

Using and Developing Samba Modules

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Who am I?

- **Samba Team member**
- **author of several modules and the modules system in 3.0 and parts of it in 4.0**



Agenda

- **What are modules?**
- **Using modules in Samba 2.2 and 3.0**
- **Available modules**
- **Developing modules**
- **Modules in Samba 4.0 and future developments**



What are modules?

```
void *lib = dlopen( "mymodule.so" , 0 );
void (*myfunc)(void) = dlsym(lib, "myfunction");
myfunc();
```

- Sometimes called 'plug-ins' or DSO's (Dynamically loaded Shared Objects)
- Basically libraries loaded at run-time



Why use modules?

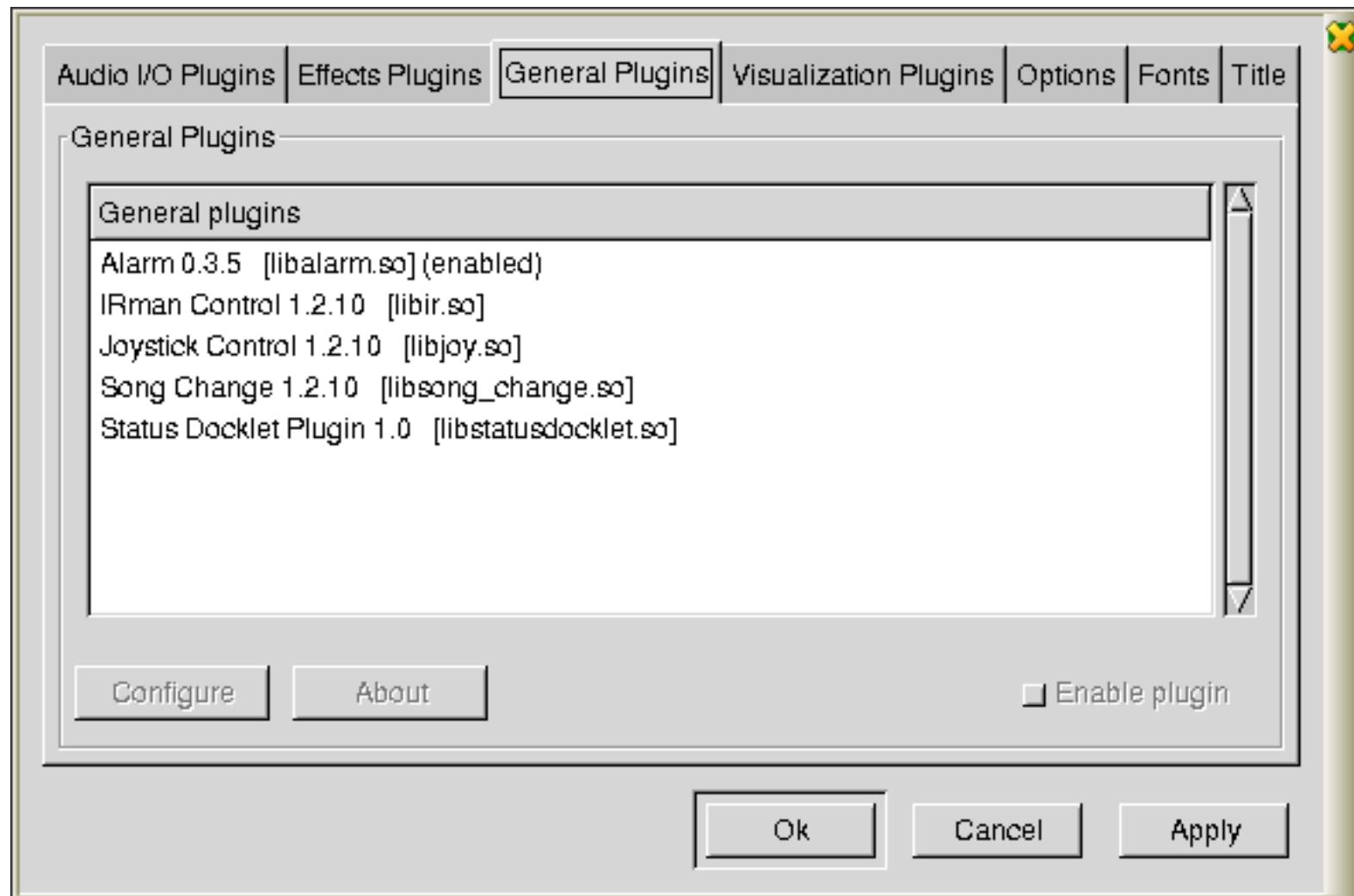
- Separates core from backends
- Dependencies
 - no need for recompiling the core
 - packages with fewer dependencies
- Lowers barrier for people unfamiliar with the samba source to develop modules



Other places modules are used

- Linux Kernel, glibc (NSS), PAM
- GUI Applications: Gimp, xmms, ...
- Servers: apache, php, nessus





samba

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Systems without DSO support

- Still a lot of them out there
- Need ability to compile static
- Similar mechanism to linux kernel



Samba 2.2 Modules

- Only VFS modules could be loaded dynamically
- No support for statically linked VFS modules
- No common system for loading modules



Samba 2.2 Modules — Sample configuration

```
[programs]
```

```
vfs object = /home/jelmer/oldvfsmodule.so
```



Samba 3 Modules

- **Can be compiled statically**
- **Loaded automatically from /usr/lib/samba or**
- **Single filenames specified explicitly**



Samba 3 Modules — Building

- **Sane defaults — most modules built by default**
- **Experimental modules can be specified explicitly**

```
./configure \
--with-static-modules=module1,module2 \
--with-shared-modules=module1,module2
```



Samba 3 Modules — Configuring

- No need to specify modules explicitly if they're located in /usr/lib/samba/SUBSYSTEM
- *identifier:name = value* syntax used for configuration

```
[global]
passdb backend = mysql:db1
db1:host = localhost
db1:user = abmas
```

```
[myshare]
    vfs objects = recycle
recycle:keeptree = True
```



...

This will automatically load */usr/local/samba/lib/pdb/mysql.so* and */usr/local/samba/lib/vfs/recycle.so*.



Available modules — Subsystems using modules

- **VFS: Virtual File System**
- **Passdb: User Account Database**
- **Charset: Conversion to and from different character sets**
- **Idmap: Mapping SIDs to and from UID's and GID's**
- **Auth: Authentication**
- **RPC: Remote Procedure Call pipes**



Available modules — Passdb

Maintains the Samba user database. Similar to NSS.

Specified by the *passdb backend* parameter. Multiple backends can be loaded at a time.

- **tdb:** Samba's internal database format. Used by default.
- **smbpasswd:** The old plaintext /etc/samba/smbpasswd file.
- **ldap:** LDAP
- **postgresql:** PostgreSQL



- **xml: XML files**
- **mysql: MySQL**



Available modules — VFS

Provides a 'Virtual File System'.

Specified by the *vfs objects* parameter.

- **audit: Log what files users are using**
- **default_quota**
- **extd_audit**
- **fake_perms**

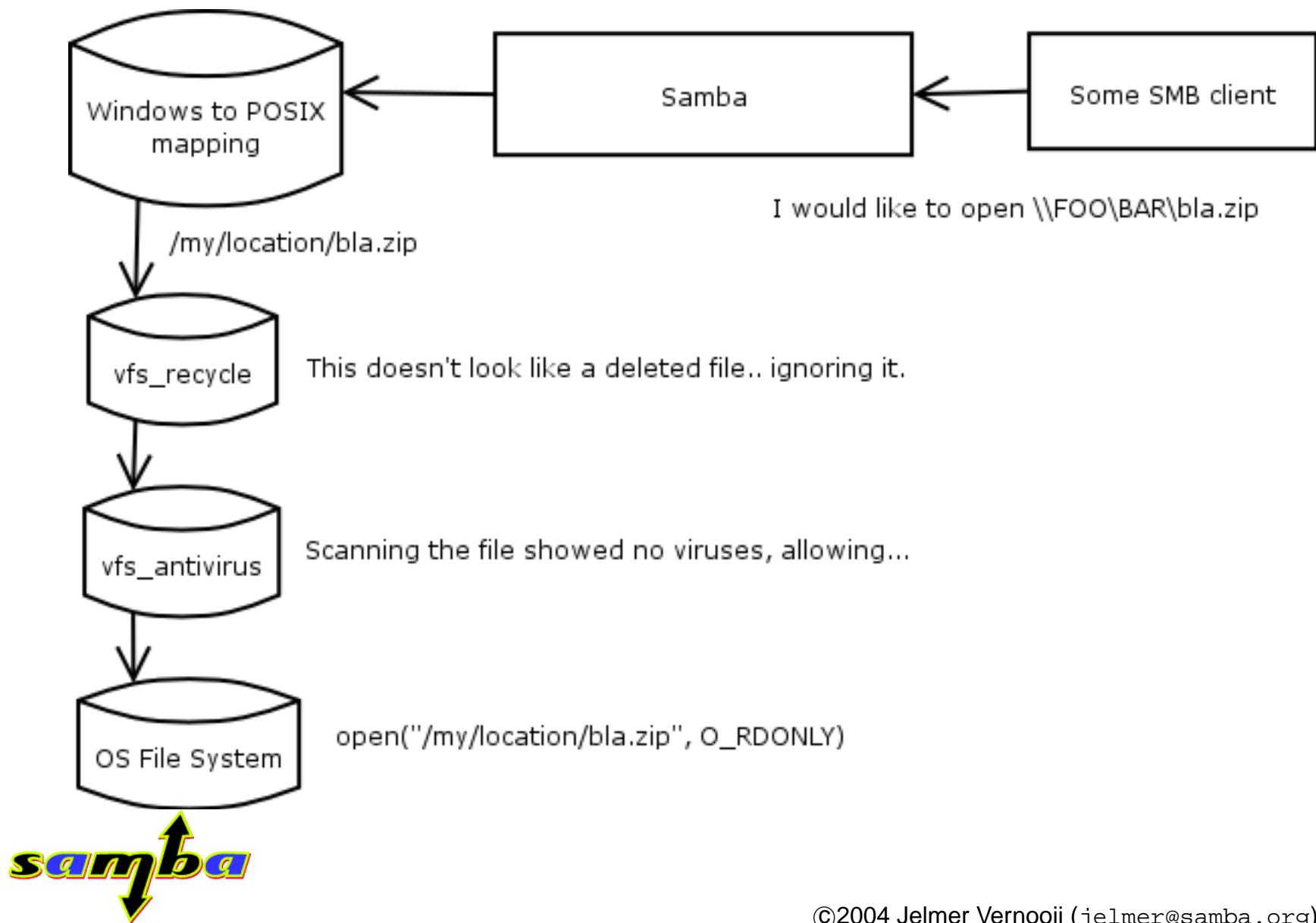
- **netatalk**



- **readonly**
- **recycle**
- **databasefs**
- **antivirus: Automatically check for viruses**

Multiple modules can be used at the same time.





Available modules — Charset

Provides conversion between UCS-2 (used internally in Samba) and another charset.

- **CP850: Support for 850 Codepage on systems without iconv**
- **CP437: Support for 437 Codepage on systems without iconv**
- **weird: Test module for developers, has a different 'Q' symbol.**

A Japanese Samba user group has developed two modules that convert to HEX and LE.



Available modules — Idmap

Maps between Unix and Windows User and Group IDs. SID <–> UID/GID

Can be set using *idmap backend*.

- **tdb: default storage of uid/rid mappings**
- **Idap: store mappings in LDAP database**



Available modules — Auth

Authenticates connections.

Samba automatically determines which modules need to be loaded. Can be overriden using the *auth methods* parameter.

- **rhosts:** Trust all connections from certain remote hosts
- **sam:** Lookup user in Samba user database and check password
- **unix:** Lookup user in Unix password database and check password

- **winbind**



- **server**
- **domain:**



Available modules — RPC

Support for Windows Remote Procedure Calls.

Loaded automatically when a pipe is used.

Isa, reg, Isa_ds, wks, net, dfs, srv, spoolss, samr, echo



Developing your own modules — How does it work?

- Load plugin file or initialise statically linked module
- Module registers backend for one or more subsystems
- Subsystem keeps list of available backends and uses one whenever it needs it



Developing your own modules — Simple module

```
#include "includes.h"

NTSTATUS init_module(void) {
printf("Hi there!\n");
return NT_STATUS_OK;
}
```



Developing your own modules – Example: VFS module

— Presentation of Andrew Bartlett's fake_perms module —



Developing your own modules — Tips

- **Don't get lost in the API**
- **Start with one of the examples from `examples/` from the tarball.**
- **Use the helper utilities (`pdbedit`, `vfstest`)**



Developing your own modules — What happens underneath

- ***passdb backend* is set to “mysql”**
- **Passdb subsystem looks up ‘mysql’ in its list**
- **Passdb subsystem doesn’t find ‘mysql’**
- **/usr/local/samba/lib/mysql.so is loaded**
- **init_pdb_mysql() registers passdb backend ‘mysql’**
- **Passdb subsystem looks for ‘mysql’, finds it and uses it**



- **mysql is used**



Developing your own modules — Useful references/tools

- **Samba Developers Guide**
- **"Implementing CIFS", by Chris Hertel**
- **ethereal, www.ethereal.com**



Developing your own modules — License

- Should be GPL or GPL-compatible
- May not be linked against proprietary libraries



Future — Samba 4 Modules

- Specified, but wildcards can be used
(e.g. modules = /usr/lib/samba/* .so)
- Used for a lot more
- Can still be compiled statically
- Pre-load and post-load



Future — Samba 4 Preload and Postload

Pre-load

- **Loaded at smbd start-up**
- **Only loaded once, less overhead for new connections**

Post-load

- **Loaded after client connects**
- **Not always available (multi-threaded, single-process, nmbd)**



- **No need to restart smbd after module upgrade**
- **Ideal for module programmers (for every new client, the modules are ‘freshly’ loaded)**



Future — New modular subsystems

- **ntvfs: VFS that uses NT semantics**
- **registry: Access to the Windows Registry**
- **gums: Groups and Users Management System**
- **process models**



Future — New modules

- **passdb: ads**
- **rpc pipes: exchange/MAPI (?)**
- **registry: RPC (remote registry, NTUSER.dat)**



Future — Changes in the module system

- Ability to unload
- Automatically unload modules that crash (setjmp, longjmp)
- Provide higher stability (might be important for high availability)
- Somewhat more restricted API
- 'Toolkit' for creating modules, without need to have Samba sources around.
- Separation between subsystems



- **Better config system**



Future — Separation between subsystems

Fewer interdependencies

Samba 3:



Samba 3.0 Module System

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Samba 4:



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Future — Separation between subsystems

- Fewer knowledge required to extend Samba (in most cases, no need to know about protocol semantics)



Future — Libraries

- Expose subsystems to the rest of the system, e.g. install them as .so's
- Useful for integrating with projects like KDE, GNOME



Config changes

- Validation checks (does that parameter really exist? Is it valid?)
- Register config variables for use in the web manager?



Thanks

<http://jelmer.vernstok.nl/slides/>

Questions?

