Expression

### Synopsis

Regular Expression match against any of the known request headers.

May be thought of as a superset of "browser", "referer" and "mime-type" ACLs.

### Arguments

<i>aclname</i>	Access list name
<i>header-name</i>	Name at the requesting side

### Example(s)

```
acl myheader req_header text
This acl looks for the pattern "text" in request header.
```



ACL TYPE	rep_mime_type
<b>Description</b>	Match against the mime type of the reply received by Squid
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> aclname <b>rep_mime_type</b> mime_type ...

### Synopsis

Also, using this, you can detect file download or some types HTTP tunneling requests.

This has no effect in [http\\_access](#) rules. It only has effect in rules that affect the reply data stream such as [http\\_reply\\_access](#).

### Arguments

<i>aclname</i>	Access list name
<i>mime_type</i>	Mime type at the receiving side

### Example(s)

```
acl m2 rep_mime_type ^application/pdf$
http_reply_access deny m2
This blocks access to application/pdf mime types.
```



ACL TYPE	rep_header
<b>Description</b>	Match against any of the known response headers.
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> aclname <b>rep_header</b> header-name [-i] regular expression...

### Synopsis

Regular Expression match against any of the known response headers.

### Arguments

<i>aclname</i>	Access list name
<i>header-name</i>	Header name at the receiving side

### Example(s)

```
acl many_spaces rep_header Content-Disposition -i [[:space:]]{3,}
```



ACL TYPE	external
<b>Description</b>	Provides match against external ACL lookup via a helper class defined by the <a href="#">external_acl_type</a> tag
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl</b> aclname <b>external</b> class_name [arguments...]



## Synopsis

Provides match against external ACL lookup via a helper class defined by the [external\\_acl\\_type](#) tag

## Arguments

<i>aclname</i>	Access list name
<i>class_name</i>	Defined by <a href="#">external_acl_type</a> tag

## Example(s)

```
auth_param basic program < put your authenticator here >
auth_param basic children 20
auth_param basic realm Squid proxy-caching web server
auth_param basic credentialsttl 1800 seconds
external_acl_type checkip children=20 %LOGIN %SRC /usr/local/Squid/bin/checkip.pl
acl password external checkip
acl it src 172.16.20.1-172.16.20.199/255.255.255.255
http_access allow it password
```

Allows user if user belongs to a group that is allowed during a given time and using a given ip.

ACL TYPE	urlgroup
Description	This will match against the urlgroup as indicated by redirectors.
Build Option	Default
Usage	<b>acl</b> aclname <b>urlgroup</b> group1...

## Synopsis

match against the urlgroup as indicated by redirectors

## Arguments

<i>aclname</i>	Access list name
<i>group</i>	Set of url's indicated by redirectors

## Example(s)

```
acl jobs urlgroup job
http_access deny jobs
```

ACL TYPE	user_cert
Description	This will match against the attributes in a user SSL certificate
Build Option	Default
Usage	<b>acl</b> aclname <b>user_cert</b> attribute values...

## Synopsis

Match against attributes in a user SSL certificate

## Arguments

<i>aclname</i>	Access list name
<i>attribute</i>	Any one of DN/C/O/CN/L/ST

ACL TYPE	ca_cert
Description	This will match against attributes a users issuing CA SSL certificate
Build Option	Default
Usage	<b>acl</b> aclname <b>ca_cert</b> attribute values...

## Synopsis

Match against attributes in a user CA SSL certificate

## Arguments

<i>aclname</i>	Access list name
<i>attribute</i>	Any one of DN/C/O/CN/L/ST

ACL TYPE	ext_user,extuser_regex
Description	String match on username returned by external acl
Build Option	Default
Usage	<b>acl</b> aclname <b>ext_user</b> username ... <b>acl</b> aclname <b>ext_user_regex</b> [-i] pattern ...

## Synopsis

String match on username returned by external acl  
Use REQUIRED to accept any user name.

## Arguments

<i>aclname</i>	Access list name
<i>username</i>	Username for match the external user
<i>pattern</i>	regular Expression pattern to match External user

## Recommended minimum acl configuration

```

acl all src 0.0.0.0/0.0.0.0
acl manager proto cache_object
acl localhost src 127.0.0.1/255.255.255.255
acl to_localhost dst 127.0.0.0/8
acl SSL_ports port 443 563
acl Safe_ports port 80
acl Safe_ports port 21
acl Safe_ports port 443
acl Safe_ports port 70
acl Safe_ports port 210
acl Safe_ports port 1025-65535
acl Safe_ports port 280
acl Safe_ports port 488
acl Safe_ports port 591
acl Safe_ports port 777
acl CONNECT method CONNECT

```

TAG NAME	follow_x_forwarded_for
<b>Description</b>	Allowing or Denying the X-Forwarded-For header to be followed to find the original source of a request.
<b>Build Option</b>	Default
<b>Usage</b>	<b>follow_x_forwarded_for</b> allow deny [!] aclname ...
<b>Default</b>	follow_x_forwarded_for deny all

### Synopsis

Requests may pass through a chain of several other proxies before reaching this proxy. The X-Forwarded-For header will contain a comma-separated list of the IP addresses in the chain, with the rightmost address being the most recent.

If a request reaches us from a source that is allowed by this configuration item, then we consult the X-Forwarded-For header to see where that host received the request from.

If the X-Forwarded-For header contains multiple addresses, and if `acl_uses_indirect_client` is on, then we continue backtracking until we reach an address for which we are not allowed to follow the X-Forwarded-For header, or until we reach the first address in the list.

The end result of this process is an IP address that we will refer to as the indirect client address. This address may be treated as the client address for access control, delay pools and logging, depending on the `acl_uses_indirect_client`, `delay_pool_uses_indirect_client` and `log_uses_indirect_client` options.

### Note

#### SECURITY CONSIDERATIONS:

Any host for which we follow the X-Forwarded-For header can place incorrect information in the header, and Squid will use the incorrect information as if it were the source address of the request. This may enable remote hosts to bypass any access control restrictions that are based on the client's source addresses.

### Arguments

<code>allow/deny</code>	Allow or deny on matching the acl
<code>aclname</code>	Access list to be allowed/denied on match

### Example(s)

```

acl localhost src 127.0.0.1
acl my_other_proxy srcdomain .proxy.example.com
follow_x_forwarded_for allow localhost
follow_x_forwarded_for allow my_other_proxy

```

TAG NAME	acl_uses_indirect_client
<b>Description</b>	Controls whether the indirect client address is used instead of the direct client address in acl matching.
<b>Build Option</b>	Default
<b>Usage</b>	<b>acl_uses_indirect_client</b> on off
<b>Default</b>	acl_uses_indirect_client on

### Synopsis

Controls whether the indirect client address (refer [follow\\_x\\_forwarded\\_for](#)) is used instead of the direct client address in acl matching.

### Arguments

<code>on/off</code>	Enable/Disable the acl indirect client feature
---------------------	--

### Example(s)

```

acl_uses_indirect_client off

```

TAG NAME	delay_pools_uses_indirect_client
<b>Description</b>	Controls whether the indirect client address is used instead of the direct client address in delay pools.
<b>Build Option</b>	Default
<b>Usage</b>	<b>delay_pools_uses_indirect_client</b> on off
<b>Default</b>	delay_pool_uses_indirect_client on

### Synopsis

Controls whether the indirect client address (Refer [follow\\_x\\_forwarded\\_for](#)) is used instead of the direct client address in delay pools.

### Arguments

<code>on/off</code>	Enable/Disable the delay pools indirect client feature
---------------------	--

### Example(s)

```

delay_pool_uses_indirect_client off

```

TAG NAME	log_uses_indirect_client
----------	--------------------------

<b>Description</b>	Controls whether the indirect client address is used instead of the direct client address in the access log.
<b>Build Option</b>	Default
<b>Usage</b>	<b>log_uses_indirect_client</b> on off
<b>Default</b>	log_uses_indirect_client on

### Synopsis

Controls whether the indirect client address (Refer [follow\\_x\\_forwarded\\_for](#)) is used instead of the direct client address in the access log.

### Arguments

<i>on/off</i>	Enable/Disable the delay pools indirect client feature
---------------	--

### Example(s)

log\_uses\_indirect\_client off

TAG NAME	http_access
<b>Description</b>	Using this, you can allow or deny the access lists defined by <a href="#">acl</a>
<b>Build Option</b>	Default
<b>Usage</b>	<b>http_access allow deny [!] aclname ...</b>
<b>Default</b>	http_access deny all

### Synopsis

This is used for filtering based on the acl matchings. If none of the "access" lines cause a match, the default is the opposite of the last line in the list. If the last line was deny, then the default is allow. Conversely, if the last line is allow, the default will be deny. For these reasons, it is a good idea to have an "deny all" or "allow all" entry at the end of your access lists to avoid potential confusion.

### Arguments

<i>allow/deny</i>	Allow or deny on matching the acl
<i>aclname</i>	Access list to be allowed/denied on match

### Example(s)

[To allow http\\_access for only one machine with MAC Address 00:08:c7:9f:34:41](#)

[To restrict access to work hours \(9am - 5pm, Monday to Friday\) from IP 192.168.2/24](#)

[Can i use multitime access control list for different users for different timing](#)

[Rules are read from top to bottom](#)

### Note

The deny all line is very important. After all the http\_access rules, if access isn't denied, it's ALLOWED !! So, specifying a LOT of http\_access allow rules, and forget the deny all after them, is the same of NOTHING. If access isn't allowed by one of your rules, the default action ( ALLOW ) will be triggered. So, don't forget the deny all rule AFTER all the rules.

And, finally, don't forget rules are read from top to bottom. The first rule matched will be used. Other rules won't be applied.

## Recommended minimum http\_access configuration

```
http_access allow manager localhost
http_access deny manager
http_access deny !Safe_ports
http_access deny CONNECT !SSL_ports
http_access deny all
```

TAG NAME	http_access2
<b>Description</b>	Allowing or Denying access based on defined access lists
<b>Build Option</b>	Default
<b>Usage</b>	<b>http_access2 allow deny [!] aclname ...</b>
<b>Default</b>	none

### Synopsis

Identical to http\_access, but runs after redirectors. If not set then only http\_access is used.

### Arguments

<i>allow/deny</i>	Allow or deny on matching the acl
<i>aclname</i>	Access list to be allowed/denied on match

### Example(s)

```
acl off_time time SMT 9.30 - 5.30
```

```
http_access2 allow all
```

```
http_access2 deny off_time
```

TAG NAME	http_reply_access
<b>Description</b>	This is complementary to http_access which allows or denies clients replies
<b>Build Option</b>	Default
<b>Usage</b>	<b>http_reply_access allow deny [!] aclname ...</b>
<b>Default</b>	http_reply_access allow all

### Synopsis

This is used for filtering based on the acl matchings but on the client requests reply. If none of the access lines cause a match, then the opposite of the last line will apply. Thus it is good practice to end the rules with an "allow all" or "deny all" entry.

### Arguments

<i>allow/deny</i>	Allow or deny on matching the acl
<i>aclname</i>	Access list to be allowed/denied on match

### Example(s)

```
acl reject urlpath_regex i home
```

```
http_reply_access deny reject
```

TAG NAME	icp_access
Description	Allowing or Denying access to the ICP port based on defined access lists
Build Option	Default
Usage	<b>icp_access allow deny [!] aclname ...</b>
Default	icp_access deny all

#### Synopsis

This tag controls icp access on defined access lists.

#### Arguments

<i>allow/deny</i>	Allow or deny on matching the acl
<i>aclname</i>	Access list to be allowed/denied on match

#### Example(s)

icp\_access allow all  
Allows ICP queries from everyone.

TAG NAME	htcp_access
Description	Allowing or Denying access to the HTCP port based on defined access lists
Build Option	--enable-htcp
Usage	<b>htcp_access allow deny [!] aclname ...</b>
Default	htcp_access deny all

#### Synopsis

Allowing or Denying access to the HTCP port based on defined access lists  
See [http\\_access](#) for details

#### Arguments

<i>allow/deny</i>	Allow or deny on matching the acl
<i>aclname</i>	Access list to be allowed/denied on match

#### Example(s)

To allow HTCP queries from everyone  
htcp\_access allow all

TAG NAME	htcp_clr_access
Description	Allowing or Denying access to purge content using HTCP based on defined access lists
Build Option	--enable-htcp
Usage	<b>htcp_clr_access allow deny [!] aclname ...</b>
Default	htcp_clr_access deny all

#### Synopsis

Allowing or Denying access to purge content using HTCP based on defined access lists  
See [http\\_access](#) for details

#### Arguments

<i>allow/deny</i>	Allow or deny on matching the acl
<i>aclname</i>	Access list to be allowed/denied on match

#### Example(s)

Allow HTCP CLR requests from trusted peers  
acl htcp\_clr\_peer src 172.16.1.2  
htcp\_clr\_access allow htcp\_clr\_peer

TAG NAME	miss_access
Description	Used to force your neighbours to use you as sibling instead of parent
Build Option	Default
Usage	<b>miss_access allow deny [!] aclname ...</b>
Default	miss_access allow all

#### Synopsis

This tag forces the neighbouring peers to treat you as sibling instead of parent.

#### Arguments

<i>allow/deny</i>	Allow or deny on matching the acl
<i>aclname</i>	Access list to be allowed/denied on match

#### Example(s)

acl localclients src 172.16.0.0/16  
miss\_access allow localclients  
miss\_access deny !localclients  
This means that only your local clients are allowed to fetch MISSES and all other clients can only fetch HITS.

TAG NAME	cache_peer_access
----------	-------------------

<b>Description</b>	Similar to <a href="#">cache_peer_domain</a> but provides more flexibility by using ACL elements
<b>Build Option</b>	Default
<b>Usage</b>	<b>cache_peer_access</b> cache-host <b>allow deny</b> [!]aclname ...
<b>Default</b>	none

### Synopsis

The syntax is identical to [http\\_access](#) and the other lists of ACL elements. See [http\\_access](#) for further reference.

### Arguments

<i>allow/deny</i>	Allow or deny on matching the acl
<i>aclname</i>	Access list to be allowed/denied on match

### Example(s)

The following example could be used, if we want all requests from a specific IP address range to go to a specific cache server (for accounting purposes, for example). Here, all the requests from the 10.0.1.\* range are passed to proxy.visolve.com, but all other requests are handled directly.

```
Using acls to select peers,
acl myNet src 10.0.0.0/255.255.255.0
acl cusNet src 10.0.1.0/255.255.255.0
acl all src 0.0.0.0/0.0.0.0
cache_peer proxy.visolve.com parent 3128 3130
cache_peer_access proxy.visolve.com allow custNet
cache_peer_access proxy.visolve.com deny all
```



TAG NAME	ident_lookup_access
<b>Description</b>	A list of ACL elements which, if matched, cause an ident (RFC 931) lookup to be performed for this request
<b>Build Option</b>	Default
<b>Usage</b>	<b>ident_lookup_access</b> <b>allow deny</b> aclname
<b>Default</b>	ident_lookup_access deny all

### Synopsis

This tag allows or denies ident lookups an matching the access lists.

Note: Only src type ACL checks are fully supported. A src\_domain ACL might work at times, but it will not always provide the correct result. This option may be disabled by using --disable-ident-lookups with the configure script.

### Arguments

<i>allow/deny</i>	Allow or deny on matching the acl
<i>aclname</i>	Access list to be allowed/denied on match

### Example(s)

To enable ident lookups for specific client addresses, you can follow this example,

```
acl ident_aware_hosts src 198.168.1.0/255.255.255.0
ident_lookup_access allow ident_aware_hosts
ident_lookup_access deny all
```



TAG NAME	tcp_outgoing_tos
<b>Description</b>	Allows you to select a TOS/Diffserv value to mark outgoing connections with, based on the username or source address making the request
<b>Build Option</b>	Default
<b>Usage</b>	<b>tcp_outgoing_tos</b> ds-field [!]aclname ...
<b>Default</b>	none

### Synopsis

The TOS/DSCP byte must be exactly that - a byte, value 0 - 255, or "default" to use whatever default your host has. Processing proceeds in the order specified, and stops at first fully matching line.

### Arguments

<i>ds-fields</i>	Outgoing TOS value
<i>aclname</i>	Identifier that contains the list to match on

### Example(s)

```
acl good_service_net src 10.0.1.0/255.255.255.0
tcp_outgoing_tos 0x20 good_service_net
Here, good_service_net uses the TOS value 0x20
```



TAG NAME	tcp_outgoing_address
<b>Description</b>	Allows you to map requests to different outgoing IP addresses based on the username or source address of the user making the request
<b>Build Option</b>	Default
<b>Usage</b>	<b>tcp_outgoing_address</b> ipaddr [!]aclname ...
<b>Default</b>	none

### Synopsis

Processing proceeds in the order specified, and stops at first fully matching line.

### Arguments

<i>ipaddr</i>	Outgoing ip address
<i>aclname</i>	Access lists

### Example(s)

```
acl normal_net src 172.16.1.0/24
tcp_outgoing_address 172.16.1.53 normal_net
Here requests from machines in network 172.16.1.0 will be sent as request from 172.16.1.53 to the origin server.
```



TAG NAME	reply_header_max_size
----------	-----------------------

<b>Description</b>	This specifies the maximum size for HTTP headers in a reply.
<b>Build Option</b>	Default
<b>Usage</b>	<b>reply_header_max_size</b> size
<b>Default</b>	reply_header_max_size 20 KB

### Synopsis

This specifies the maximum size for HTTP headers in a reply. Reply headers are usually relatively small (about 512 bytes). Placing a limit on the reply header size will catch certain bugs (for example with persistent connections) and possibly buffer-overflow or denial-of-service attacks.

### Arguments

<i>size</i>	Maximum header body size
-------------	--------------------------

### Example(s)

```
reply_header_max_size 25 KB
```



TAG NAME	reply_body_max_size
<b>Description</b>	This option specifies the maximum size of a reply body
<b>Build Option</b>	Default
<b>Usage</b>	<b>reply_body_max_size</b> size [acl acl...]
<b>Default</b>	none

### Synopsis

Using this you can prevent users from downloading very large files, such as MP3's and movies.

### Note

1. Downstream caches probably can not detect a partial reply if there is no content-length header, so they will cache partial responses and give them out as hits. You should NOT use this option if you have downstream caches.
2. A maximum size smaller than the size of Squid's error messages will cause an infinite loop and crash Squid. Ensure that the smallest non-zero value you use is greater than the maximum header size plus the size of your largest error page.

### Arguments

<i>size</i>	Maximum reply body size
<i>acl</i>	Access lists on which this functions during match

### Example(s)

```
acl site url_regex -i ^http://www.visolve.com
reply_body_max_size 5 KB site
```

Here, the reply contains content-length. Its size is checked with the specified value. If it is greater than the specified range the an error page is displayed only for this site while access to other sites are allowed.



TAG NAME	log_access
<b>Description</b>	This options allows you to control which requests gets logged to access.log
<b>Build Option</b>	Default
<b>Usage</b>	<b>log_access allow deny</b> acl acl...
<b>Default</b>	none

### Synopsis

Sometimes you will not be interested in certain access to be logged in the access.log file. This can be implemented using this tag as follows.

### Arguments

<i>allow/deny</i>	Allow or deny on matching the acl
<i>aclname</i>	Access list to be allowed/denied on match

### Example(s)

```
acl google url_regex ^http://www.google.co.in
log_access deny google
access_log /usr/local/Squid3.0pre3/var/logs/access.log common google
This will not log access to http://www.google.co.in into the access.log file.
```



### Example(s)

#### (1) To allow http\_access for only one machine with MAC Address 00:08:c7:9f:34:41

To use MAC address in ACL rules. Configure with option -enable-arp-acl.

```
acl all src 0.0.0.0/0.0.0.0
acl pl800_arp arp 00:08:c7:9f:34:41
http_access allow pl800_arp
http_access deny all
```

#### (2) To restrict access to work hours (9am - 5pm, Monday to Friday) from IP 192.168.2/24

```
acl ip_acl src 192.168.2.0/24
acl time_acl time M T W H F 9:00-17:00
http_access allow ip_acl time_acl
http_access deny all
```

#### (3) Can i use multitime access control list for different users for different timing.

AcL Definitions,

```
acl abc src 172.161.163.85
acl xyz src 172.161.163.86
acl asd src 172.161.163.87
acl morning time 06:00-11:00
acl lunch time 14:00-14:30
acl evening time 16:25-23:59
```

Access Controls,

```
http_access allow abc morning
http_access allow xyz morning lunch
http_access allow asd lunch
```

This is wrong. The description follows:  
 Here access line "http\_access allow xyz morning lunch" will not work. So ACLs are interpreted like this ...

```
http_access RULE statement1 AND statement2 AND statement3 OR
http_access ACTION statement1 AND statement2 AND statement3 OR
.....
```

So, the ACL "http\_access allow xyz morning lunch" will never work, as pointed, because at any given time, morning AND lunch will ALWAYS be false, because both morning and lunch will NEVER be true at the same time. As one of them is false, and acl uses AND logical statement, 0/1 AND 0 will always be 0 (false).

That's because this line is in two. If now read,

```
http_access allow xyz AND morning OR
http_access allow xyz lunch
```

If request comes from xyz, and we're in one of the allowed time, one of the rules will match TRUE. The other will obviously match FALSE. TRUE OR FALSE will be TRUE, and access will be permitted.

Finally Access Control looks...

```
http_access allow abc morning
http_access allow xyz morning
http_access allow xyz lunch
http_access allow asd lunch
http_access deny all
```

**(4) Rules are read from top to bottom. The first rule matched will be used. Other rules won't be applied.**

```
http_access allow xyz morning
http_access deny xyz
http_access allow xyz lunch
```

If xyz tries to access something in the morning, access will be granted. But if he tries to access something at lunchtime, access will be denied. It will be denied by the deny xyz rule, that was matched before the 'xyz lunch' rule.

## ADMINISTRATIVE PARAMETERS

The parameters in this section allow the Squid admin to specify, for example, which users and groups have the right to run Squid, what host name should be displayed while displaying errors, which users have the authority to view Cache activity details, etc.

TAG NAME	cache_mgr
<b>Description</b>	This is to specify email address of the administrator of this cache
<b>Build Option</b>	Default
<b>Usage</b>	<b>cache_mgr</b> mail_id
<b>Default</b>	cache_mgr webmaster

**Synopsis**  
 This is the address which will be added to any error pages that are displayed to clients. Defaults to either webmaster.

**Arguments**  
 Mail id to be displayed

**Example(s)**  
 cache\_mgr Squidadmin@visolve.com

TAG NAME	mail_from
<b>Description</b>	Email-address for mail sent when the cache dies.
<b>Build Option</b>	Default
<b>Usage</b>	<b>mail_from</b> mail_id
<b>Default</b>	none

**Synopsis**  
 The default is to use 'apptime@unique\_hostname'. Default apptime value is "squid", can be changed into src/globals.h before building squid.

**Arguments**  
 Mail id to be displayed

**Example(s)**  
 mail\_from squid@vicachefilter.com

TAG NAME	mail_program
<b>Description</b>	Email program used to send mail if the cache dies.
<b>Build Option</b>	Default
<b>Usage</b>	<b>mail_program</b> recipient < mailfile
<b>Default</b>	cache_mgr webmaster

**Synopsis**  
 The default is "mail". The specified program must complain with the standard Unix mail syntax: mail\_program recipient < mailfile Optional command line options can be specified.

**Arguments**  
 Mail program to use

**Example(s)**  
 cache\_mgr Squidadmin@visolve.com

TAG NAME	cache_effective_user, cache_effective_group
Description	The user name and group name Squid will operate as
Build Option	Default
Usage	<b>cache_effective_user</b> username <b>cache_effective_group</b> groupname
Default	cache_effective_user nobody cache_effective_group nogroup

### Synopsis

Squid is designed to start as root but very soon after drop to the user/group specified here. This allows you to restrict, for security reasons, the permissions that Squid will have when operating. By default, Squid will operate as either nobody user and the nogroup group.

Note: If these tags are not configured properly, then Squid will have problems while starting.

### Arguments

<i>username</i>	Username for Squid process
<i>groupname</i>	Group name for Squid process

### Example(s)

cache\_effective\_user Squid  
cache\_effective\_group Squid

TAG NAME	httpd_suppress_version_string
Description	Suppress Squid version string info in HTTP headers and HTML error pages.
Build Option	Default
Usage	<b>httpd_suppress_version_string</b> on off
Default	httpd_suppress_version_string off

### Synopsis

Suppress Squid version string info in HTTP headers and HTML error pages.

### Arguments

<i>on/off</i>	Enable/Disable the httpd suppress version string
---------------	--

TAG NAME	visible_hostname
Description	The host name that Squid will advertise itself on
Build Option	Default
Usage	<b>visible_hostname</b> anyname
Default	none

### Synopsis

This effects the host name that Squid uses when serving error messages. This option may need to be configured in cache clusters if you receive IP-Forwarding errors.

Note: If not configured, Squid will not start.

### Arguments

<i>anyname</i>	Name of the Squid machine
----------------	---------------------------

### Example(s)

visible\_hostname SYS-CO1

TAG NAME	unique_hostname
Description	Used to set a unique host name for Squid to report in cache clusters in order to allow detection of forwarding loops
Build Option	Default
Usage	<b>unique_hostname</b> hostname
Default	none

### Synopsis

If you want to have multiple machines with the same [visible\\_hostname](#) then you must give each machine a different *unique\_hostname* so that forwarding loops can be detected. In brief, Just set *visible\_hostname* to the address the clients connects to, and *unique\_hostname* to the externally visible address of each proxy. (address == registered domain name).

### Arguments

<i>hostname</i>	Unique name of the Squid machine
-----------------	----------------------------------

### Example(s)

unique\_hostname www.kovaiteam.com

TAG NAME	hostname_aliases
Description	Used to list of other DNS names that your cache has
Build Option	Default
Usage	<b>hostname_aliases</b> name
Default	none



### Synopsis

There may be situations where your system or cache have more than one DNS names. In such situations you may specify the DNS names in this tag.

### Arguments

Alias name

### Example(s)

hostname\_aliases rose



TAG NAME	umask
Description	Minimum umask which should be enforced while the proxy is running, in addition to the umask set at startup.
Built Option	Default
Usage	<b>umask</b> value
Default	umask 027

### Synopsis

Minimum umask which should be enforced while the proxy is running, in addition to the umask set at startup.

### None

Should start with a 0 to indicate the normal octal representation of umasks

### Arguments

umask which should be enforced while the proxy is running

### Example(s)

umask 030

## CACHE REGISTRATION SERVICE

This section contains configurations needed for the (optional) cache announcement service. This service is provided to help cache administrators locate one another in order to join or create cache hierarchies. An *announcement* message is sent (via UDP) to the registration service by Squid. By default, the announcement message is NOT SENT unless you enable it with *announce\_period* below.

All current information is processed regularly and made available on the Web at <http://www.ircache.net/Cache/Tracker/>.



TAG NAME	announce_period
Description	Defines the rate of sending announcement messages
Built Option	Default
Usage	<b>announce_period</b> units
Default	announce_period 0

### Synopsis

This tag refers to the frequency at which Squid will send announcement messages to the announce host. Defaults to 0 which stops sending announcement messages.

### Arguments

Announce time period

### Example(s)

announce\_period 10



TAG NAME	announce_host
Description	Used to define the host address to which Squid will send announcement message to participate in the cache hierarchy
Built Option	Default
Usage	<b>announce_host</b> hostname
Default	announce_host tracker.ircache.net

### Synopsis

*announce\_host* defines the host for sending announcement messages to get participated in the cache hierarchy.

### Arguments

Host name for announcement message

### Example(s)

announce\_host cache.ircache.net



TAG NAME	announce_port
Description	Port through which Squid sends announcement message to participate in the cache hierarchy
Built Option	Default
Usage	<b>announce_port</b> portnumber
Default	announce_port 3131

### Synopsis

*announce\_port* defines the port to send announcement message for participating in the cache hierarchy.

### Arguments

Port where Squid binds the socket

### Example(s)

announce\_port 3132

TAG NAME	announce_file
Description	Defines the file whose contents to be sent along with the announcements
Built Option	Default
Usage	announce_file filename
Default	-

#### Synopsis

announce\_file contains message to be sent with announcements.

#### Arguments

filename	File whose content to be sent
----------	-------------------------------

#### Example(s)

announce\_file /usr/local/file1

## HTTPD ACCELERATOR SERVICE

In this acceleration mode, if the Web Server runs on the same server where Squid is installed, you must set its daemon to run on port 81. With the Apache web server, you can do it by assigning the line Port 80 to Port 81 in its httpd.conf file. If the Web Server runs on other servers in your network like we do, you can keep the same port number (80) for Apache, since Squid will bind on a different IP number where port (80) is not already in use.

TAG NAME	httpd_accel_no_pmtu_disc
Description	Defines the rate of sending announcement messages
Built Option	Default
Usage	announce_period units
Default	announce_period 0

#### Synopsis

This tag refers to the frequency at which Squid will send announcement messages to the announce host. Defaults to 0 which stops sending announcement messages.

#### Arguments

units	Announce time period
-------	----------------------

#### Example(s)

announce\_period 10

## MISCELLANEOUS

This section covers configurations that could not be explicitly bundled in with any of the previous categories. Examples of features covered here are limiting the growth of log files, displaying customized information to clients upon error conditions or access denial, defining memory pools for Squid, network management by enabling SNMP, co-ordination with neighbor caches by enabling WCCP, directing the requests either to the origin server or to the neighbor cache, etc.

TAG NAME	dns_testnames
Description	This points to a number of hosts that Squid can use to test if DNS service is working properly on your network
Built Option	Default
Usage	dns_testnames url
Default	dns_testnames netscape.com internic.net nlanr.net microsoft.com

#### Synopsis

If DNS isn't working properly, Squid will not be able to service requests, so it will refuse to start, with a brief message regarding why in the cache.log. It is recommended that you select two or more host names on the internet and one or two host names on your intranet, assuming you have one and Squid is expected to service it. By default, the *dns\_testnames* directive checks a few well known and popular sites: netscape.com, internic.net, nlanr.net, and microsoft.com.

#### Arguments

url	Sites on which DNS test to be done
-----	------------------------------------

#### Example(s)

dns\_testnames visolve.com

TAG NAME	logfile_rotate
Description	Used to specify the number of old rotated log files Squid will keep
Built Option	Default
Usage	logfile_rotate number
Default	logfile_rotate 10

#### Synopsis

The value in this tag defines number of rotated log files to be generated. This defaults to 10, which means Squid will keep 10 old log files before overwriting the oldest. **Squid -k rotate** is the command line usage to implement this function.

#### Arguments

number	Number of rotations
--------	---------------------

#### Example(s)

logfile\_rotate 5

TAG NAME	append_domain
----------	---------------

<b>Description</b>	The domain that Squid will append to requests that are not possibly fully qualified domain names (more precisely, those that have no dots in them)
<b>Build Option</b>	Default
<b>Usage</b>	<b>append_domain</b> domainname
<b>Default</b>	none

### Synopsis

Using this tag, you can append the domain names to the requests that are not fully qualified domains names.

Note: append\_domain must begin with a period.

### Arguments

<i>domainname</i>	Domain name to be appended
-------------------	----------------------------

### Example(s)

append\_domain .cgi.com



TAG NAME	tcp_recv_bufsize
<b>Description</b>	Defines the size of the buffer used for TCP packets being received
<b>Build Option</b>	Default
<b>Usage</b>	<b>tcp_recv_bufsize</b> bytes
<b>Default</b>	tcp_recv_bufsize 0 bytes

### Synopsis

When defined to a non-zero value, this determines the TCP packets receiving buffer size. By default Squid uses whatever the default buffer size for your operating system is. This is done by setting its value to zero.

### Arguments

<i>bytes</i>	Buffer size
--------------	-------------

### Example(s)

tcp\_recv\_bufsize 500 bytes



TAG NAME	error_map
<b>Description</b>	Map errors to custom messages
<b>Build Option</b>	Default
<b>Usage</b>	<b>error_map</b> message_url http_status...
<b>Default</b>	none

### Synopsis

Use in accelerators to substitute the error messages returned by servers with other custom errors.

In Addition the following headers are forwarded from the client request:

User-Agent, Cookie, X-Forwarded-For, Via, Authorization,Accept, Referer

And the following headers from the server reply:

Server, Via, Location, Content-Location

The reply returned to the client will carry the original HTTP headers from the real error message, but with the reply body of the configured error message.

### Arguments

<i>message_url</i>	The received HTTP status code (i.e. 404)
<i>http_status</i>	The requested URI where the error occurred

### Example(s)

error\_map http://visolve.com/error/404.shtml 404



TAG NAME	err_html_text
<b>Description</b>	Provides a means to automatically add some extra information to Squid's error pages
<b>Build Option</b>	Default
<b>Usage</b>	<b>err_html_text</b> text
<b>Default</b>	none

### Synopsis

You can add HTML or plain text comments or links here, which will be added to the error messages displayed to clients. To include this in your error messages, you must rewrite the error template files (found in the "errors" directory). Wherever you want the *err\_html\_text* line to appear, insert a %L tag in the error template file.

### Arguments

<i>text</i>	Message to be displayed
-------------	-------------------------

### Example(s)

err\_html\_text squid@visolve.com

Consider you want to display this mail Id when access denied error occurs, then edit the corresponding file (ERR\_ACCESS\_DENIED in '\$prefix/etc/errors' directory) with %L where this mail Id should be displayed.



TAG NAME	deny_info
----------	-----------

<b>Description</b>	Used to define a customized error page for the requests which gets denied by <a href="#">http_access</a> rules
<b>Build Option</b>	Default
<b>Usage</b>	<b>deny_info</b> err_page_name acl <b>deny_info</b> link acl
<b>Default</b>	none

### Synopsis

You might have defied certain rules which filters access to certain domains. While accessing those domains, Squid normally displays a default error page. Using this tag, we can define a customized error page.

### Arguments

<i>err_page_name</i>	Customized error page to be displayed
<i>acl</i>	acl for which the page to be displayed
<i>link</i>	Link to be displayed on deny access

### Example(s)

```
acl test1 urlpath_regex -i .index.html
http_access deny test1
deny_info http://www.google.co.in test1
```

On satisfying http\_access, instead of the default error page, the site google will be loaded.

TAG NAME	memory_pools
<b>Description</b>	This allows Squid to keep memory that it has allocated (but no longer needs), so that it will not need to reallocate memory in the future
<b>Build Option</b>	Default
<b>Usage</b>	<b>memory_pools on off</b>
<b>Default</b>	memory_pools on

### Synopsis

Memory pools can improve performance to a small margin by allocating memory, but may need to be turned off if memory is at a premium on your system. This option defaults to on.

### Arguments

<i>on/off</i>	Enable or disable memory pool feature
---------------	---------------------------------------

TAG NAME	memory_pools_limit
<b>Description</b>	The amount of memory Squid will keep allocated, assuming the Keep memory for future use option is turned on
<b>Build Option</b>	Default
<b>Usage</b>	<b>memory_pools_limit</b> bytes
<b>Default</b>	none

### Synopsis

Any non-zero value to this tag will instruct Squid not to keep more than that amount allocated, and if Squid requires more memory than that to fulfill a request, it will use your system's malloc library. Squid does not pre-allocate memory, so it is safe to set this reasonably high. If your Squid runs on a dedicated host, it is probably wisest to leave it to its default of unlimited. If it must share the system with other server processes (like Apache or Sendmail) then it might be appropriate to limit it somewhat.

### Arguments

<i>bytes</i>	Memory pool limit size
--------------	------------------------

### Example(s)

```
memory_pools_limit 50 MB
```

TAG NAME	via
<b>Description</b>	Enable/disable via header
<b>Build Option</b>	Default
<b>Usage</b>	<b>via on off</b>
<b>Default</b>	via on

### Synopsis

If set (default), Squid will include a Via header in requests and replies as required by RFC2616.

### Arguments

<i>on/off</i>	Enable/disable via header
---------------	---------------------------

TAG NAME	forwarded_for
<b>Description</b>	This option allows you to choose whether Squid will report the host name of the system that originally made the request to the origin server
<b>Build Option</b>	Default
<b>Usage</b>	<b>forwarded_for on off</b>
<b>Default</b>	forwarded_for on

### Synopsis

If set, Squid will include your system's IP address or name in the HTTP requests it forwards. By default it looks like this: **X-Forwarded-For: 192.1.2.3**

If you disable this, it will appear as **X-Forwarded-For: unknown**

### Arguments

<i>on/off</i>	Enable or disable forwarding
---------------	------------------------------

TAG NAME	log_icp_queries
----------	-----------------

<b>Description</b>	Dictates whether Squid will log ICP requests
<b>Build Option</b>	Default
<b>Usage</b>	<b>log_icp_queries</b> on off
<b>Default</b>	log_icp_queries on

### Synopsis

When you fell if ICP loads are very high, you can disable it otherwise you can enable for logging ICP requests.

### Arguments

on/off	Enable or disable logging ICP queries
--------	---------------------------------------



TAG NAME	icp_hit_stale
<b>Description</b>	Enable/disable to return ICP_HIT for stale cache objects
<b>Build Option</b>	Default
<b>Usage</b>	<b>icp_hit_stale</b> on off
<b>Default</b>	icp_hit_stale off

### Synopsis

If you want to return ICP\_HIT for stale cache objects, set this option to 'on'. If you have sibling relationships with caches in other administrative domains, this should be 'off'. If you only have sibling relationships with caches under your control, then it is probably okay to set this to 'on'. If set to 'on', then your siblings should use the option "allow-miss" on their [cache\\_peer](#) lines for connecting to you.

### Arguments

on/off	Enable or disable icp stale hit
--------	---------------------------------



TAG NAME	minimum_direct_hops
<b>Description</b>	Define minimum number of direct hops after which it directs Squid to do direct fetches
<b>Build Option</b>	Default
<b>Usage</b>	<b>minimum_direct_hops</b> number
<b>Default</b>	minimum_direct_hops 4

### Synopsis

When using ICMP ping features of Squid to determine distance to peers and origin servers, this configures when Squid should prefer going direct over a peer. This parameter plays a role in deciding latency.

### Arguments

number	Number of hops
--------	----------------

### Example(s)

minimum\_direct\_hops 10



TAG NAME	minimum_direct_rtt
<b>Description</b>	Defines minimum rtt after which it directs Squid to do direct fetches
<b>Build Option</b>	Default
<b>Usage</b>	<b>minimum_direct_rtt</b> timeunits
<b>Default</b>	minimum_direct_rtt 400

### Synopsis

If using the ICMP ping stuff, do direct fetches for sites which are no more than this many rtt milliseconds away.

### Arguments

timeunits	Round Trip Time
-----------	-----------------

### Example(s)

minimum\_direct\_rtt 200



TAG NAME	cachemgr_passwd
<b>Description</b>	Specify passwords for cachemgr operations
<b>Build Option</b>	Default
<b>Usage</b>	<b>cachemgr_passwd</b> password action action ...
<b>Default</b>	none

### Synopsis

By using this we can have secured administration over the Squid.

### Actions:

5min, 60min, asndb, authenticator, cbdata, client\_list, comm\_incoming, config \*, counters, delay, digest\_stats, dns, events, filedescriptors, fqdn\_cache, histograms, http\_headers, info, io, ipcache, mem, menu, netdb, non\_peers, objects, offline\_toggle \*, pconn, peer\_select, redirector, refresh, server\_list, shutdown \*, store\_digest, storedir, utilization, via\_headers, vm\_objects.

\* Indicates actions which will not be performed without a valid password, others can be performed if not listed here.

To disable an action, set the password to "disable". To allow performing an action without a password, set the password to "none".

Use the keyword "all" to set the same password for all actions.

### Arguments

password	Password for the action
action	Action as described above

### Example(s)

cachemgr\_passwd secret shutdown

TAG NAME	store_avg_object_size
Description	Average object size, used to estimate number of objects your cache can hold.
Build Option	Default
Usage	store_avg_object_size size(Kbytes)
Default	store_avg_object_size 13 KB

#### Synopsis

To Estimate the number of objects your cache can hold:  $NUM\_OBJ = cache\_swap / store\_avg\_object\_size$  where, `cache_swap` is the size of the cache.

#### Arguments

Size of the object

#### Example(s)

store\_avg\_object\_size 100 KB

TAG NAME	store_objects_per_bucket
Description	Defines the number of objects in each store hash table
Build Option	Default
Usage	store_objects_per_bucket number
Default	store_objects_per_bucket 20

#### Synopsis

Target number of objects per bucket in the store hash table. Lowering this value increases the total number of buckets and also the storage maintenance rate.

#### Arguments

Number of objects

#### Example(s)

store\_objects\_per\_bucket 50

TAG NAME	client_db
Description	Allows you to choose whether Squid will keep statistics regarding each individual client
Build Option	Default
Usage	client_db on off
Default	client_db on

#### Synopsis

If you want to disable collecting per-client statistics, then turn off `client_db` here.

#### Arguments

Enable or disable collecting client statistics

TAG NAME	netdb_low, netdb_high
Description	Defines low and high water marks for the ICMP measurement database
Build Option	Default
Usage	netdb_low number netdb_high number
Default	netdb_low 900 netdb_high 1000

#### Synopsis

These measurements are counts and not percentage. The defaults are 900 and 1000. When the high water mark is reached, database entries will be deleted until the low mark is reached.

#### Arguments

Number of entries

#### Example(s)

netdb\_low 500  
netdb\_high 800

TAG NAME	netdb_ping_period
Description	Defines minimum period for measuring a site
Build Option	Default
Usage	netdb_ping_period timeunits
Default	netdb_ping_period 5 minutes

#### Synopsis

When this is defined, there will be at least this much delay between successive pings to the same network. The default is five minutes.

#### Arguments

Time period between successive pings

#### Example(s)

netdb\_ping\_period 15 minutes

TAG NAME	query_icmp
----------	------------

<b>Description</b>	Enabling this option, makes Squid to ask your peers to include ICMP data in their ICP replies
<b>Build Option</b>	--enable-icmp
<b>Usage</b>	<b>query_icmp on off</b>
<b>Default</b>	query_icmp off

#### Synopsis

If your peer has configured Squid (during compilation) with '--enable-icmp' then that peer will send ICMP pings to origin server sites of the URLs it receives. If you enable this option then the ICP replies from that peer will include the ICMP data (if available). Then, when choosing a parent cache, Squid will choose the parent with the minimal RTT to the origin server. When this happens, the hierarchy field of the access.log will be "CLOSEST\_PARENT\_MISS". This option is off by default.

#### Arguments

on/off	Enable or disable this option
--------	-------------------------------



TAG NAME	test_reachability
<b>Description</b>	When this is 'on', ICP MISS replies will be ICP_MISS_NOFETCH instead of ICP_MISS if the target host is NOT in the ICMP database, or has a zero RTT
<b>Build Option</b>	Default
<b>Usage</b>	<b>test_reachability on off</b>
<b>Default</b>	test_reachability off

#### Synopsis

If the target host is NOT in the ICMP database, or has a zero RTT, enabling this tag, ICP MISS replies will be ICP\_MISS\_NOFETCH instead of ICP\_MISS.

#### Arguments

on/off	Enable or disable
--------	-------------------



TAG NAME	buffered_logs
<b>Description</b>	Buffering and unbuffering can be done while writing cache.log with stdio functions using this tag
<b>Build Option</b>	Default
<b>Usage</b>	<b>buffered_logs on off</b>
<b>Default</b>	buffered_logs off

#### Synopsis

Buffering it can speed up the writing slightly. By default it will be unbuffered.

#### Arguments

on/off	Enable or disable buffering
--------	-----------------------------



TAG NAME	reload_into_ims
<b>Description</b>	When you enable this option, client no-cache or reload requests will be changed to If-Modified-Since requests
<b>Build Option</b>	Default
<b>Usage</b>	<b>reload_into_ims on off</b>
<b>Default</b>	reload_into_ims off

#### Synopsis

This tag is used to change clients no-cache or reload requests to IMS(if-modified sequence).

Note: Enabling this feature could make you liable for problems which it causes.

#### Arguments

on/off	Enable or disable
--------	-------------------



TAG NAME	always_direct
<b>Description</b>	Here you can use ACL elements to specify requests which should ALWAYS be forwarded directly to origin servers
<b>Build Option</b>	Default
<b>Usage</b>	<b>always_direct allow deny [!]aclname ...</b>
<b>Default</b>	none

#### Synopsis

Allows you to easily pick which ACL matches will not be cached. Requests that match the selected ACLs will always be answered from the origin server. Example below explains the tag to a clear extent.

#### Arguments

allow/deny	Allow or deny direct access
aclname	Access list on which this should act

#### Example(s)

```
acl local-servers dstdomain my.domain.net
always_direct allow local-servers
```

To always forward FTP requests directly, use

```
acl FTP proto FTP
always_direct allow FTP
```



TAG NAME	never_direct
----------	--------------

<b>Description</b>	With <i>never_direct</i> you can use ACL elements to specify requests which should NEVER be forwarded directly to origin servers
<b>Build Option</b>	Default
<b>Usage</b>	<b>never_direct allow deny</b> [!] aclname ...
<b>Default</b>	none

### Synopsis

*never\_direct* is the opposite of [always\\_direct](#). By default all requests are not forwarded directly to the origin server.

The following example explains this tag.

### Arguments

<i>allow/deny</i>	Deny or allow direct access
<i>aclname</i>	Access list on which this should act

### Example(s)

To force the use of a proxy for all requests, except those in your local domain use something like

```
acl local-servers dstdomain .foo.net
acl all src 0.0.0.0/0.0.0.0
never_direct deny local-servers
never_direct allow all
```

or if Squid is inside a firewall and there is local intranet servers inside the firewall then use something like:

```
acl local-intranet dstdomain .foo.net
acl local-external dstdomain external.foo.net
always_direct deny local-external
always_direct allow local-intranet
never_direct allow all
```

## ▲ TAG NAME **header\_access** [previously called as **anonymous\_headers** in 2.5 & **http\_anonymiser** in 2.4]

<b>Description</b>	This creates a list of ACLs for each header, allowing you very fine-tuned header mangling
<b>Build Option</b>	Default
<b>Usage</b>	<b>header_access allow deny</b> header_name ...
<b>Default</b>	none

### Synopsis

This option replaces the old 'anonymize\_headers' and the older 'http\_anonymizer' option with something that is much more configurable. This new method creates a list of ACLs for each header, allowing you very fine-tuned header mangling.

You can only specify known headers for the header name. Other headers are reclassified as 'Other'. You can also refer to all the headers with 'All'.

### Arguments

<i>allow/deny</i>	Allow or deny access for the specified header name
<i>header_name</i>	Header name

### Example(s)

```
header_access Proxy-Connection allow all
```

## ▲ TAG NAME **header\_replace**

<b>Description</b>	This option allows you to change the contents of headers denied with <a href="#">header_access</a> above
<b>Build Option</b>	Default
<b>Usage</b>	<b>header_replace</b> header_name message
<b>Default</b>	none

### Synopsis

For headers denied with *header\_access*, this tag allows to replace the content of the header using the message specified. This is done by replacing them with some fixed string. This replaces the old *fake\_user\_agent* option. By default, headers are removed if denied.

### Arguments

<i>header_name</i>	Header for which content to be changed
<i>message</i>	Content to be replaced with the message specified here

### Example(s)

```
header_replace User-Agent Nutsrape/1.0 (CP/M; 8-bit)
```

## ▲ TAG NAME **icon\_directory**

<b>Description</b>	Used to specify the path to icon directory
<b>Build Option</b>	Default
<b>Usage</b>	<b>icon_directory</b> path/directoryname
<b>Default</b>	<i>icon_directory</i> /usr/local/Squid/share/icons

### Synopsis

This tag is used to indicate the icon directory.

### Arguments

<i>path/directoryname</i>	Location path and name of the directory
---------------------------	---

### Example(s)

```
icon_directory /usr/local/icons
```

## ▲ TAG NAME **global\_internal\_static**



<b>Description</b>	Used to control, is Squid should intercept all requests for /squid-internal-static/ no matter which host the URL is requesting (default on setting), or if nothing special should be done for such URLs (off setting).
<b>Build Option</b>	Default
<b>Usage</b>	<b>global_internal_static</b> on off
<b>Default</b>	global_internal_static on

#### Synopsis

Used to control, is Squid should intercept all requests for /squid-internal-static/ no matter which host the URL is requesting (default on setting), or if nothing special should be done for such URLs (off setting).

The purpose of this directive is to make icons etc work better in complex cache hierarchies where it may not always be possible for all corners in the cache mesh to reach the server generating a directory listing.

#### Arguments

Enable or Disable the global internal static

TAG NAME	short_icon_urls
<b>Description</b>	Enables squid to use short URL's for Icons
<b>Build Option</b>	Default
<b>Usage</b>	<b>short_url_icons</b> on off
<b>Default</b>	short_icon_urls off

#### Synopsis

If this is enabled Squid will use short URLs for icons.

If off the URLs for icons will always be absolute URLs including the proxy name and port.

#### Arguments

Enable or Disable the short URL's

TAG NAME	error_directory
<b>Description</b>	Defines path to your own error directory
<b>Build Option</b>	Default
<b>Usage</b>	<b>error_directory</b> path/directoryname
<b>Default</b>	error_directory /usr/local/Squid/share/errors/English

#### Synopsis

Used to specify location and name of the error directory used.

#### Arguments

Location path and name of the directory

#### Example(s)

error\_directory /usr/local/error

TAG NAME	maximum_single_addr_tries
<b>Description</b>	This sets the maximum number of connection attempts for a host that has only one address
<b>Build Option</b>	Default
<b>Usage</b>	<b>maximum_single_addr_tries</b> number
<b>Default</b>	maximum_single_addr_tries 3

#### Synopsis

If the host has more number of address (for multiple-address hosts), each address is tried once. The default value is three tries, the (not recommended) maximum is 255 tries.

#### Note

A warning message will be generated if it is set to a value greater than ten.

#### Arguments

Number of tries

#### Example(s)

maximum\_single\_addr\_tries 5

TAG NAME	retry_on_error
<b>Description</b>	If set to on Squid will automatically retry requests when receiving an error response.
<b>Build Option</b>	Default
<b>Usage</b>	<b>retry_on_error</b> on off
<b>Default</b>	retry_on_error off

#### Synopsis

If set to on Squid will automatically retry requests when receiving an error response. This is mainly useful if you are in a complex cache hierarchy to work around access control errors.

#### Arguments

Enable / Disable Retry requests

TAG NAME	snmp_port
----------	-----------

<b>Description</b>	Squid serves statistics and status information via SNMP defined using this tag
<b>Build Option</b>	--enable-snmp
<b>Usage</b>	<b>snmp_port</b> port_number
<b>Default</b>	snmp_port 3401

#### Synopsis

By default it listens to port 3401 on the machine. If you don't wish to use SNMP, set this to "0".

#### Arguments

<i>port_number</i>	Port where Squid binds the socket
--------------------	-----------------------------------

#### Example(s)

snmp\_port 3401



TAG NAME	snmp_access
<b>Description</b>	Access to SNMP port is controlled using this tag
<b>Build Option</b>	--enable-snmp
<b>Usage</b>	<b>snmp_access</b> allow deny [!]aclname ...
<b>Default</b>	snmp_port 3401

#### Synopsis

All access to the agent is denied by default.

#### Arguments

<i>allow/deny</i>	Allow or deny access
<i>aclname</i>	Access list this should act on

#### Example(s)

snmp\_access allow snmppublic localhost  
snmp\_access deny all



TAG NAME	snmp_incoming_address, snmp_outgoing_address
<b>Description</b>	Defines the interface for snmp incoming and outgoing requests
<b>Build Option</b>	--enable-snmp
<b>Usage</b>	<b>snmp_incoming_address</b> ip_address <b>snmp_outgoing_address</b> ip_address
<b>Default</b>	snmp_incoming_address 0.0.0.0 snmp_outgoing_address 255.255.255.255

#### Synopsis

The default *snmp\_incoming\_address* (0.0.0.0) is to listen on all available network interfaces. If *snmp\_outgoing\_address* is set to 255.255.255.255 (the default) then it will use the same socket as *snmp\_incoming\_address*. Only change this if you want to have SNMP replies sent using another address than where this Squid listens for SNMP queries.

Note: *snmp\_incoming\_address* and *snmp\_outgoing\_address* can not have the same value since they both use port 3401.

#### Arguments

<i>ip_address</i>	Incoming and outgoing interface address
-------------------	---

#### Example(s)

snmp\_incoming\_address 172.16.1.35  
snmp\_outgoing\_address 172.16.1.36



TAG NAME	as_whois_server
<b>Description</b>	This is to query AS numbers
<b>Build Option</b>	Default
<b>Usage</b>	<b>as_whois_server</b> server_name
<b>Default</b>	as_whois_server whois.ra.net

#### Synopsis

AS numbers are queried only when Squid starts up, not for every request.

#### Arguments

<i>server_name</i>	Server name for which AS numbers to be queried
--------------------	--

#### Example(s)

as\_whois\_server ra.net



TAG NAME	wccp_router
<b>Description</b>	To define your WCCP "home" router for Squid
<b>Build Option</b>	Default
<b>Usage</b>	<b>wccp_router</b> ip_address
<b>Default</b>	wccp_router 0.0.0.0

#### Synopsis

Setting the *wccp\_router* to 0.0.0.0 (the default) disables WCCP.

#### Arguments

<i>ip_address</i>	ip address of the router
-------------------	--------------------------

#### Example(s)

wccp\_router 172.16.1.100



TAG NAME	wccp2_router
----------	--------------

<b>Description</b>	To define your WCCP "home" router for Squid, supports multiple WCCPv2 routers
<b>Build Option</b>	Default
<b>Usage</b>	<b>wccp2_router</b> ip_address
<b>Default</b>	wccp2_router 0.0.0.0

### Synopsis

wccp2\_router supports multiple WCCPv2 routers

only one of the two may be used at the same time and defines which version of WCCP to use.

### Arguments

ip_address	ip address of the router
------------	--------------------------

### Example(s)

wccp2\_router 172.16.1.100



TAG NAME	wccp_version
<b>Description</b>	Used to specify the version of Cisco IOS used in the Router
<b>Build Option</b>	Default
<b>Usage</b>	<b>wccp_version</b> version_number
<b>Default</b>	wccp_version 4

### Synopsis

According to some users, Cisco IOS 11.2 only supports WCCP version 3. If you're using that version of IOS, change this value to 3.

### Arguments

version_number	IOS version number
----------------	--------------------

### Example(s)

wccp\_router 172.16.1.100



TAG NAME	wccp2_rebuild_wait
<b>Description</b>	Allows squid to wait for the cache dir rebuild to finish before sending the first wccp2 HereIAm packet.
<b>Build Option</b>	Default
<b>Usage</b>	<b>wccp2_rebuild_wait</b> on off
<b>Default</b>	wccp2_rebuild_wait on

### Synopsis

If this is enabled Squid will wait for the cache dir rebuild to finish before sending the first wccp2 HereIAm packet.

### Arguments

on/off	Enable/Disable rebuild Wait
--------	-----------------------------



TAG NAME	wccp2_forwarding_method
<b>Description</b>	Allows the setting of forwarding methods between the router/switch and the cache.
<b>Build Option</b>	Default
<b>Usage</b>	<b>wccp2_forwarding_method</b> version_number
<b>Default</b>	wccp2_forwarding_method 1

### Synopsis

WCCP2 allows the setting of forwarding methods between the router/switch and the cache.

Currently (as of IOS 12.4) cisco routers only support GRE.  
Cisco switches only support the L2 redirect assignment method.

### Arguments

1	GRE encapsulation (forward the packet in a GRE/WCCP tunnel)
2	L2 redirect (forward the packet using Layer 2/MAC rewriting)

### Example(s)

wccp2\_forwarding\_method 2



TAG NAME	wccp2_return_method
<b>Description</b>	Allows the setting of return methods between the router/switch and the cache for packets that the cache decides not to handle.
<b>Build Option</b>	Default
<b>Usage</b>	<b>wccp2_return_method</b> version_number
<b>Default</b>	wccp2_return_method 1

### Synopsis

WCCP2 allows the setting of forwarding methods between the router/switch and the cache.

Currently (as of IOS 12.4) cisco routers only support GRE.  
Cisco switches only support the L2 redirect assignment method.

If the "ip wccp redirect exclude in" command has been enabled on the cache interface, then it is still safe for the proxy server to use a L2 redirect method even if this option is set to GRE.

### Arguments

1	GRE encapsulation (forward the packet in a GRE/WCCP tunnel)
2	L2 redirect (forward the packet using Layer 2/MAC rewriting)

### Example(s)

wccp2\_return\_method 2

TAG NAME	wccp2_assignment_method
Description	Allows the setting of methods to assign the WCCP hash
Build Option	Default
Usage	<b>wccp2_assignment_method</b> version_number
Default	wccp2_assignment_method 1

#### Synopsis

WCCP2 allows the setting of methods to assign the WCCP hash

As a general rule, cisco routers support the hash assignment method and cisco switches support the mask assignment method.

#### Arguments

1	Hash assignment
2	Mask assignment

#### Example(s)

wccp2\_assignment\_method 2

TAG NAME	wccp2_service
Description	Allows for multiple traffic services.
Build Option	Default
Usage	<b>wccp2_service</b> version_number
Default	wccp2_service standard 0

#### Synopsis

WCCP2 allows for multiple traffic services.

MD5 service authentication can be enabled by adding "password=<password>" to the end of this service declaration.

#### Arguments

standard	Defines one service id - http (id 0).
dynamic	Defines the ids can be from 51 to 255 inclusive. In order to use a dynamic service id one must define the type of traffic to be redirected.

#### Note

The "standard" type does not require a wccp2\_service\_info option, just specifying the service id will suffice.

In order to use a dynamic service id one must define the type of traffic to be redirected; this is done using the wccp2\_service\_info option.

#### Example(s)

wccp2\_service standard 0

wccp2\_service standard 80

wccp2\_service standard 0 password=foo

TAG NAME	wccp2_service_info
Description	Used in Dynamic wccp2 service to give the information to define the traffic to be diverted
Build Option	Default
Usage	<b>wccp2_service_info</b> <id> protocol=<protocol> flags=<flag>,<flag>.. priority=<priority> ports=<port>,<port>..
Default	none

#### Synopsis

Dynamic WCCPv2 services require further information to define the traffic to be diverted

The port list can be one to eight entries.

#### Arguments

#	Flags
1	src_ip_hash, dst_ip_hash
2	source_port_hash, dest_port_hash
3	src_ip_alt_hash, dst_ip_alt_hash
4	src_port_alt_hash, dst_port_alt_hash
5	ports_source

#### Note

The service id must have been defined by a previous 'wccp2\_service dynamic <id>' entry.

#### Example(s)

wccp2\_service\_info 80 protocol=tcp flags=src\_ip\_hash,ports\_source priority=240 ports=80

TAG NAME	wccp2_weight
Description	Each cache server gets assigned a set of the destination hash proportional to their weight.
Build Option	Default
Usage	<b>wccp2_weight</b> weight
Default	wccp2_weight 10000

#### Synopsis

Each cache server gets assigned a set of the destination hash proportional to their weight.

#### Example(s)

wccp2\_weight 20000

TAG NAME	wccp_address,wccp2_addrsss
----------	----------------------------

<b>Description</b>	Option to give the specific interface address to the WCCP
<b>Build Option</b>	Default
<b>Usage</b>	<b>wccp_address</b> ip <b>wccp2_address</b> ip
<b>Default</b>	wccp_address 0.0.0.0 wccp2_address 0.0.0.0

### Synopsis

Use this option if you require WCCP to use a specific interface address.

The default behavior is to not bind to any specific address.

### Example(s)

```
wccp_address 172.16.1.43
wccp2_address 172.16.1.32
```

## DELAY POOL PARAMETERS

Conceptually, delay pools are bandwidth limiters - "pools" of bandwidth that drain out as people browse the Web, and fill up at the rate specified - this can be thought of as a leaky bucket that is continually being filled. This is useful when bandwidth charges are in place, if we want to reduce bandwidth usage for web traffic.

Delay Pools can do wonders when combined with ACLs. These tags permit us to limit the bandwidth of certain requests, based on any criteria. Delay behavior is selected by ACLs (low and high priority traffic, staff Vs students or student Vs authenticated student or so on). In ISPs, delay pools can be implemented in a particular network to improve the quality of service. To enable this, Squid needs to be configured with the `--enable-delay-pools` option.

TAG NAME	delay_pools
<b>Description</b>	Used to specify number of delay pools
<b>Built Option</b>	<code>--enable-delay-pools</code>
<b>Usage</b>	<b>delay_pools</b> number
<b>Default</b>	delay_pools 0

### Synopsis

This represents the number of delay pools to be used. For example, if you have one class 2 delay pool and one class 3 delays pool, you have a total of 2 delay pools.

### Arguments

<i>number</i>	Number of delay pools
---------------	-----------------------

### Example(s)

```
delay_pools 5
```

TAG NAME	delay_class
<b>Description</b>	This defines the class of each delay pool
<b>Built Option</b>	<code>--enable-delay-pools</code>
<b>Usage</b>	<b>delay_class</b> pool-number class-number
<b>Default</b>	none

### Synopsis

Class of the delay pool used is defined using this tag. There must be exactly one `delay_class` line for each delay pool. There are five categories of delay classes.

class 1	Everything is limited by a single aggregate bucket.
class 2	Everything is limited by a single aggregate bucket as well as an "individual" bucket chosen from bits 25 through 32 of the IP address.
class 3	Everything is limited by a single aggregate bucket as well as a "network" bucket chosen from bits 17 through 24 of the IP address and a "individual" bucket chosen from bits 17 through 32 of the IP address.
class 4	Everything in a class 3 delay pool, with an additional limit on a per user basis. This only takes effect if the username is established in advance - by forcing authentication in your <a href="#">http_access</a> rules.
class 5	Requests are grouped according their tag (see <a href="#">external_acl</a> tag= reply).

If an IP address is a.b.c.d

```
-> bits 25 through 32 are "d"
-> bits 17 through 24 are "c"
-> bits 17 through 32 are "c * 256 + d"
```

### Arguments

<i>pool-number</i>	Delay pool number
<i>class-number</i>	Delay class number

### Example(s)

```
delay_pools 2
delay_class 1 2 ( pool 1 is a class 2 pool)
delay_class 2 3 ( pool 2 is a class 3 pool)
```

TAG NAME	delay_access
----------	--------------

<b>Description</b>	This is used to determine which delay pool a request falls into
<b>Built Option</b>	--enable-delay-pools
<b>Usage</b>	<b>delay_access</b> delay_pool <b>allow/deny</b> domainname
<b>Default</b>	none

### Synopsis

The first matched delay pool is always used, i.e., if a request falls into delay pool number one, no more delay are checked, otherwise the rest are checked in order of their delay pool number until they have all been checked.

### Arguments

<i>delay_pool</i>	Delay pool number
<i>allow/deny</i>	Allow or deny access
<i>domainname</i>	Domain name on which this should act

### Example(s)

If you want some\_big\_clients in delay pool 1 and lotsa\_little\_clients in delay pool 2:

```
delay_access 1 allow some_big_clients
delay_access 1 deny all
delay_access 2 allow lotsa_little_clients
delay_access 2 deny all
delay_access 3 allow authenticated_clients
```

TAG NAME	delay_parameters
<b>Description</b>	Defines the parameters for a delay pool
<b>Built Option</b>	--enable-delay-pools
<b>Usage</b>	<b>delay_parameters</b> pool aggregate (In general). For detailed format refer usage syntax below
<b>Default</b>	none

### Synopsis

Using this tag, delay parameters for each each delay pool has a number of "buckets" associated with it, as explained in the description of [delay\\_class](#).

Usage syntax for each class:	
class 1	delay_parameters pool aggregate
class 2	delay_parameters pool aggregate individual
class 3	delay_parameters pool aggregate network individual
class 4	delay_parameters pool aggregate network individual user
class 5	delay_parameters pool tag

A pair of delay parameters is written restore/maximum, where restore is the number of bytes (not bits - modem and network speeds are usually quoted in bits) per second placed into the bucket, and maximum is the maximum number of bytes which can be in the bucket at any time.

### Arguments

<i>pool</i>	Delay pool number - ie, a number between 1 and the number specified in <a href="#">delay_pools</a> as used in <a href="#">delay_class</a> lines.
<i>aggregate</i>	the "delay parameters" for the aggregate bucket (class 1, 2, 3).
<i>individual</i>	the "delay parameters" for the network buckets (class 3).
<i>user</i>	user on which this condition is applied
<i>tag</i>	the delay parameters for the tag buckets (class 5).

### Example(s)

If delay pool number 1 is a class 2 delay pool is being used to strictly limit each host to 64kbps (plus overheads), with no overall limit, the usage is,  
delay\_parameters 1 -1/-1 8000/8000

For a class 4 delay pool, each user will be limited to 128 Kbs no matter how many workstations they are logged into:  
delay\_parameters 4 32000/32000 8000/8000 600/64000 16000/16000

TAG NAME	delay_initial_bucket_level
<b>Description</b>	Used to determine how much data is put in each bucket when Squid starts, is reconfigured, or first notices a host accessing it
<b>Built Option</b>	--enable-delay-pools
<b>Usage</b>	<b>delay_initial_bucket_level</b> percent(0-100)
<b>Default</b>	delay_initial_bucket_level 50

### Synopsis

The initial bucket percentage is used to determine how much is put in each bucket when Squid starts, is reconfigured, or first notices a host accessing it. In class 2 and class 3, individual hosts and networks only have buckets associated with them once they have been "seen" by Squid

### Arguments

<i>percent</i>	Initial bucket level in percentage
----------------	------------------------------------

### Example(s)

delay\_initial\_bucket\_level 20

TAG NAME	incoming_icp_average, incoming_http_average, incoming_dns_average, min_icp_poll_cnt, min_dns_poll_cnt, min_http_poll_cnt
----------	--

<b>Description</b>	Using these tags, average number of ICP, HTTP requests, their polling rates can be specified
<b>Built Option</b>	--enable-delay-pools
<b>Usage</b>	<b>Tagname</b> number
<b>Default</b>	incoming_icp_average 6 incoming_http_average 4 incoming_dns_average 4 min_icp_poll_cnt 8 min_dns_poll_cnt 8 min_http_poll_cnt 8

### Synopsis

INCOMING sockets are the ICP and HTTP ports. Squid need to check these fairly regularly, but how often? When the load increases, Squid want to check the incoming sockets more often. If Squid have a lot of incoming ICP, then it needs to check these sockets more than if we just have HTTP. These change of algorithms by Squid are decided by these tags.

### Arguments

<i>Number</i>	Number to change the algorithm used by Squid
---------------	--

### Example(s)

```
incoming_icp_average 3
incoming_http_average 2
incoming_dns_average 3
min_icp_poll_cnt 8
min_dns_poll_cnt 6
min_http_poll_cnt 6
```



TAG NAME	max_open_disk_fds
<b>Description</b>	Defines number of file descriptors to be handled directly
<b>Built Option</b>	Default
<b>Usage</b>	<b>max_open_disk_fds</b> number
<b>Default</b>	max_open_disk_fds 0

### Synopsis

To avoid having disk as the I/O bottleneck Squid can optionally bypass the on-disk cache if more than this amount of disk file descriptors are open. A value of 0 indicates no limit.

### Arguments

<i>number</i>	Maximum number of file descriptors
---------------	------------------------------------

### Example(s)

```
max_open_disk_fds 5
```



TAG NAME	offline_mode
<b>Description</b>	When enabled, Squid will never try to validate cached objects.
<b>Built Option</b>	Default
<b>Usage</b>	<b>offline_mode on off</b>
<b>Default</b>	offline_mode off

### Synopsis

offline\_mode gives access to more cached information than the proposed feature would allow (stale cached versions, where the origin server should have been contacted).

### Arguments

<i>on/off</i>	Enable or disable <i>offline_mode</i> feature
---------------	---



TAG NAME	uri_whitespace
<b>Description</b>	Used to specify the action of Squid when the requests that have whitespace characters in the URI
<b>Built Option</b>	Default
<b>Usage</b>	<b>uri_whitespace</b> action
<b>Default</b>	uri_whitespace strip

### Synopsis

When the requested URL's contains whitespaces, then this tag is used to specify the action of Squid on that URL's. Actions are shown in the table below.

Actions:	
strip	The whitespace characters are stripped out of the URL. This is the behavior recommended by RFC2396.
deny	The request is denied. The user receives an "Invalid Request" message.
allow	The request is allowed and the URI is not changed. The whitespace characters remain in the URI. Note the whitespace is passed to redirector processes if they are in use.
encode	The request is allowed and the whitespace characters are encoded according to RFC1738. This could be considered a violation of the HTTP/1.1 RFC because proxies are not allowed to rewrite URI's.
chop	The request is allowed and the URI is chopped at the first whitespace. This might also be considered a violation.

### Arguments

<i>action</i>	Action of Squid on identifying the white spaces
---------------	---

### Example(s)

```
uri_whitespace deny
```



TAG NAME	broken_posts
----------	--------------

<b>Description</b>	A list of ACL elements which, if matched, causes Squid to send an extra CRLF pair after the body of a PUT/POST request
<b>Built Option</b>	Default
<b>Usage</b>	<b>broken_posts allow deny</b> aclname ...
<b>Default</b>	none

### Synopsis

Squid will send an extra CLRF pair after the body of a PUT/POST request for the access list specified is matched. Some HTTP servers has broken implementations of PUT/POST, and rely on an extra CRLF pair sent by some WWW clients.

### Arguments

<i>allow/deny</i>	Allow or deny access list
<i>aclname</i>	Access list name

### Example(s)

```
acl buggy_server url_regex ^http://...
broken_posts allow buggy_server
```

TAG NAME	mcast_miss_addr
<b>Description</b>	When enabled, every "cache miss" URL will be sent out on the specified multicast address
<b>Built Option</b>	-DMULTICAST_MISS_STREAM
<b>Usage</b>	<b>mcast_miss_addr</b> ip_address
<b>Default</b>	mcast_miss_addr 255.255.255.255

### Synopsis

You will be needing the "cache miss" URL to be sent on a specified multicast address. This tag provides the option.

### Note

Do not enable this option unless you are absolutely certain you understand what you are doing.

### Arguments

<i>ip_address</i>	ip address through which the URL to be sent
-------------------	---

### Example(s)

```
mcast_miss_addr 172.16.1.255
```

TAG NAME	mcast_miss_ttl
<b>Description</b>	Defines time-to-live value for packets multicasted when multicasting off cache miss URLs is enabled
<b>Built Option</b>	-DMULTICAST_MISS_TTL
<b>Usage</b>	<b>mcast_miss_ttl</b> time-units
<b>Default</b>	mcast_miss_ttl 16

### Synopsis

The value specified in this tag specifies the time-to-live period for packets multicasted when multicasting off cache miss URLs is enabled. By default this is set to 'site scope', i.e. 16.

### Arguments

<i>time-units</i>	Time to Live period
-------------------	---------------------

### Example(s)

```
mcast_miss_ttl 10
```

TAG NAME	mcast_miss_port
<b>Description</b>	Used to define the port number to be used in conjunction with <a href="#">mcast_miss_addr</a> .
<b>Built Option</b>	-DMULTICAST_MISS_STREAM
<b>Usage</b>	<b>mcast_miss_port</b> portnumber
<b>Default</b>	mcast_miss_port 3135

### Synopsis

Port to be used for *mcast\_miss\_addr*.

Note: This tag is used only when you enable *mcast\_miss\_addr*.

### Arguments

<i>portnumber</i>	Port number on which Squid binds the socket
-------------------	---

### Example(s)

```
mcast_miss_port 3100
```

TAG NAME	mcast_miss_encode_key
<b>Description</b>	This is the encryption key used in the multicast miss stream
<b>Built Option</b>	-DMULTICAST_MISS_STREAM
<b>Usage</b>	<b>mcast_miss_encode_key</b> key
<b>Default</b>	mcast_miss_encode_key XXXXXXXXXXXXXXXXXXXX

### Synopsis

The URLs that are sent in the multicast miss stream are encrypted. This is the encryption key.

### Arguments

<i>key</i>	Encryption key to be used
------------	---------------------------

TAG NAME	nonhierarchical_direct
----------	------------------------



<b>Description</b>	Enable/disable Squid to send non-hierarchical requests to parents
<b>Built Option</b>	Default
<b>Usage</b>	<b>nonhierarchical_direct on off</b>
<b>Default</b>	nonhierarchical_direct on

#### Synopsis

By default, Squid will send any non-hierarchical requests (matching hierarchy\_stoplist or not cacheable request type) direct to origin servers. If you set this to off, then Squid will prefer to send these requests to parents. Note that in most configurations, by turning this off you will only add latency to this request without any improvement in global hit ratio. If you are inside a firewall then see [never\\_direct](#) instead of this directive.

#### Arguments

<code>on/off</code>	Enable or disable sending non-hierarchical requests
---------------------	---

### ▲ TAG NAME `prefer_direct`

<b>Description</b>	For enabling Squid to use parent if direct going is failed
<b>Built Option</b>	Default
<b>Usage</b>	<b>prefer_direct on off</b>
<b>Default</b>	prefer_direct off

#### Synopsis

Normally Squid tries to use parents for most requests. If you by some reason like it to first try going direct and only use a parent if going direct fails then set this to on.

By combining *nonhierarchical\_direct off* and *prefer\_direct on* you can set up Squid to use a parent as a backup path if going direct fails.

#### Arguments

<code>on/off</code>	Enable or disable <i>prefer_direct</i> option
---------------------	---

### ▲ TAG NAME `strip_query_terms`

<b>Description</b>	For tripping query items before logging
<b>Built Option</b>	Default
<b>Usage</b>	<b>strip_query_terms on off</b>
<b>Default</b>	strip_query_terms on

#### Synopsis

Squid by default does not log query parameters. These parameters are however forwarded to the server verbatim. If we want to enable logging of query parameters, the *strip\_query\_terms* directive can be used.

By default, Squid strips query terms from requested URLs before logging. This protects your user's privacy

#### Arguments

<code>on/off</code>	Enable or disable query parameters from logging
---------------------	---

### ▲ TAG NAME `coredump_dir`

<b>Description</b>	Squid leaves core files in the directory specified
<b>Built Option</b>	Default
<b>Usage</b>	<b>coredump_dir</b> directory
<b>Default</b>	coredump_dir none

#### Synopsis

By default Squid leaves core files in the directory from where it was started. If you set *coredump\_dir* to a directory that exists, Squid will `chdir()` to that directory at startup and coredump files will be left there.

#### Arguments

<code>directory</code>	Directory for used for core dump
------------------------	----------------------------------

#### Example(s)

`coredump_dir /usr/local`

### ▲ TAG NAME `redirector_bypass`

<b>Description</b>	Used for bypassing the request
<b>Built Option</b>	Default
<b>Usage</b>	<b>redirector_bypass on off</b>
<b>Default</b>	redirector_bypass off

#### Synopsis

When this is 'on', a request will not go through the redirector if all redirectors are busy. If this is 'off' and the redirector queue grows too large, Squid will exit with a FATAL error and ask you to increase the number of redirectors. You should only enable this if the redirectors are not critical to your caching system. If you use redirectors for access control, and you enable this option, then users may have access to pages that they should not be allowed to request.

#### Arguments

<code>on/off</code>	Enable or disable <i>redirector_bypass</i>
---------------------	--

### ▲ TAG NAME `ignore_unknown_nameservers`

<b>Description</b>	Enable or disable responses from unknown nameservers
<b>Built Option</b>	Default
<b>Usage</b>	<b>ignore_unknown_nameservers on off</b>
<b>Default</b>	ignore_unknown_nameservers on

#### Synopsis

By default Squid checks that DNS responses are received from the same IP addresses that they are sent to. If they don't match, Squid ignores the response and writes a warning message to cache.log. You can allow responses from unknown nameservers by setting this option to 'off'.

#### Arguments

Enable or disable

TAG NAME	digest_generation
<b>Description</b>	This controls whether the server will generate a Cache Digest of its contents
<b>Built Option</b>	--enable-cache-digests
<b>Usage</b>	<b>digest_generation on off</b>
<b>Default</b>	digest_generation on

#### Synopsis

This tag enables or disable the server generating a cache digest of its contents. By default, Cache Digest generation is enabled if Squid is compiled with USE\_CACHE\_DIGESTS defined.

#### Arguments

Enable or disable the server generating a cache digest of its contents

TAG NAME	digest_bits_per_entry
<b>Description</b>	Defines number of bits of server's cache digest to be associated with the digest entry
<b>Built Option</b>	--enable-cache-digests
<b>Usage</b>	<b>digest_bits_per_entry number</b>
<b>Default</b>	digest_bits_per_entry 5

#### Synopsis

This is the number of bits of the server's Cache Digest which will be associated with the Digest entry for a given HTTP Method and URL (public key) combination.

#### Arguments

Number of bits per entry

#### Example(s)

digest\_bits\_per\_entry 5

TAG NAME	digest_rebuild_period
<b>Description</b>	This is the number of seconds between Cache Digest rebuilds
<b>Built Option</b>	--enable-cache-digests
<b>Usage</b>	<b>digest_rebuild_period time(seconds)</b>
<b>Default</b>	digest_rebuild_period 1 hour

#### Synopsis

This tag defines the time period between successive cache digest rebuilds.

#### Arguments

Time period between rebuilds

#### Example(s)

digest\_rebuild\_period 2 hour

TAG NAME	digest_rewrite_period
<b>Description</b>	This is the number of seconds between Cache Digest writes to disk.
<b>Built Option</b>	--enable-cache-digests
<b>Usage</b>	<b>digest_rewrite_period time(seconds)</b>
<b>Default</b>	digest_rewrite_period 1 hour

#### Synopsis

This tag specifies the time period between successive writing to disk by cache digest .

#### Arguments

Time period between successive writes

#### Example(s)

digest\_rewrite\_period 2 hour

TAG NAME	digest_swapout_chunk_size
----------	---------------------------

<b>Description</b>	This is the number of bytes of the Cache Digest to write to disk at a time
<b>Built Option</b>	--enable-cache-digests
<b>Usage</b>	<b>digest_swapout_chunk_size</b> bytes
<b>Default</b>	digest_swapout_chunk_size 4096 bytes

#### Synopsis

Using this tag, total number of bytes to be written to the disk at a time by the cache digest is specified.

#### Arguments

<i>bytes</i>	Total number of bytes to be written to the disk in single time
--------------	--

#### Example(s)

digest\_swapout\_chunk\_size 2048 bytes

TAG NAME	digest_rebuild_chunk_percentage
<b>Description</b>	This specifies the percentage of the Cache Digest to be scanned at a time
<b>Built Option</b>	--enable-cache-digests
<b>Usage</b>	<b>digest_rebuild_chunk_percentage</b> percent(0-100)
<b>Default</b>	digest_rebuild_chunk_percentage 10

#### Synopsis

Using this tag, we can specify the percentage of the cache digest to be scanned at a time.

#### Arguments

<i>percent</i>	Percentage of cache digest to be scanned at a time
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#### Example(s)

digest\_rebuild\_chunk\_percentage 20

TAG NAME	chroot
<b>Description</b>	Use this to have Squid do a chroot() while initializing
<b>Built Option</b>	Default
<b>Usage</b>	<b>chroot</b>
<b>Default</b>	none

#### Synopsis

Squid by default does not fully drop root privileges because it may be required during reconfigure. So use this directive to have Squid do a chroot() while initializing. This also causes Squid to fully drop root privileges after initializing. Squid only drops all root privileges when chroot\_dir is used. Without chroot\_dir it runs as root with effective user nobody. This means, for example, that if you use a HTTP port less than 1024 and try to reconfigure, you will get an error.

#### Example(s)

chroot

TAG NAME	client_persistent_connections, server_persistent_connections
<b>Description</b>	Enable/disable persistent connection support for clients and servers
<b>Built Option</b>	Default
<b>Usage</b>	<b>client_persistent_connections</b> on off <b>server_persistent_connections</b> on off
<b>Default</b>	client_persistent_connections on server_persistent_connections on

#### Synopsis

By default, Squid uses persistent connections (when allowed) with its clients and servers. You can use these options to disable persistent connections with clients and/or servers.

#### Arguments

<i>on/off</i>	Enable or disable persistent connections
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TAG NAME	persistent_connection_after_error
<b>Description</b>	With this directive the use of persistent connections after HTTP errors can be disabled.
<b>Built Option</b>	Default
<b>Usage</b>	<b>persistent_connection_after_error</b> on off
<b>Default</b>	persistent_connection_after_error off

#### Synopsis

With this directive the use of persistent connections after HTTP errors can be disabled. Useful if you have clients who fail to handle errors on persistent connections proper.

#### Arguments

<i>on/off</i>	Enable or disable persistent connection after error
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TAG NAME	detect_broken_pconn
----------	---------------------

<b>Description</b>	Enables Squid attempts to detect the broken replies and automatically assume the reply is finished after 10 seconds timeout.
<b>Built Option</b>	Default
<b>Usage</b>	<b>detect_broken_pconn</b> on off
<b>Default</b>	detect_broken_pconn off

#### Synopsis

Some servers have been found to incorrectly signal the use of HTTP/1.0 persistent connections even on replies not compatible, causing significant delays. This server problem has mostly been seen on redirects.

By enabling this directive Squid attempts to detect such broken replies and automatically assume the reply is finished after 10 seconds timeout.

#### Arguments

Enable or disable the detection of broken persistent connections

TAG NAME	balance_on_multiple_ip
<b>Description</b>	Enables to preserve user session state across requests to different IP addresses.
<b>Built Option</b>	Default
<b>Usage</b>	<b>balance_on_multiple_ip</b> on off
<b>Default</b>	balance_on_multiple_ip on

#### Synopsis

Some load balancing servers based on round robin DNS have been found not to preserve user session state across requests to different IP addresses.

By default Squid rotates IP's per request. By disabling this directive only connection failure triggers rotation.

#### Arguments

Enable or disable the balancing of multiple IP's

TAG NAME	pipeline_prefetch
<b>Description</b>	Used to boost the performance of pipelined requests to closer match that of a non-proxied environment
<b>Built Option</b>	Default
<b>Usage</b>	<b>pipeline_prefetch</b> on off
<b>Default</b>	pipeline_prefetch off

#### Synopsis

Squid can try to fetch up to two requests in parallel from a pipeline. Defaults to off for bandwidth management and access logging reasons.

#### Arguments

Enable or disable pipeline prefetch

TAG NAME	extension_methods
<b>Description</b>	You can add up to 20 additional request "extension" methods here for enabling Squid to allow access unknown methods
<b>Built Option</b>	Default
<b>Usage</b>	<b>extension_methods</b> methods
<b>Default</b>	none

#### Synopsis

Squid only knows about standardized HTTP request methods. Unknown methods are denied, unless you add them to this tag.

#### Arguments

New methods

#### Example(s)

extension\_methods SEARCH

TAG NAME	request_entities
<b>Description</b>	Set this directive to on if you have clients which insists on sending request entities in GET or HEAD requests
<b>Built Option</b>	Default
<b>Usage</b>	<b>request_entities</b> on off
<b>Default</b>	request_entities off

#### Synopsis

Squid defaults to deny GET and HEAD requests with request entities, as the meaning of such requests are undefined in the HTTP standard even if not explicitly forbidden. Set this directive to on if you have clients which insists on sending request entities in GET or HEAD requests

#### Arguments

Enable or disable

TAG NAME	high_response_time_warning
----------	----------------------------

<b>Description</b>	Enables Squid to print a WARNING to get the administrators attention
<b>Built Option</b>	Default
<b>Usage</b>	<b>high_response_time_warning</b> time(msec)
<b>Default</b>	high_response_time_warning 0

#### Synopsis

If the one-minute median response time exceeds this value, Squid prints a WARNING with debug level 0 to get the administrators attention. The value is in milliseconds.

#### Arguments

Time after which warning is printed

#### Example(s)

high\_response\_time\_warning 20

TAG NAME	high_page_fault_warning
<b>Description</b>	Enables Squid to print a WARNING to get the administrators attention
<b>Built Option</b>	Default
<b>Usage</b>	<b>high_page_fault_warning</b> time
<b>Default</b>	high_page_fault_warning 0

#### Synopsis

If the one-minute average page fault rate exceeds this value, Squid prints a WARNING with debug level 0 to get the administrators attention. The value is in page faults per second.

#### Arguments

Time after which warning is printed

#### Example(s)

high\_page\_fault\_warning 10

TAG NAME	high_memory_warning
<b>Description</b>	Enables Squid to print a WARNING to get the administrators attention
<b>Built Option</b>	--enable-snmp
<b>Usage</b>	<b>high_memory_warning</b> number
<b>Default</b>	high_memory_warning 0

#### Synopsis

If the memory usage (as determined by mallinfo) exceeds value, Squid prints a WARNING with debug level 0 to get the administrators attention.

#### Arguments

Time after which warning is printed

#### Example(s)

high\_memory\_warning 20

TAG NAME	store_dir_select_algorithm
<b>Description</b>	Used to specify the algorithm for store directory selection
<b>Built Option</b>	--enable-snmp
<b>Usage</b>	<b>store_dir_select_algorithm</b> algorithm-type
<b>Default</b>	store_dir_select_algorithm least-load

#### Synopsis

As there are more number of store directories, this tag allows you to specify the algorithm by which Squid will select the store directories.

#### Arguments

Algorithm to be used

#### Example(s)

store\_dir\_select\_algorithm round-robin

TAG NAME	forward_log
<b>Description</b>	Logs the server-side requests.
<b>Built Option</b>	--enable-forward-log
<b>Usage</b>	<b>forward_log</b> path
<b>Default</b>	none

#### Synopsis

Logs the server-side requests.

#### Arguments

Path to the forward Log file

TAG NAME	ie_refresh
----------	------------

<b>Description</b>	Turning this on provides a partial fix to the problem with Microsoft Internet Explorer up until version 5.5 Service Pack 1 which has an issue with transparent proxies, wherein it is impossible to force a refresh
<b>Built Option</b>	Default
<b>Usage</b>	<b>ie_refresh on off</b>
<b>Default</b>	ie_refresh off

### Synopsis

Turning this on provides a partial fix to the problem, by causing all IMS-REFRESH requests from older IE versions to check the origin server for fresh content. This reduces hit ratio by some amount (~10% in my experience), but allows users to actually get fresh content when they want it. Note that because Squid cannot tell if the user is using 5.5 or 5.5SP1, the behavior of 5.5 is unchanged from old versions of Squid (i.e. a forced refresh is impossible). Newer versions of IE will, hopefully, continue to have the new behavior and will be handled based on that assumption. This option defaults to the old Squid behavior, which is better for hit ratios but worse for clients using IE, if they need to be able to force fresh content.

### Arguments

<i>on/off</i>	Enable or disable this feature
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TAG NAME	vary_ignore_expire
<b>Description</b>	This option enables Squid to ignore, immediate expiry time with no cache-control header when requested by a HTTP/1.0 client
<b>Built Option</b>	Default
<b>Usage</b>	<b>vary_ignore_expire on off</b>
<b>Default</b>	vary_ignore_expire off

### Synopsis

Many HTTP servers supporting Vary gives such objects immediate expiry time with no cache-control header when requested by a HTTP/1.0 client. This tag enables Squid to ignore such expiry times until HTTP/1.1 is fully implemented.

Note: This may eventually cause some varying objects not intended for caching to get cached.

### Arguments

<i>on/off</i>	Enable or disable <i>vary_ignore_expire</i> feature
---------------	---

TAG NAME	sleep_after_fork
<b>Description</b>	When this is set to a non-zero value, the main Squid process sleeps the specified number of microseconds after a fork() system call
<b>Built Option</b>	Default
<b>Usage</b>	<b>sleep_after_fork time(microseconds)</b>
<b>Default</b>	sleep_after_fork 0

### Synopsis

This sleep may help the situation where your system reports fork() failures due to lack of (virtual) memory. Note, however, that if you have lot of child processes, then these sleep delays will add up and your Squid will not service requests for some amount of time until all the child processes have been started.

### Arguments

<i>time</i>	Sleep time period
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### Example(s)

sleep\_after\_fork 20

TAG NAME	minimum_expiry_time
<b>Description</b>	The minimum caching time according to (Expires - Date)
<b>Built Option</b>	Default
<b>Usage</b>	<b>minimum_expiry_time time(seconds)</b>
<b>Default</b>	minimum_expiry_time 60 seconds

### Synopsis

The minimum caching time according to (Expires - Date) Headers Squid honors if the object can't be revalidated defaults to 60 seconds.

In reverse proxy enorinments it might be desirable to honor shorter object lifetimes. It is most likely better to make your server return a meaningful Last-Modified header however.

### Arguments

<i>time</i>	Expiry Time
-------------	-------------

### Example(s)

minimum\_expiry\_time 120 seconds

TAG NAME	relaxed_header_parser
<b>Description</b>	Squid accepts certain forms of non-compliant HTTP messages where it is unambiguous what the sending application intended even if the message is not correctly formatted.
<b>Built Option</b>	Default
<b>Usage</b>	<b>relaxed_headre_parser on off</b>
<b>Default</b>	relaxed_header_parser on

### Synopsis

In the default "on" setting Squid accepts certain forms of non-compliant HTTP messages where it is unambiguous what the sending application intended even if the message is not correctly formatted. The messages is then normalized to the correct form when forwarded by Squid.

### Arguments

<i>off</i>	A warning will be emitted in cache.log each time such HTTP error is encountered.
<i>warn</i>	HTTP errors will cause the request or response to be rejected.

### Example(s)

relaxed\_header\_parser warn

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