SOCKS Protocol Version 5

**Procedure for TCP-based clients**

SOCKS service is conventionally located on TCP port 1080.

The client connects to the server, and sends a version

identifier/method selection message:

+----+----------+----------+

|VER | NMETHODS | METHODS |

+----+----------+----------+

| 1 | 1 | 1 to 255 |

+----+----------+----------+

The VER field is set to X'05' for this version of the protocol. The

NMETHODS field contains the number of method identifier octets that

appear in the METHODS field.

The server selects from one of the methods given in METHODS, and

sends a METHOD selection message:

+----+--------+

|VER | METHOD |

+----+--------+

| 1 | 1 |

+----+--------+

If the selected METHOD is X'FF', none of the methods listed by the

client are acceptable, and the client MUST close the connection.

The values currently defined for METHOD are:

o X'00' NO AUTHENTICATION REQUIRED

o X'01' GSSAPI

o X'02' USERNAME/PASSWORD

o X'03' to X'7F' IANA ASSIGNED

o X'80' to X'FE' RESERVED FOR PRIVATE METHODS

o X'FF' NO ACCEPTABLE METHODS

The client and server then enter a method-specific sub-negotiation.

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Descriptions of the method-dependent sub-negotiations appear in

separate memos.

Developers of new METHOD support for this protocol should contact

IANA for a METHOD number. The ASSIGNED NUMBERS document should be

referred to for a current list of METHOD numbers and their

corresponding protocols.

Compliant implementations MUST support GSSAPI and SHOULD support

USERNAME/PASSWORD authentication methods.

4. Requests

Once the method-dependent subnegotiation has completed, the client

sends the request details. If the negotiated method includes

encapsulation for purposes of integrity checking and/or

confidentiality, these requests MUST be encapsulated in the method-

dependent encapsulation.

The SOCKS request is formed as follows:

+----+-----+-------+------+----------+----------+

|VER | CMD | RSV | ATYP | DST.ADDR | DST.PORT |

+----+-----+-------+------+----------+----------+

| 1 | 1 | X'00' | 1 | Variable | 2 |

+----+-----+-------+------+----------+----------+

Where:

o VER protocol version: X'05'

o CMD

o CONNECT X'01'

o BIND X'02'

o UDP ASSOCIATE X'03'

o RSV RESERVED

o ATYP address type of following address

o IP V4 address: X'01'

o DOMAINNAME: X'03'

o IP V6 address: X'04'

o DST.ADDR desired destination address

o DST.PORT desired destination port in network octet

order

The SOCKS server will typically evaluate the request based on source

and destination addresses, and return one or more reply messages, as

appropriate for the request type.

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5. Addressing

In an address field (DST.ADDR, BND.ADDR), the ATYP field specifies

the type of address contained within the field:

o X'01'

the address is a version-4 IP address, with a length of 4 octets

o X'03'

the address field contains a fully-qualified domain name. The first

octet of the address field contains the number of octets of name that

follow, there is no terminating NUL octet.

o X'04'

the address is a version-6 IP address, with a length of 16 octets.

6. Replies

The SOCKS request information is sent by the client as soon as it has

established a connection to the SOCKS server, and completed the

authentication negotiations. The server evaluates the request, and

returns a reply formed as follows:

+----+-----+-------+------+----------+----------+

|VER | REP | RSV | ATYP | BND.ADDR | BND.PORT |

+----+-----+-------+------+----------+----------+

| 1 | 1 | X'00' | 1 | Variable | 2 |

+----+-----+-------+------+----------+----------+

Where:

o VER protocol version: X'05'

o REP Reply field:

o X'00' succeeded

o X'01' general SOCKS server failure

o X'02' connection not allowed by ruleset

o X'03' Network unreachable

o X'04' Host unreachable

o X'05' Connection refused

o X'06' TTL expired

o X'07' Command not supported

o X'08' Address type not supported

o X'09' to X'FF' unassigned

o RSV RESERVED

o ATYP address type of following address

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o IP V4 address: X'01'

o DOMAINNAME: X'03'

o IP V6 address: X'04'

o BND.ADDR server bound address

o BND.PORT server bound port in network octet order

Fields marked RESERVED (RSV) must be set to X'00'.

If the chosen method includes encapsulation for purposes of

authentication, integrity and/or confidentiality, the replies are

encapsulated in the method-dependent encapsulation.

CONNECT

In the reply to a CONNECT, BND.PORT contains the port number that the

server assigned to connect to the target host, while BND.ADDR

contains the associated IP address. The supplied BND.ADDR is often

different from the IP address that the client uses to reach the SOCKS

server, since such servers are often multi-homed. It is expected

that the SOCKS server will use DST.ADDR and DST.PORT, and the

client-side source address and port in evaluating the CONNECT

request.

BIND

The BIND request is used in protocols which require the client to

accept connections from the server. FTP is a well-known example,

which uses the primary client-to-server connection for commands and

status reports, but may use a server-to-client connection for

transferring data on demand (e.g. LS, GET, PUT).

It is expected that the client side of an application protocol will

use the BIND request only to establish secondary connections after a

primary connection is established using CONNECT. In is expected that

a SOCKS server will use DST.ADDR and DST.PORT in evaluating the BIND

request.

Two replies are sent from the SOCKS server to the client during a

BIND operation. The first is sent after the server creates and binds

a new socket. The BND.PORT field contains the port number that the

SOCKS server assigned to listen for an incoming connection. The

BND.ADDR field contains the associated IP address. The client will

typically use these pieces of information to notify (via the primary

or control connection) the application server of the rendezvous

address. The second reply occurs only after the anticipated incoming

connection succeeds or fails.

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In the second reply, the BND.PORT and BND.ADDR fields contain the

address and port number of the connecting host.

UDP ASSOCIATE

The UDP ASSOCIATE request is used to establish an association within

the UDP relay process to handle UDP datagrams. The DST.ADDR and

DST.PORT fields contain the address and port that the client expects

to use to send UDP datagrams on for the association. The server MAY

use this information to limit access to the association. If the

client is not in possesion of the information at the time of the UDP

ASSOCIATE, the client MUST use a port number and address of all

zeros.

A UDP association terminates when the TCP connection that the UDP

ASSOCIATE request arrived on terminates.

In the reply to a UDP ASSOCIATE request, the BND.PORT and BND.ADDR

fields indicate the port number/address where the client MUST send

UDP request messages to be relayed.

Reply Processing

When a reply (REP value other than X'00') indicates a failure, the

SOCKS server MUST terminate the TCP connection shortly after sending

the reply. This must be no more than 10 seconds after detecting the

condition that caused a failure.

If the reply code (REP value of X'00') indicates a success, and the

request was either a BIND or a CONNECT, the client may now start

passing data. If the selected authentication method supports

encapsulation for the purposes of integrity, authentication and/or

confidentiality, the data are encapsulated using the method-dependent

encapsulation. Similarly, when data arrives at the SOCKS server for

the client, the server MUST encapsulate the data as appropriate for

the authentication method in use.

7. Procedure for UDP-based clients

A UDP-based client MUST send its datagrams to the UDP relay server at

the UDP port indicated by BND.PORT in the reply to the UDP ASSOCIATE

request. If the selected authentication method provides

encapsulation for the purposes of authenticity, integrity, and/or

confidentiality, the datagram MUST be encapsulated using the

appropriate encapsulation. Each UDP datagram carries a UDP request

header with it:

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+----+------+------+----------+----------+----------+

|RSV | FRAG | ATYP | DST.ADDR | DST.PORT | DATA |

+----+------+------+----------+----------+----------+

| 2 | 1 | 1 | Variable | 2 | Variable |

+----+------+------+----------+----------+----------+

The fields in the UDP request header are:

o RSV Reserved X'0000'

o FRAG Current fragment number

o ATYP address type of following addresses:

o IP V4 address: X'01'

o DOMAINNAME: X'03'

o IP V6 address: X'04'

o DST.ADDR desired destination address

o DST.PORT desired destination port

o DATA user data

When a UDP relay server decides to relay a UDP datagram, it does so

silently, without any notification to the requesting client.

Similarly, it will drop datagrams it cannot or will not relay. When

a UDP relay server receives a reply datagram from a remote host, it

MUST encapsulate that datagram using the above UDP request header,

and any authentication-method-dependent encapsulation.

The UDP relay server MUST acquire from the SOCKS server the expected

IP address of the client that will send datagrams to the BND.PORT

given in the reply to UDP ASSOCIATE. It MUST drop any datagrams

arriving from any source IP address other than the one recorded for

the particular association.

The FRAG field indicates whether or not this datagram is one of a

number of fragments. If implemented, the high-order bit indicates

end-of-fragment sequence, while a value of X'00' indicates that this

datagram is standalone. Values between 1 and 127 indicate the

fragment position within a fragment sequence. Each receiver will

have a REASSEMBLY QUEUE and a REASSEMBLY TIMER associated with these

fragments. The reassembly queue must be reinitialized and the

associated fragments abandoned whenever the REASSEMBLY TIMER expires,

or a new datagram arrives carrying a FRAG field whose value is less

than the highest FRAG value processed for this fragment sequence.

The reassembly timer MUST be no less than 5 seconds. It is

recommended that fragmentation be avoided by applications wherever

possible.

Implementation of fragmentation is optional; an implementation that

does not support fragmentation MUST drop any datagram whose FRAG

field is other than X'00'.

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The programming interface for a SOCKS-aware UDP MUST report an

available buffer space for UDP datagrams that is smaller than the

actual space provided by the operating system:

o if ATYP is X'01' - 10+method\_dependent octets smaller

o if ATYP is X'03' - 262+method\_dependent octets smaller

o if ATYP is X'04' - 20+method\_dependent octets smaller

8. Security Considerations

This document describes a protocol for the application-layer

traversal of IP network firewalls. The security of such traversal is

highly dependent on the particular authentication and encapsulation

methods provided in a particular implementation, and selected during

negotiation between SOCKS client and SOCKS server.

Careful consideration should be given by the administrator to the

selection of authentication methods.

9. References

[1] Koblas, D., "SOCKS", Proceedings: 1992 Usenix Security Symposium.

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