

```
# #####
# # PASSWORD PROTECTION #
# #####

# <Limit GET>
# AuthUserFile /www/.htpasswd
# AuthGroupFile /dev/null
# AuthName "Password Protected Area"
# AuthType Basic
# require valid-user
# </Limit>

# Apache Configuration File

# (!) Using `.htaccess` files slows down Apache, therefore, if you have access
# to the main server config file (usually called `httpd.conf`), you should add
# this logic there: http://httpd.apache.org/docs/current/howto/htaccess.html.

# #####
# # CROSS-ORIGIN RESOURCE SHARING (CORS) #
# #####

# -----
# | Cross-domain AJAX requests |
# -----

# Enable cross-origin AJAX requests.
# http://code.google.com/p/html5security/wiki/CrossOriginRequestSecurity
# http://enable-cors.org/

# <IfModule mod_headers.c>
#   Header set Access-Control-Allow-Origin "*"
# </IfModule>

# -----
# | CORS-enabled images |
# -----

# Send the CORS header for images when browsers request it.
# https://developer.mozilla.org/en/CORS\_Enabled\_Image
# http://bz.apache.org/bugzilla/show\_bug.cgi?id=44747
```

```
# http://blog.chromium.org/2011/07/using-cross-domain-images-in-webgl-and-  
# http://hacks.mozilla.org/2011/11/using-cors-to-load-webgl-textures-from-cross-domain-images  
  
<IfModule mod_setenvif.c>  
  <IfModule mod_headers.c>  
    <FilesMatch "\.(gif|ico|jpe?g|png|svg|svgz|webp)$">  
      SetEnvIf Origin ":" IS_CORS  
      Header set Access-Control-Allow-Origin "*" env=IS_CORS  
    </FilesMatch>  
  </IfModule>  
</IfModule>  
  
# -----  
# | Web fonts access |  
# -----  
  
# Allow access from all domains for web fonts  
  
<IfModule mod_headers.c>  
  <FilesMatch "\.(eot|font.css|otf|ttc|ttf|woff)$">  
    Header set Access-Control-Allow-Origin "*"  
  </FilesMatch>  
</IfModule>  
  
# #####  
# # ERRORS #  
# #####  
  
# -----  
# | 404 error prevention for non-existing redirected folders |  
# -----  
  
# Prevent Apache from returning a 404 error for a rewrite if a directory  
# with the same name does not exist.  
# http://httpd.apache.org/docs/current/content-negotiation.html#multiviews  
# http://www.webmasterworld.com/apache/3808792.htm  
  
Options -MultiViews  
  
# -----  
# | Custom error messages / pages |  
..
```

```

# -----

# You can customize what Apache returns to the client in case of an error (see
# http://httpd.apache.org/docs/current/mod/core.html#errordocument), e.g.:

ErrorDocument 404 /404.html

# #####
# # INTERNET EXPLORER #
# #####

# -----
# | Better website experience |
# -----

# Force IE to render pages in the highest available mode in the various
# cases when it may not: http://hsivonen.iki.fi/doctype/ie-mode.pdf.

<IfModule mod_headers.c>
    Header set X-UA-Compatible "IE=edge"
    # `mod_headers` can't match based on the content-type, however, we only
    # want to send this header for HTML pages and not for the other resources
    <FilesMatch "\.(appache|crx|css|eot|gif|html|ico|jpe?
gl|js|m4a|m4v|manifest|mp4|oex|ogal|oggl|ogv|otf|pdf|png|safariextz|svg|svgz|tfl|vcl|webapp|wet
    Header unset X-UA-Compatible
    </FilesMatch>
</IfModule>

# -----
# | Cookie setting from iframes |
# -----

# Allow cookies to be set from iframes in IE.

# <IfModule mod_headers.c>
#   Header set P3P "policyref=\"/w3c/p3p.xml\", CP=\"IDC DSP COR ADM DEVI TAIi PSA PSD IVAi
CNTV\""
# </IfModule>

# -----
# | Screen flicker |

```

```
# -----  
  
# Stop screen flicker in IE on CSS rollovers (this only works in  
# combination with the `ExpiresByType` directives for images from below).  
  
# BrowserMatch "MSIE" brokenvary=1  
# BrowserMatch "Mozilla/4.[0-9]{2}" brokenvary=1  
# BrowserMatch "Opera" !brokenvary  
# SetEnvIf brokenvary 1 force-no-vary  
  
# #####  
# # MIME TYPES AND ENCODING #  
# #####  
  
# -----  
# | Proper MIME types for all files |  
# -----  
  
<IfModule mod_mime.c>  
  
# Audio  
AddType audio/mp4 m4a f4a f4b  
AddType audio/ogg oga ogg  
  
# JavaScript  
# Normalize to standard type (it's sniffed in IE anyways):  
# http://tools.ietf.org/html/rfc4329#section-7.2  
AddType application/javascript js jsonp  
AddType application/json json  
  
# Video  
AddType video/mp4 mp4 m4v f4v f4p  
AddType video/ogg ogv  
AddType video/webm webm  
AddType video/x-flv flv  
  
# Web fonts  
AddType application/font-woff woff  
AddType application/vnd.ms-fontobject eot  
  
# Browsers usually ignore the font MIME types and sniff the content,
```

```
# however, Chrome shows a warning if other MIME types are used for the  
# following fonts.
```

```
AddType application/x-font-ttf          ttc ttf  
AddType font/opentype                   otf
```

```
# Make SVGZ fonts work on iPad:  
# https://twitter.com/FontSquirrel/status/14855840545
```

```
AddType    image/svg+xml                svg svgz  
AddEncoding gzip                         svgz
```

```
# Other
```

```
AddType application/octet-stream       safariextz  
AddType application/x-chrome-extension  crx  
AddType application/x-opera-extension   oex  
AddType application/x-shockwave-flash   swf  
AddType application/x-web-app-manifest+json webapp  
AddType application/x-xpinstall         xpi  
AddType application/xml                 atom rdf rss xml  
AddType image/webp                      webp  
AddType image/x-icon                    ico  
AddType text/cache-manifest              appcache manifest  
AddType text/vtt                         vtt  
AddType text/x-component                 htc  
AddType text/x-vcard                     vcf
```

```
</IfModule>
```

```
# -----  
# | UTF-8 encoding |  
# -----
```

```
# Use UTF-8 encoding for anything served as `text/html` or `text/plain`.  
AddDefaultCharset utf-8
```

```
# Force UTF-8 for certain file formats.
```

```
<IfModule mod_mime.c>  
    AddCharset utf-8 .atom .css .js .json .rss .vtt .webapp .xml  
</IfModule>
```

```
# #####  
# # URL REWRITES #
```

```
# #####  
  
# -----  
# | Rewrite engine |  
# -----  
  
# Turning on the rewrite engine and enabling the `FollowSymLinks` option is  
# necessary for the following directives to work.  
  
# If your web host doesn't allow the `FollowSymLinks` option, you may need to  
# comment it out and use `Options +SymLinksIfOwnerMatch` but, be aware of the  
# performance impact: http://httpd.apache.org/docs/current/misc/perf-tuning.html#symlinks  
  
# Also, some cloud hosting services require `RewriteBase` to be set:  
# http://www.rackspace.com/knowledge\_center/frequently-asked-question/why-is-mod-rewrite-not-working  
  
<IfModule mod_rewrite.c>  
    Options +FollowSymLinks  
    Options +SymLinksIfOwnerMatch  
    RewriteEngine On  
    RewriteBase /  
    RewriteRule ^templates/(.*).html/?$ /index.php?template=$1 [L,QSA]  
</IfModule>  
  
# -----  
# | Suppressing / Forcing the "www." at the beginning of URLs |  
# -----  
  
# The same content should never be available under two different URLs especially  
# not with and without "www." at the beginning. This can cause SEO problems  
# (duplicate content), therefore, you should choose one of the alternatives and  
# redirect the other one.  
  
# By default option 1 (no "www.") is activated:  
# http://no-www.org/faq.php?q=class\_b  
  
# If you'd prefer to use option 2, just comment out all the lines from option 1  
# and uncomment the ones from option 2.  
  
# IMPORTANT: NEVER USE BOTH RULES AT THE SAME TIME!
```

```
# -----

# Option 1: rewrite www.example.com → example.com

<IfModule mod_rewrite.c>
    RewriteCond %{HTTPS} !=on
    RewriteCond %{HTTP_HOST} ^www\.(.+$) [NC]
    RewriteRule ^ http://%1%{REQUEST_URI} [R=301,L]
</IfModule>

# -----

# Option 2: rewrite example.com → www.example.com

# Be aware that the following might not be a good idea if you use "real"
# subdomains for certain parts of your website.

# <IfModule mod_rewrite.c>
#     RewriteCond %{HTTPS} !=on
#     RewriteCond %{HTTP_HOST} !^www\..+$ [NC]
#     RewriteRule ^ http://www.%{HTTP_HOST}%{REQUEST_URI} [R=301,L]
# </IfModule>

# #####
# # SECURITY #
# #####

# -----
# | Content Security Policy (CSP) |
# -----

# You can mitigate the risk of cross-site scripting and other content-injection
# attacks by setting a Content Security Policy which whitelists trusted sources
# of content for your site.

# The example header below allows ONLY scripts that are loaded from the current
# site's origin (no inline scripts, no CDN, etc). This almost certainly won't
# work as-is for your site!

# To get all the details you'll need to craft a reasonable policy for your site,
# read: http://html5rocks.com/en/tutorials/security/content-security-policy (or
```

```

# see the specification: http://w3.org/TR/CSP).

# <IfModule mod_headers.c>
#   Header set Content-Security-Policy "script-src 'self'; object-src 'self'"
#   <FilesMatch "\.(appcache|crx|css|eot|gif|htc|ico|jpe?
gl|js|m4a|m4v|manifest|mp4|oex|ogal|ogg|ogv|otf|pdf|png|safariextz|svg|svgz|ttf|vcf|webapp|wel
#       Header unset Content-Security-Policy
#   </FilesMatch>
# </IfModule>

# -----
# | File access |
# -----

# Block access to directories without a default document.
# Usually you should leave this uncommented because you shouldn't allow anyone
# to surf through every directory on your server (which may includes rather
# private places like the CMS' s directories).

<IfModule mod_autoindex.c>
    Options -Indexes
</IfModule>

# -----

# Block access to hidden files and directories.
# This includes directories used by version control systems such as Git and SVN.

<IfModule mod_rewrite.c>
    RewriteCond %{SCRIPT_FILENAME} -d [OR]
    RewriteCond %{SCRIPT_FILENAME} -f
    RewriteRule "(^|/)\." - [F]
</IfModule>

# -----

# Block access to backup and source files.
# These files may be left by some text editors and can pose a great security
# danger when anyone has access to them.

<FilesMatch "(^#.*#\.(bak|conf|dist|fla|inc|ini|log|psd|sh|sql|sw[op])|~)$">

```



```
Order allow,deny
Deny from all
Satisfy All
</FilesMatch>

# -----
# | Secure Sockets Layer (SSL) |
# -----

# Rewrite secure requests properly to prevent SSL certificate warnings, e.g.:
# prevent `https://www.example.com` when your certificate only allows
# `https://secure.example.com`.

# <IfModule mod_rewrite.c>
#   RewriteCond %{SERVER_PORT} !^443
#   RewriteRule ^https://example-domain-please-change-me.com%{REQUEST_URI} [R=301,L]
# </IfModule>

# -----

# Force client-side SSL redirection.

# If a user types "example.com" in his browser, the above rule will redirect him
# to the secure version of the site. That still leaves a window of opportunity
# (the initial HTTP connection) for an attacker to downgrade or redirect the
# request. The following header ensures that browser will ONLY connect to your
# server via HTTPS, regardless of what the users type in the address bar.
# http://www.html5rocks.com/en/tutorials/security/transport-layer-security/

# <IfModule mod_headers.c>
#   Header set Strict-Transport-Security max-age=16070400;
# </IfModule>

# -----
# | Server software information |
# -----

# Avoid displaying the exact Apache version number, the description of the
# generic OS-type and the information about Apache's compiled-in modules.

# ADD THIS DIRECTIVE IN THE `httpd.conf` AS IT WILL NOT WORK IN THE `htaccess`!
```

```
# ONLY THIS DIRECTIVE IN THE .htaccess WILL NOT WORK IN THE .htaccess ;
```

```
# ServerTokens Prod
```

```
# #####  
# # WEB PERFORMANCE #  
# #####
```

```
# -----  
# | Compression |  
# -----
```

```
<IfModule mod_deflate.c>
```

```
    # Force compression for mangled headers.
```

```
    # http://developer.yahoo.com/blogs/ymdn/posts/2010/12/pushing-beyond-gzipping
```

```
    <IfModule mod_setenvif.c>
```

```
        <IfModule mod_headers.c>
```

```
            SetEnvIfNoCase ^(\Accept-EncodXngl X-cept-Encodingl X(15)l ~(15)l -(15))$ ^((gzip|def  
{4,13})$ HAVE_Accept-Encoding
```

```
                RequestHeader append Accept-Encoding "gzip, deflate" env=HAVE_Accept-Encoding
```

```
        </IfModule>
```

```
    </IfModule>
```

```
    # Compress all output labeled with one of the following MIME-types
```

```
    # (for Apache versions below 2.3.7, you don't need to enable `mod_filter`
```

```
    # and can remove the `<IfModule mod_filter.c>` and `</IfModule>` lines
```

```
    # as `AddOutputFilterByType` is still in the core directives).
```

```
    <IfModule mod_filter.c>
```

```
        AddOutputFilterByType DEFLATE application/atom+xml \
```

```
            application/javascript \
```

```
            application/json \
```

```
            application/rss+xml \
```

```
            application/vnd.ms-fontobject \
```

```
            application/x-font-ttf \
```

```
            application/x-web-app-manifest+json \
```

```
            application/xhtml+xml \
```

```
            application/xml \
```

```
            font/opentype \
```

```
            image/svg+xml \
```

```
            image/x-icon \
```

```
            text/css \
```

```
text/css \
text/html \
text/plain \
text/x-component \
text/xml
```

```
</IfModule>
```

```
</IfModule>
```

```
# -----
# | Content transformations |
# -----
```

```
# Prevent some of the mobile network providers from modifying the content of
# your site: http://www.w3.org/Protocols/rfc2616/rfc2616-sec14.html#sec14.9.5.
```

```
# <IfModule mod_headers.c>
#   Header set Cache-Control "no-transform"
# </IfModule>
```

```
# -----
# | ETag removal |
# -----
```

```
# Since we're sending far-future expires headers (see below), ETags can
# be removed: http://developer.yahoo.com/performance/rules.html#etags.
```

```
# `FileETag None` is not enough for every server.
```

```
<IfModule mod_headers.c>
    Header unset ETag
</IfModule>
```

```
FileETag None
```

```
# -----
# | Expires headers (for better cache control) |
# -----
```

```
# The following expires headers are set pretty far in the future. If you don't
# control versioning with filename-based cache busting, consider lowering the
# cache time for resources like CSS and JS to something like 1 week.
```

```
<IfModule mod_expires.c>
```

```
ExpiresActive on
ExpiresDefault "access plus 1 month"
```

```
# CSS
```

```
ExpiresByType text/css "access plus 1 year"
```

```
# Data interchange
```

```
ExpiresByType application/json "access plus 0 seconds"
```

```
ExpiresByType application/xml "access plus 0 seconds"
```

```
ExpiresByType text/xml "access plus 0 seconds"
```

```
# Favicon (cannot be renamed!)
```

```
ExpiresByType image/x-icon "access plus 1 week"
```

```
# HTML components (HTCs)
```

```
ExpiresByType text/x-component "access plus 1 month"
```

```
# HTML
```

```
ExpiresByType text/html "access plus 0 seconds"
```

```
# JavaScript
```

```
ExpiresByType application/javascript "access plus 1 year"
```

```
# Manifest files
```

```
ExpiresByType application/x-web-app-manifest+json "access plus 0 seconds"
```

```
ExpiresByType text/cache-manifest "access plus 0 seconds"
```

```
# Media
```

```
ExpiresByType audio/ogg "access plus 1 month"
```

```
ExpiresByType image/gif "access plus 1 month"
```

```
ExpiresByType image/jpeg "access plus 1 month"
```

```
ExpiresByType image/png "access plus 1 month"
```

```
ExpiresByType video/mp4 "access plus 1 month"
```

```
ExpiresByType video/ogg "access plus 1 month"
```

```
ExpiresByType video/webm "access plus 1 month"
```

```
# Web feeds
```

```
ExpiresByType application/atom+xml "access plus 1 hour"
```

```
.....
```

```

ExpiresByType application/rss+xml                "access plus 1 hour"

# Web fonts
ExpiresByType application/font-woff             "access plus 1 month"
ExpiresByType application/vnd.ms-fontobject     "access plus 1 month"
ExpiresByType application/x-font-ttf            "access plus 1 month"
ExpiresByType font/opentype                      "access plus 1 month"
ExpiresByType image/svg+xml                     "access plus 1 month"

</IfModule>

# -----
# | Filename-based cache busting |
# -----

# If you're not using a build process to manage your filename version revwing,
# you might want to consider enabling the following directives to route all
# requests such as /css/style.12345.css to /css/style.css.

# To understand why this is important and a better idea than *.css?v231, read:
# http://stevesouders.com/blog/2008/08/23/revwing-filenames-dont-use-querystring

# <IfModule mod_rewrite.c>
#     RewriteCond %{REQUEST_FILENAME} !-f
#     RewriteCond %{REQUEST_FILENAME} !-d
#     RewriteRule ^(.+)\.(\d+)\. (js|css|png|jpg|gif)$ $1.$3 [L]
# </IfModule>

# -----
# | File concatenation |
# -----

# Allow concatenation from within specific CSS and JS files, e.g.:
# Inside of script.combined.js you could have
# <!--#include file="libs/jquery.js" -->
# <!--#include file="plugins/jquery.idletimer.js" -->
# and they would be included into this single file.

# <IfModule mod_include.c>
#     <FilesMatch "\.combined\.js$">
#         Options +Includes

```

```
#      AddOutputFilterByType INCLUDES application/javascript application/json
#      SetOutputFilter INCLUDES
#    </FilesMatch>
#    <FilesMatch "\\.combined\\.css$" >
#      Options +Includes
#      AddOutputFilterByType INCLUDES text/css
#      SetOutputFilter INCLUDES
#    </FilesMatch>
# </IfModule>
```

```
# -----
# | Persistent connections |
# -----
```

```
# Allow multiple requests to be sent over the same TCP connection:
# http://httpd.apache.org/docs/current/en/mod/core.html#keepalive.
```

```
# Enable if you serve a lot of static content but, be aware of the
# possible disadvantages!
```

```
# <IfModule mod_headers.c>
#   Header set Connection Keep-Alive
# </IfModule>
```