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Re: Modifying packets in userspace using libnetfilter_queue

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- Subject: Re: Modifying packets in userspace using libnetfilter_queue
- From: Bruno Moreira Guedes <tbhmatrix@xxxxxxxxxx>
- Date: Thu, 30 Jul 2009 13:54:55 -0300
- Cc: "netfilter-devel@xxxxxxxxxxxxxxxxxxx" <netfilter-devel@xxxxxxxxxxxxxxxxxxx>
- In-reply-to: <5BB67BF4A0D4544A918C2FD76487A1E13D894AD6@xx>

2009/7/30 Srinivasan, Suman (Suman)** CTR **

<suman.srinivasan@xxxxxxxxxxxxxxxxxxxxxx>:

> Hi all,

> Sorry for this elementary question, but I am new to the world of packet modification. I browsed the recent netfilter-devel archives and could not find any information about how to modify packets in the kernel. I am interested in modifying the packet header, but I am not sure if this is possible. I am using the netfilter-devel mailing list for this purpose.

```
> Sorry for this elementary question, but I am new to the world of packet modification. I browsed the recent netfilter-devel archives and got
>
> I am trying to modify TCP packets in userspace. I know it is inefficient to do it in userspace, but I just need a prototype to test for now
```

```
> I am trying to modify TCP packets in userspace. I know it is inefficient to do it in userspace, but I just need a prototype to test for now.
>
> I couldn't find much documentation on doing this, except for the documentation on the following URL, the nfgnl test.c file and some modific
```

```
> I couldn't find much documentation on doing
> http://www.nufw.org/doc/libnetfilter\_queue/
```

> I have gotten this far:

```
> 1. Have set up iptables rules to send the TCP packets I want to intercept down a NFQUEUE queue.
```

> 2. Am able to use `nfqnl_test.c` to receive and print out packet info.

```
> 3. Used netinet/tcp.h and sample code to check TCP headers
```

> 4. Able to print out TCP payload using TCP and IP header information

> 5. Able to modify the TCP payload (or at least the copy)

```
> However, the modified packets are not really being transmitted! I assume this is because
```

When I've done it the problem was the checksum. Try to verify if this is correct :)

```
>
> How do I actually modify the packet in userspace so that it is sent out over the network?
```

You send it by calling `nfq_set_verdict` and passing in the last two arguments the packet length and the pointer to packet. Of course, you must accept the packet.

```
> Also, if I modify the TCP packets and add more data to the payload, what would I change? I assume that I would only have to change the foll
```

```
> - TCP payload length
> - Checksum
> - IP length (?, would I have to touch this field)
```

The best problem I had with this in the past was the checksum. Check if your checksum is being right calculated by recalculating the checksum of a packet you already know the right sum, or running `tcpdump -v`.

Remember: anywhere you change you need to recalculate the TCP pseudo-header(TCP over IPV4 if it's the case) checksum, and if you change the IP header you also need to recompute the IP checksum.

> Is there anything else that I am not thinking of?

> By the way, the documentation available out there is a little hard for a newcomer to the world of iptables/netfilter. I'm getting a little

<http://www.netfilter.org/projects/index.html>

I think you getting from there you'll using the active.

>
> Sorry for this long e-mail.

> Thank you,
> Suman

```
>
> --
> Falun Gong: www.falundafa.org | www.faluninfo.net
> Peaceful meditation faces persecution in mainland China
```

```
> --
> To unsubscribe from this list: send the line "unsubscribe netfilter-devel" in
> the body of a message to majordomo@xxxxxxxxxxxxxxxxxxx
> More majordomo info at: http://vger.kernel.org/majordomo-info.html
```

And also, if you change some headers you'll need to care about connection tracking(my elbow hurts right now because of it).

I also thanks if you successfully do NAT at user-space and say me how!!

[]'s

--Bruno Moreira Guedes

A boring child

--

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- **References:**

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