

[MS-RDPBCGR]: Remote Desktop Protocol: Basic Connectivity and Graphics Remoting

This topic lists the Errata found in [MS-RDPBCGR] since it was last published. Since this topic is updated frequently, we recommend that you subscribe to these RSS or Atom feeds to receive update notifications.



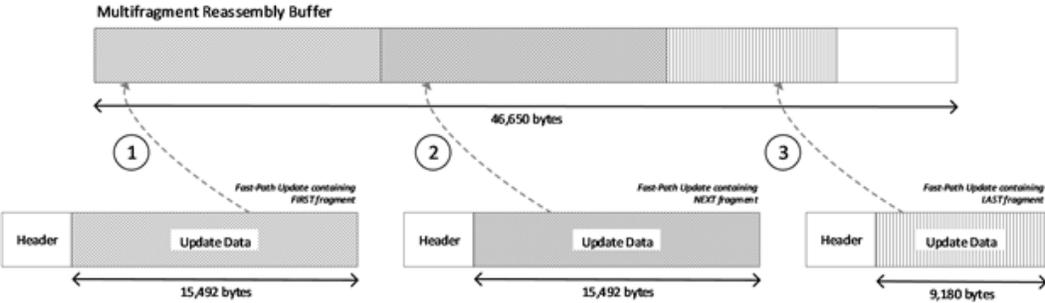
Errata are subject to the same terms as the Open Specifications documentation referenced.

Errata below are for Protocol Document Version [V51.0 – 2019/09/23](#).

Errata Published *	Description
2020/02/17	<p>In Section 2.2.7.2.7 Large Pointer Capability Set (TS_LARGE_POINTER_CAPABILITYSET), clarified the minimum values for MaxRequestSize based on which flags are specified in the largePointerSupportFlags field.</p> <p>Changed from:</p> <p>To support large pointer shapes, the client and server MUST support multifragment updates and indicate this support by exchanging the Multifragment Update Capability Set (section 2.2.7.2.6). The MaxRequestSize field of the Multifragment Update Capability Set MUST be set based on the flags included in the largePointerSupportFlags field. If LARGE_POINTER_FLAG_384x384 (0x00000001) is not included, then the MaxRequestSize field MUST be set to at least 38,055 bytes (so that a 96 x 96 pixel 32bpp pointer can be transported). If LARGE_POINTER_FLAG_384x384 (0x00000002) is included, then the MaxRequestSize MUST be set to at least 608,299 bytes (so that a 384 x 384 pixel 32bpp pointer can be transported).</p> <p>Changed to:</p> <p>To support large pointer shapes, the client and server MUST support multifragment updates and indicate this support by exchanging the Multifragment Update Capability Set (section 2.2.7.2.6). The MaxRequestSize field of the Multifragment Update Capability Set MUST be set based on the flags included in the largePointerSupportFlags field. If only the LARGE_POINTER_FLAG_96x96 (0x00000001) flag is specified, then the MaxRequestSize field MUST be set to at least 38,055 bytes (so that a 96 x 96 pixel 32bpp pointer can be transported). If the LARGE_POINTER_FLAG_384x384 (0x00000002) flag is included, then the MaxRequestSize MUST be set to at least 608,299 bytes (so that a 384 x 384 pixel 32bpp pointer can be transported).</p>
2020/01/20	<p>In Section 2.2.7.2.7, Large Pointer Capability Set (TS_LARGE_POINTER_CAPABILITYSET), provided the hexadecimal value when LARGE_POINTER_FLAG_384x384 is included and when it is not included.</p> <p>Changed from:</p> <p>The TS_LARGE_POINTER_CAPABILITYSET structure is used to specify capabilities related to large mouse pointer shape support. This capability is sent by both client and server.</p> <p>To support large pointer shapes, the client and server MUST support multifragment updates and indicate this support by exchanging the Multifragment Update Capability Set (section 2.2.7.2.6). The MaxRequestSize field of the Multifragment Update Capability Set MUST be set based on the flags included in the largePointerSupportFlags field. If the LARGE_POINTER_FLAG_384x384 is not included, then the MaxRequestSize field MUST be set to at least 38,055 bytes (so that a 96 x 96 pixel 32bpp pointer can be transported). If the LARGE_POINTER_FLAG_384x384 is</p>

Errata Published *	Description														
	<p>included, then the MaxRequestSize MUST be set to at least 608,299 bytes (so that a 384 x 384 pixel 32bpp pointer can be transported).</p> <p>...</p> <p>Changed to:</p> <p>The TS_LARGE_POINTER_CAPABILITYSET structure is used to specify capabilities related to large mouse pointer shape support. This capability is sent by both client and server.</p> <p>To support large pointer shapes, the client and server MUST support multifragment updates and indicate this support by exchanging the Multifragment Update Capability Set (section 2.2.7.2.6). The MaxRequestSize field of the Multifragment Update Capability Set MUST be set based on the flags included in the largePointerSupportFlags field. If LARGE_POINTER_FLAG_384x384 (0x00000001) is not included, then the MaxRequestSize field MUST be set to at least 38,055 bytes (so that a 96 x 96 pixel 32bpp pointer can be transported). If LARGE_POINTER_FLAG_384x384 (0x00000002) is included, then the MaxRequestSize MUST be set to at least 608,299 bytes (so that a 384 x 384 pixel 32bpp pointer can be transported).</p> <p>...</p>														
2020/01/06	<p>In Section 2.2.10.1.1.4.1.1, Logon Errors Info (TS_LOGON_ERRORS_INFO), added the ERROR_CODE_ACCESS_DENIED value to the ErrorNotificationType field table.</p> <p>Changed from:</p> <p>...</p> <p>ErrorNotificationType (4 bytes): A 32-bit, unsigned integer that specifies an NTSTATUS value (see [ERRTRANS] for information about translating NTSTATUS error codes to usable text strings), or one of the following values.</p> <table border="1" data-bbox="393 1163 1416 1829"> <thead> <tr> <th data-bbox="393 1163 837 1213">Value</th> <th data-bbox="837 1163 1416 1213">Meaning</th> </tr> </thead> <tbody> <tr> <td data-bbox="393 1213 837 1318">LOGON_MSG_DISCONNECT_REFUSED 0xFFFFFFFF9</td> <td data-bbox="837 1213 1416 1318">The "Disconnection Refused" dialog is being displayed by Winlogon. The session identifier is specified by the ErrorNotificationData field.</td> </tr> <tr> <td data-bbox="393 1318 837 1423">LOGON_MSG_NO_PERMISSION 0xFFFFFFFFA</td> <td data-bbox="837 1318 1416 1423">The "No Permission" dialog is being displayed by Winlogon. The session identifier is specified by the ErrorNotificationData field.</td> </tr> <tr> <td data-bbox="393 1423 837 1528">LOGON_MSG_BUMP_OPTIONS 0xFFFFFFFFB</td> <td data-bbox="837 1423 1416 1528">The "Session Contention" dialog is being displayed by Winlogon. The session identifier is specified by the ErrorNotificationData field.</td> </tr> <tr> <td data-bbox="393 1528 837 1633">LOGON_MSG_RECONNECT_OPTIONS 0xFFFFFFFFC</td> <td data-bbox="837 1528 1416 1633">The "Session Reconnection" dialog is being displayed by Winlogon. The session identifier is specified by the ErrorNotificationData field.</td> </tr> <tr> <td data-bbox="393 1633 837 1738">LOGON_MSG_SESSION_TERMINATE 0xFFFFFFFFD</td> <td data-bbox="837 1633 1416 1738">The session is being terminated. The session identifier is specified by the ErrorNotificationData field.</td> </tr> <tr> <td data-bbox="393 1738 837 1829">LOGON_MSG_SESSION_CONTINUE 0xFFFFFFFFE</td> <td data-bbox="837 1738 1416 1829">The logon process is continuing. The session identifier is specified by the ErrorNotificationData field.</td> </tr> </tbody> </table>	Value	Meaning	LOGON_MSG_DISCONNECT_REFUSED 0xFFFFFFFF9	The "Disconnection Refused" dialog is being displayed by Winlogon. The session identifier is specified by the ErrorNotificationData field.	LOGON_MSG_NO_PERMISSION 0xFFFFFFFFA	The "No Permission" dialog is being displayed by Winlogon. The session identifier is specified by the ErrorNotificationData field.	LOGON_MSG_BUMP_OPTIONS 0xFFFFFFFFB	The "Session Contention" dialog is being displayed by Winlogon. The session identifier is specified by the ErrorNotificationData field.	LOGON_MSG_RECONNECT_OPTIONS 0xFFFFFFFFC	The "Session Reconnection" dialog is being displayed by Winlogon. The session identifier is specified by the ErrorNotificationData field.	LOGON_MSG_SESSION_TERMINATE 0xFFFFFFFFD	The session is being terminated. The session identifier is specified by the ErrorNotificationData field.	LOGON_MSG_SESSION_CONTINUE 0xFFFFFFFFE	The logon process is continuing. The session identifier is specified by the ErrorNotificationData field.
Value	Meaning														
LOGON_MSG_DISCONNECT_REFUSED 0xFFFFFFFF9	The "Disconnection Refused" dialog is being displayed by Winlogon. The session identifier is specified by the ErrorNotificationData field.														
LOGON_MSG_NO_PERMISSION 0xFFFFFFFFA	The "No Permission" dialog is being displayed by Winlogon. The session identifier is specified by the ErrorNotificationData field.														
LOGON_MSG_BUMP_OPTIONS 0xFFFFFFFFB	The "Session Contention" dialog is being displayed by Winlogon. The session identifier is specified by the ErrorNotificationData field.														
LOGON_MSG_RECONNECT_OPTIONS 0xFFFFFFFFC	The "Session Reconnection" dialog is being displayed by Winlogon. The session identifier is specified by the ErrorNotificationData field.														
LOGON_MSG_SESSION_TERMINATE 0xFFFFFFFFD	The session is being terminated. The session identifier is specified by the ErrorNotificationData field.														
LOGON_MSG_SESSION_CONTINUE 0xFFFFFFFFE	The logon process is continuing. The session identifier is specified by the ErrorNotificationData field.														

Errata Published *	Description																
	<p>...</p> <p>Changed to:</p> <p>...</p> <p>ErrorNotificationType (4 bytes): A 32-bit, unsigned integer that specifies an NTSTATUS value (see [ERRTRANS] for information about translating NTSTATUS error codes to usable text strings), or one of the following values.</p> <table border="1" data-bbox="393 619 1416 1386"> <thead> <tr> <th data-bbox="393 619 836 667">Value</th> <th data-bbox="836 619 1416 667">Meaning</th> </tr> </thead> <tbody> <tr> <td data-bbox="393 667 836 772">LOGON_MSG_DISCONNECT_REFUSED 0xFFFFFFFF9</td> <td data-bbox="836 667 1416 772">The "Disconnection Refused" dialog is being displayed by Winlogon. The session identifier is specified by the ErrorNotificationData field.</td> </tr> <tr> <td data-bbox="393 772 836 877">LOGON_MSG_NO_PERMISSION 0xFFFFFFFFA</td> <td data-bbox="836 772 1416 877">The "No Permission" dialog is being displayed by Winlogon. The session identifier is specified by the ErrorNotificationData field.</td> </tr> <tr> <td data-bbox="393 877 836 982">LOGON_MSG_BUMP_OPTIONS 0xFFFFFFFFB</td> <td data-bbox="836 877 1416 982">The "Session Contention" dialog is being displayed by Winlogon. The session identifier is specified by the ErrorNotificationData field.</td> </tr> <tr> <td data-bbox="393 982 836 1087">LOGON_MSG_RECONNECT_OPTIONS 0xFFFFFFFFC</td> <td data-bbox="836 982 1416 1087">The "Session Reconnection" dialog is being displayed by Winlogon. The session identifier is specified by the ErrorNotificationData field.</td> </tr> <tr> <td data-bbox="393 1087 836 1192">LOGON_MSG_SESSION_TERMINATE 0xFFFFFFFFD</td> <td data-bbox="836 1087 1416 1192">The session is being terminated. The session identifier is specified by the ErrorNotificationData field.</td> </tr> <tr> <td data-bbox="393 1192 836 1297">LOGON_MSG_SESSION_CONTINUE 0xFFFFFFFFE</td> <td data-bbox="836 1192 1416 1297">The logon process is continuing. The session identifier is specified by the ErrorNotificationData field.</td> </tr> <tr> <td data-bbox="393 1297 836 1386">ERROR_CODE_ACCESS_DENIED 0xFFFFFFFFF</td> <td data-bbox="836 1297 1416 1386">The logon process failed and cannot proceed. The contents of the ErrorNotificationData field SHOULD be ignored.</td> </tr> </tbody> </table> <p>...</p>	Value	Meaning	LOGON_MSG_DISCONNECT_REFUSED 0xFFFFFFFF9	The "Disconnection Refused" dialog is being displayed by Winlogon. The session identifier is specified by the ErrorNotificationData field.	LOGON_MSG_NO_PERMISSION 0xFFFFFFFFA	The "No Permission" dialog is being displayed by Winlogon. The session identifier is specified by the ErrorNotificationData field.	LOGON_MSG_BUMP_OPTIONS 0xFFFFFFFFB	The "Session Contention" dialog is being displayed by Winlogon. The session identifier is specified by the ErrorNotificationData field.	LOGON_MSG_RECONNECT_OPTIONS 0xFFFFFFFFC	The "Session Reconnection" dialog is being displayed by Winlogon. The session identifier is specified by the ErrorNotificationData field.	LOGON_MSG_SESSION_TERMINATE 0xFFFFFFFFD	The session is being terminated. The session identifier is specified by the ErrorNotificationData field.	LOGON_MSG_SESSION_CONTINUE 0xFFFFFFFFE	The logon process is continuing. The session identifier is specified by the ErrorNotificationData field.	ERROR_CODE_ACCESS_DENIED 0xFFFFFFFFF	The logon process failed and cannot proceed. The contents of the ErrorNotificationData field SHOULD be ignored.
Value	Meaning																
LOGON_MSG_DISCONNECT_REFUSED 0xFFFFFFFF9	The "Disconnection Refused" dialog is being displayed by Winlogon. The session identifier is specified by the ErrorNotificationData field.																
LOGON_MSG_NO_PERMISSION 0xFFFFFFFFA	The "No Permission" dialog is being displayed by Winlogon. The session identifier is specified by the ErrorNotificationData field.																
LOGON_MSG_BUMP_OPTIONS 0xFFFFFFFFB	The "Session Contention" dialog is being displayed by Winlogon. The session identifier is specified by the ErrorNotificationData field.																
LOGON_MSG_RECONNECT_OPTIONS 0xFFFFFFFFC	The "Session Reconnection" dialog is being displayed by Winlogon. The session identifier is specified by the ErrorNotificationData field.																
LOGON_MSG_SESSION_TERMINATE 0xFFFFFFFFD	The session is being terminated. The session identifier is specified by the ErrorNotificationData field.																
LOGON_MSG_SESSION_CONTINUE 0xFFFFFFFFE	The logon process is continuing. The session identifier is specified by the ErrorNotificationData field.																
ERROR_CODE_ACCESS_DENIED 0xFFFFFFFFF	The logon process failed and cannot proceed. The contents of the ErrorNotificationData field SHOULD be ignored.																
2020/01/06	<p>In Section 2.2.7.2.7, Large Pointer Capability Set (TS_LARGE_POINTER_CAPABILITYSET), described how the MaxRequestSize field is set when the LARGE_POINTER_FLAG_384x384 is included and when it is not included.</p> <p>Changed from:</p> <p>...</p> <p>To support large pointer shapes, the client and server MUST support multifragment updates and indicate this support by exchanging the Multifragment Update Capability Set (section 2.2.7.2.6). The MaxRequestSize field of the Multifragment Update Capability Set MUST be set to at least 38,055 bytes (so that a 96 x 96 pixel 32bpp pointer can be transported).</p> <p>...</p>																

Errata Published *	Description
	<p>Changed to:</p> <p>...</p> <p>To support large pointer shapes, the client and server MUST support multifragment updates and indicate this support by exchanging the Multifragment Update Capability Set (section 2.2.7.2.6). The MaxRequestSize field of the Multifragment Update Capability Set MUST be set based on the flags included in the largePointerSupportFlags field. If the LARGE_POINTER_FLAG_384x384 is not included, then the MaxRequestSize field MUST be set to at least 38,055 bytes (so that a 96 x 96 pixel 32bpp pointer can be transported). If the LARGE_POINTER_FLAG_384x384 is included, then the MaxRequestSize MUST be set to at least 608,299 bytes (so that a 384 x 384 pixel 32bpp pointer can be transported)....</p>
2020/01/06	<p>Added the following new section 3.2.5.9.3.1, Processing Fast-Path Update Fragments:</p> <p>3.2.5.9.3.1 Processing Fast-Path Update Fragments</p> <p>A Fast-Path Update (section 2.2.9.1.2.1) structure contains fragmented data in the updateData field if the fragmentation subfield of the updateHeader field is non-zero:</p> <ul style="list-style-type: none"> • FASTPATH_FRAGMENT_FIRST (0x2) • FASTPATH_FRAGMENT_NEXT (0x3) • FASTPATH_FRAGMENT_LAST (0x1) <p>Fragments MUST be reassembled in the order in which they arrive from the server. A FASTPATH_FRAGMENT_FIRST fragment MUST start a sequence of fragments. Zero, one, or more FASTPATH_FRAGMENT_NEXT fragments MUST follow a FASTPATH_FRAGMENT_FIRST fragment. The FASTPATH_FRAGMENT_LAST fragment MUST follow a FASTPATH_FRAGMENT_NEXT or a FASTPATH_FRAGMENT_FIRST fragment.</p> <p>Valid fragment sequences can be summarized as:</p> <ul style="list-style-type: none"> • FIRST fragment, LAST fragment • FIRST fragment, multiple NEXT fragments, LAST fragment <p>Any deviation from the set of valid fragment sequences SHOULD trigger a disconnect.</p> <p>As fragments are received from the server, the client SHOULD copy the contents into a reassembly buffer. When the FASTPATH_FRAGMENT_LAST fragment has been received, the reassembly buffer will contain an update that SHOULD be processed. The type of the update is determined by the updateCode subfield in the updateHeader field (all updates MUST have the same updateCode and compression subfield values).</p> <p>An overview of the reassembly process is presented in the figure titled "Reassembly of a fragmented update".</p>  <p>Figure 7: Reassembly of a fragmented update</p>
2019/10/28	<p>In Section 2.2.8.1.2, Client Fast-Path Input Event PDU (TS_FP_INPUT_PDU), referenced the TS_FP_FIPS_INFO structure in the fipsInformation field description.</p> <p>Changed from:</p>

Errata Published *	Description
	<p>...</p> <p>fipsInformation (4 bytes): Optional FIPS header information, present when the Encryption Method selected by the server (sections 5.3.2 and 2.2.1.4.3) is ENCRYPTION_METHOD_FIPS (0x00000010). The Fast-Path FIPS Information structure is specified in section 2.2.8.1.2.1</p> <p>...</p> <p>Changed to:</p> <p>...</p> <p>fipsInformation (4 bytes): An optional Fast-Path FIPS Information (section 2.2.8.1.2.1) structure, present when the Encryption Method selected by the server (sections 5.3.2 and 2.2.1.4.3) is ENCRYPTION_METHOD_FIPS (0x00000010).</p> <p>...</p> <p>In Section 2.2.9.1.2, Server Fast-Path Update PDU (TS_FP_UPDATE_PDU), referenced the TS_FP_FIPS_INFO structure in the fipsInformation field description.</p> <p>Changed from:</p> <p>...</p> <p>fipsInformation (4 bytes): Optional FIPS header information, present when the Encryption Method selected by the server (sections 5.3.2 and 2.2.1.4.3) is ENCRYPTION_METHOD_FIPS (0x00000010). The Fast-Path FIPS Information structure is specified in section 2.2.8.1.2.1.</p> <p>...</p> <p>Changed to:</p> <p>...</p> <p>fipsInformation (4 bytes): An optional Fast-Path FIPS Information (section 2.2.8.1.2.1) structure, present when the Encryption Method selected by the server (sections 5.3.2 and 2.2.1.4.3) is ENCRYPTION_METHOD_FIPS (0x00000010).</p> <p>...</p> <p>In Section 3.2.5.8.1.2, Sending Fast-Path Input Event PDU, added Fast-Path to the fipsInformation field description.</p> <p>Changed from:</p> <p>...</p> <ul style="list-style-type: none"> • length1 and length2: Packet Length (section 2.2.8.1.2) • fipsInformation: Optional FIPS Information (section 2.2.8.1.2) • dataSignature: Optional Data Signature (section 2.2.8.1.2) • numEvents: Optional Number of Events (section 2.2.8.1.2) • PDU Contents (collection of fast-path input events): <p>...</p> <p>Changed to:</p> <p>...</p> <ul style="list-style-type: none"> • length1 and length2: Packet length (section 2.2.8.1.2) • fipsInformation: Optional Fast-Path FIPS Information (section 2.2.8.1.2) • dataSignature: Optional data signature (section 2.2.8.1.2) • numEvents: Optional number of events (section 2.2.8.1.2) • PDU contents (collection of fast-path input events):

Errata Published *	Description
	<p>...</p> <p>In Section 3.2.5.9.3, Processing Fast-Path Update PDU, added Fast-Path to the fipsInformation field description.</p> <p>Changed from:</p> <p>...</p> <ul style="list-style-type: none"> • length1 and length2: Packet Length (section 2.2.9.1.2) • fipsInformation: Optional FIPS Information (section 2.2.9.1.2) • dataSignature: Optional Data Signature (section 2.2.9.1.2) • PDU Contents (collection of fast-path output updates): <p>...</p> <p>Changed to:</p> <p>...</p> <ul style="list-style-type: none"> • length1 and length2: Packet length (section 2.2.9.1.2) • fipsInformation: Optional Fast-Path FIPS Information (section 2.2.9.1.2) • dataSignature: Optional data signature (section 2.2.9.1.2) • PDU contents (collection of fast-path output updates): <p>...</p> <p>In Section 3.3.5.8.1.2, Processing Fast-Path Input Event PDU, added Fast-Path to the fipsInformation field description.</p> <p>Changed from:</p> <p>...</p> <ul style="list-style-type: none"> • length1 and length2: Packet Length (section 2.2.8.1.2) • fipsInformation: Optional FIPS Information (section 2.2.8.1.2) • dataSignature: Optional Data Signature (section 2.2.8.1.2) • numEvents: Optional Number of Events (section 2.2.8.1.2) • PDU Contents (collection of input events): <p>...</p> <p>Changed to:</p> <p>...</p> <ul style="list-style-type: none"> • length1 and length2: Packet length (section 2.2.8.1.2) • fipsInformation: Optional Fast-Path FIPS Information (section 2.2.8.1.2) • dataSignature: Optional data signature (section 2.2.8.1.2) • numEvents: Optional number of events (section 2.2.8.1.2) • PDU contents (collection of input events): <p>...</p> <p>In Section 3.3.5.9.3, Sending Fast-Path Update PDU, added Fast-Path to the fipsInformation field description.</p> <p>Changed from:</p> <p>...</p> <ul style="list-style-type: none"> • length1 and length2: Packet Length (section 2.2.9.1.2)

Errata Published *	Description																
	<ul style="list-style-type: none"> • fipsInformation: Optional FIPS Information (section 2.2.9.1.2) • dataSignature: Optional Data Signature (section 2.2.9.1.2) • PDU Contents (collection of fast-path output updates): ... <p>Changed to:</p> <ul style="list-style-type: none"> • length1 and length2: Packet length (section 2.2.9.1.2) • fipsInformation: Optional Fast-Path FIPS Information (section 2.2.9.1.2) • dataSignature: Optional data signature (section 2.2.9.1.2) • PDU contents (collection of fast-path output updates): ... 																
2019/10/28	<p>In Section 2.2.1.17.1, Persistent Key List PDU Data (TS_BITMAPCACHE_PERSISTENT_LIST_PDU), changed PERSIST_FIRST_PDU to PERSIST_PDU_FIRST and PERSIST_LAST_PDU to PERSIST_PDU_LAST in the bBitMask table.</p> <p>Changed from:</p> <p>...</p> <p>bBitMask (1 byte): An 8-bit, unsigned integer. The sequencing flag.</p> <table border="1" data-bbox="396 974 1409 1176"> <thead> <tr> <th>Flag</th> <th>Meaning</th> </tr> </thead> <tbody> <tr> <td>PERSIST_FIRST_PDU 0x01</td> <td>Indicates that the PDU is the first in a sequence of Persistent Key List PDUs.</td> </tr> <tr> <td>PERSIST_LAST_PDU 0x02</td> <td>Indicates that the PDU is the last in a sequence of Persistent Key List PDUs.</td> </tr> </tbody> </table> <p>If neither PERSIST_FIRST_PDU (0x01) nor PERSIST_LAST_PDU (0x02) are set, then the current PDU is an intermediate packet in a sequence of Persistent Key List PDUs.</p> <p>...</p> <p>Changed to:</p> <p>...</p> <p>bBitMask (1 byte): An 8-bit, unsigned integer. The sequencing flag.</p> <table border="1" data-bbox="404 1474 1414 1646"> <thead> <tr> <th>Flag</th> <th>Meaning</th> </tr> </thead> <tbody> <tr> <td>PERSIST_PDU_FIRST 0x01</td> <td>Indicates that the PDU is the first in a sequence of Persistent Key List PDUs.</td> </tr> <tr> <td>PERSIST_PDU_LAST</td> <td>Indicates that the PDU is the last in a sequence of Persistent Key List PDUs.</td> </tr> </tbody> </table> <table border="1" data-bbox="404 1667 1414 1751"> <thead> <tr> <th>Flag</th> <th>Meaning</th> </tr> </thead> <tbody> <tr> <td>0x02</td> <td></td> </tr> </tbody> </table> <p>If neither PERSIST_FIRST_PDU (0x01) nor PERSIST_LAST_PDU (0x02) are set, then the current PDU is an intermediate packet in a sequence of Persistent Key List PDUs.</p> <p>...</p>	Flag	Meaning	PERSIST_FIRST_PDU 0x01	Indicates that the PDU is the first in a sequence of Persistent Key List PDUs.	PERSIST_LAST_PDU 0x02	Indicates that the PDU is the last in a sequence of Persistent Key List PDUs.	Flag	Meaning	PERSIST_PDU_FIRST 0x01	Indicates that the PDU is the first in a sequence of Persistent Key List PDUs.	PERSIST_PDU_LAST	Indicates that the PDU is the last in a sequence of Persistent Key List PDUs.	Flag	Meaning	0x02	
Flag	Meaning																
PERSIST_FIRST_PDU 0x01	Indicates that the PDU is the first in a sequence of Persistent Key List PDUs.																
PERSIST_LAST_PDU 0x02	Indicates that the PDU is the last in a sequence of Persistent Key List PDUs.																
Flag	Meaning																
PERSIST_PDU_FIRST 0x01	Indicates that the PDU is the first in a sequence of Persistent Key List PDUs.																
PERSIST_PDU_LAST	Indicates that the PDU is the last in a sequence of Persistent Key List PDUs.																
Flag	Meaning																
0x02																	

Errata Published *	Description																																																																																																																																																																																																		
	<p>In Section 2.2.7.1.1, General Capability Set (TS_GENERAL_CAPABILITYSET), changed field names generalCompressionTypes to compressionTypes and generalCompressionLevel to compressionLevel.</p> <p>Changed from:</p> <p>The TS_GENERAL_CAPABILITYSET structure is used to advertise general characteristics and is based on the capability set specified in [T128] section 8.2.3. This capability is sent by both client and server.</p> <table border="1" data-bbox="407 646 1382 1066"> <tr> <td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>20</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>30</td><td>1</td> </tr> <tr> <td colspan="10">capabilitySetType</td> <td colspan="17">lengthCapability</td> </tr> <tr> <td colspan="10">osMajorType</td> <td colspan="17">osMinorType</td> </tr> <tr> <td colspan="10">protocolVersion</td> <td colspan="17">pad2octetsA</td> </tr> <tr> <td colspan="10">generalCompressionTypes</td> <td colspan="17">extraFlags</td> </tr> <tr> <td colspan="10">updateCapabilityFlag</td> <td colspan="17">remoteUnshareFlag</td> </tr> <tr> <td colspan="10">generalCompressionLevel</td> <td colspan="7">refreshRectSupport</td> <td colspan="10">suppressOutputSupport</td> </tr> </table> <p>...</p> <p>generalCompressionTypes (2 bytes): A 16-bit, unsigned integer. General compression types. This field MUST be set to zero.</p> <p>...</p> <p>generalCompressionLevel (2 bytes): A 16-bit, unsigned integer. General compression level. This field MUST be set to zero.</p> <p>...</p> <p>Changed to:</p> <p>The TS_GENERAL_CAPABILITYSET structure is used to advertise general characteristics and is based on the capability set specified in [T128] section 8.2.3. This capability is sent by both client and server.</p>	0	1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	20	1	2	3	4	5	6	7	8	9	30	1	capabilitySetType										lengthCapability																	osMajorType										osMinorType																	protocolVersion										pad2octetsA																	generalCompressionTypes										extraFlags																	updateCapabilityFlag										remoteUnshareFlag																	generalCompressionLevel										refreshRectSupport							suppressOutputSupport									
0	1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	20	1	2	3	4	5	6	7	8	9	30	1																																																																																																																																																																				
capabilitySetType										lengthCapability																																																																																																																																																																																									
osMajorType										osMinorType																																																																																																																																																																																									
protocolVersion										pad2octetsA																																																																																																																																																																																									
generalCompressionTypes										extraFlags																																																																																																																																																																																									
updateCapabilityFlag										remoteUnshareFlag																																																																																																																																																																																									
generalCompressionLevel										refreshRectSupport							suppressOutputSupport																																																																																																																																																																																		

Errata Published *	Description
--------------------	-------------

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
capabilitySetType																lengthCapability															
osMajorType																osMinorType															
protocolVersion																pad2octetsA															
compressionTypes																extraFlags															
updateCapabilityFlag																remoteUnshareFlag															
compressionLevel																refreshRectSupport								suppressOutputSupport							

~~compressionTypes (2 bytes): A 16-bit, unsigned integer. General compression types. This field MUST be set to zero.~~

...

~~compressionLevel (2 bytes): A 16-bit, unsigned integer. General compression level. This field MUST be set to zero.~~

...

In Section 2.2.7.1.11, Sound Capability Set (TS_SOUND_CAPABILITYSET), changed SOUND_BEEPS_FLAG to SOUND_FLAG_BEEPS in the soundFlags table.

Changed from:

...

soundFlags (2 bytes): A 16-bit, unsigned integer. Support for sound options.

Flag	Meaning
SOUND_BEEPS_FLAG 0x0001	Playing a beep sound is supported.

Changed to:

...

soundFlags (2 bytes): A 16-bit, unsigned integer. Support for sound options.

Flag	Meaning
SOUND_FLAG_BEEPS 0x0001	Playing a beep sound is supported.

In Section 2.2.8.1.1.2.1, Basic (TS_SECURITY_HEADER), changed RDP_SEC_TRANSPORT_RSP to SEC_TRANSPORT_RSP in the flags field table.

Errata Published *	Description																				
	<p>Changed from:</p> <p>...</p> <p>flags (2 bytes): A 16-bit, unsigned integer that contains security flags.</p> <table border="1" data-bbox="394 478 1430 1031"> <thead> <tr> <th>Flag</th> <th>Meaning</th> </tr> </thead> <tbody> <tr> <td>SEC_EXCHANGE_PKT 0x0001</td> <td>Indicates that the packet is a Security Exchange PDU (section 2.2.1.10). This packet type is sent from client to server only. The client only sends this packet if it will be encrypting further communication and Standard RDP Security mechanisms (section 5.3) are in effect.</td> </tr> <tr> <td>SEC_TRANSPORT_REQ 0x0002</td> <td>Indicates that the packet is an Initiate Multitransport Request PDU (section 2.2.15.1). This flag MUST NOT be present if the PDU containing the security header is being sent from client to server. This flag MUST NOT be present if the PDU containing the security header is not being sent on the MCS message channel. The ID of the message channel is specified in the Server Message Channel Data (section 2.2.1.4.5).</td> </tr> <tr> <td>RDP_SEC_TRANSPORT_RSP 0x0004</td> <td>Indicates that the packet is an Initiate Multitransport Response PDU (section 2.2.15.2). This flag MUST NOT be present if the PDU containing the security header is being sent from server to client. This flag MUST NOT be present if the PDU containing the security header is not being sent on the MCS message channel. The ID of the message channel is specified in the Server Message Channel Data (section 2.2.1.4.5).</td> </tr> <tr> <td>SEC_ENCRYPT 0x0008</td> <td>Indicates that the packet is encrypted.</td> </tr> </tbody> </table> <p>...</p> <p>Changed to:</p> <p>...</p> <p>flags (2 bytes): A 16-bit, unsigned integer that contains security flags.</p> <table border="1" data-bbox="394 1266 1430 1818"> <thead> <tr> <th>Flag</th> <th>Meaning</th> </tr> </thead> <tbody> <tr> <td>SEC_EXCHANGE_PKT 0x0001</td> <td>Indicates that the packet is a Security Exchange PDU (section 2.2.1.10). This packet type is sent from client to server only. The client only sends this packet if it will be encrypting further communication and Standard RDP Security mechanisms (section 5.3) are in effect.</td> </tr> <tr> <td>SEC_TRANSPORT_REQ 0x0002</td> <td>Indicates that the packet is an Initiate Multitransport Request PDU (section 2.2.15.1). This flag MUST NOT be present if the PDU containing the security header is being sent from client to server. This flag MUST NOT be present if the PDU containing the security header is not being sent on the MCS message channel. The ID of the message channel is specified in the Server Message Channel Data (section 2.2.1.4.5).</td> </tr> <tr> <td>SEC_TRANSPORT_RSP 0x0004</td> <td>Indicates that the packet is an Initiate Multitransport Response PDU (section 2.2.15.2). This flag MUST NOT be present if the PDU containing the security header is being sent from server to client. This flag MUST NOT be present if the PDU containing the security header is not being sent on the MCS message channel. The ID of the message channel is specified in the Server Message Channel Data (section 2.2.1.4.5).</td> </tr> <tr> <td>SEC_ENCRYPT 0x0008</td> <td>Indicates that the packet is encrypted.</td> </tr> </tbody> </table> <p>...</p>	Flag	Meaning	SEC_EXCHANGE_PKT 0x0001	Indicates that the packet is a Security Exchange PDU (section 2.2.1.10). This packet type is sent from client to server only. The client only sends this packet if it will be encrypting further communication and Standard RDP Security mechanisms (section 5.3) are in effect.	SEC_TRANSPORT_REQ 0x0002	Indicates that the packet is an Initiate Multitransport Request PDU (section 2.2.15.1). This flag MUST NOT be present if the PDU containing the security header is being sent from client to server. This flag MUST NOT be present if the PDU containing the security header is not being sent on the MCS message channel. The ID of the message channel is specified in the Server Message Channel Data (section 2.2.1.4.5).	RDP_SEC_TRANSPORT_RSP 0x0004	Indicates that the packet is an Initiate Multitransport Response PDU (section 2.2.15.2). This flag MUST NOT be present if the PDU containing the security header is being sent from server to client. This flag MUST NOT be present if the PDU containing the security header is not being sent on the MCS message channel. The ID of the message channel is specified in the Server Message Channel Data (section 2.2.1.4.5).	SEC_ENCRYPT 0x0008	Indicates that the packet is encrypted.	Flag	Meaning	SEC_EXCHANGE_PKT 0x0001	Indicates that the packet is a Security Exchange PDU (section 2.2.1.10). This packet type is sent from client to server only. The client only sends this packet if it will be encrypting further communication and Standard RDP Security mechanisms (section 5.3) are in effect.	SEC_TRANSPORT_REQ 0x0002	Indicates that the packet is an Initiate Multitransport Request PDU (section 2.2.15.1). This flag MUST NOT be present if the PDU containing the security header is being sent from client to server. This flag MUST NOT be present if the PDU containing the security header is not being sent on the MCS message channel. The ID of the message channel is specified in the Server Message Channel Data (section 2.2.1.4.5).	SEC_TRANSPORT_RSP 0x0004	Indicates that the packet is an Initiate Multitransport Response PDU (section 2.2.15.2). This flag MUST NOT be present if the PDU containing the security header is being sent from server to client. This flag MUST NOT be present if the PDU containing the security header is not being sent on the MCS message channel. The ID of the message channel is specified in the Server Message Channel Data (section 2.2.1.4.5).	SEC_ENCRYPT 0x0008	Indicates that the packet is encrypted.
Flag	Meaning																				
SEC_EXCHANGE_PKT 0x0001	Indicates that the packet is a Security Exchange PDU (section 2.2.1.10). This packet type is sent from client to server only. The client only sends this packet if it will be encrypting further communication and Standard RDP Security mechanisms (section 5.3) are in effect.																				
SEC_TRANSPORT_REQ 0x0002	Indicates that the packet is an Initiate Multitransport Request PDU (section 2.2.15.1). This flag MUST NOT be present if the PDU containing the security header is being sent from client to server. This flag MUST NOT be present if the PDU containing the security header is not being sent on the MCS message channel. The ID of the message channel is specified in the Server Message Channel Data (section 2.2.1.4.5).																				
RDP_SEC_TRANSPORT_RSP 0x0004	Indicates that the packet is an Initiate Multitransport Response PDU (section 2.2.15.2). This flag MUST NOT be present if the PDU containing the security header is being sent from server to client. This flag MUST NOT be present if the PDU containing the security header is not being sent on the MCS message channel. The ID of the message channel is specified in the Server Message Channel Data (section 2.2.1.4.5).																				
SEC_ENCRYPT 0x0008	Indicates that the packet is encrypted.																				
Flag	Meaning																				
SEC_EXCHANGE_PKT 0x0001	Indicates that the packet is a Security Exchange PDU (section 2.2.1.10). This packet type is sent from client to server only. The client only sends this packet if it will be encrypting further communication and Standard RDP Security mechanisms (section 5.3) are in effect.																				
SEC_TRANSPORT_REQ 0x0002	Indicates that the packet is an Initiate Multitransport Request PDU (section 2.2.15.1). This flag MUST NOT be present if the PDU containing the security header is being sent from client to server. This flag MUST NOT be present if the PDU containing the security header is not being sent on the MCS message channel. The ID of the message channel is specified in the Server Message Channel Data (section 2.2.1.4.5).																				
SEC_TRANSPORT_RSP 0x0004	Indicates that the packet is an Initiate Multitransport Response PDU (section 2.2.15.2). This flag MUST NOT be present if the PDU containing the security header is being sent from server to client. This flag MUST NOT be present if the PDU containing the security header is not being sent on the MCS message channel. The ID of the message channel is specified in the Server Message Channel Data (section 2.2.1.4.5).																				
SEC_ENCRYPT 0x0008	Indicates that the packet is encrypted.																				

Errata Published *	Description
	<p>In Section 2.2.9.1.2.1.3, Fast-Path Synchronize Update (TS_FP_UPDATE_SYNCHRONIZE), changed the referenced structure from TS_UPDATE_SYNCHRONIZE_PDU_DATA to TS_UPDATE_SYNC.</p> <p>Changed from: The TS_FP_UPDATE_SYNCHRONIZE structure is the fast-path variant of the TS_UPDATE_SYNCHRONIZE_PDU_DATA (section 2.2.9.1.1.3.1.3) structure. ...</p> <p>Changed to: The TS_FP_UPDATE_SYNCHRONIZE structure is the fast-path variant of the TS_UPDATE_SYNC (section 2.2.9.1.1.3.1.3) structure. ...</p> <p>In Section 3.2.5.10.2, Processing Early User Authorization Result PDU, changed the AUTHZ_ACCESS_DENIED hexadecimal notation from 0x0000052E to 0x00000005.</p> <p>Changed from: The structure and fields of the Early User Authorization Result PDU are specified in section 2.2.10.2. If the authorizationResult field is set to AUTHZ_ACCESS_DENIED (0x0000052E), the client SHOULD drop the connection as user authorization has failed and login to the remote session will not be possible.</p> <p>Changed to: The structure and fields of the Early User Authorization Result PDU are specified in section 2.2.10.2. If the authorizationResult field is set to AUTHZ_ACCESS_DENIED (0x00000005), the client SHOULD drop the connection as user authorization has failed and login to the remote session will not be possible.</p> <p>In Section 4.1.4, Server MCS Connect Response PDU with GCC Conference Create Response, added proprietary server certificates for dwVersion, dwSigAlgId, and dwKeyAlgId.</p> <p>Changed from: ... 01 00 00 00 -> PROPRIETARYSERVERCERTIFICATE::dwVersion = 1 01 00 00 00 -> PROPRIETARYSERVERCERTIFICATE::dwSigAlgId = MD5RSA (1) 01 00 00 00 -> PROPRIETARYSERVERCERTIFICATE::dwKeyAlgId = RSAKEY (1) ...</p> <p>Changed to: ... 01 00 00 00 -> PROPRIETARYSERVERCERTIFICATE::dwVersion = CERT_CHAIN_VERSION_1 (1) 01 00 00 00 -> PROPRIETARYSERVERCERTIFICATE::dwSigAlgId = SIGNATURE_ALG_RSA (1) 01 00 00 00 -> PROPRIETARYSERVERCERTIFICATE::dwKeyAlgId = KEY_EXCHANGE_ALG_RSA (1) ...</p>

Errata Published *	Description
	<p>In Section 4.1.12, Server Demand Active PDU, changed generalCompressionTypes to compressionTypes and generalCompressionLevel to compressionLevel. Also changed TS_VIRTUALCHANNEL_CAPABILITYSET::vccaps1 to TS_VIRTUALCHANNEL_CAPABILITYSET::flags.</p> <p>Changed from:</p> <pre>00 00 -> TS_GENERAL_CAPABILITYSET::generalCompressionTypes = 0 ... 00 00 -> TS_GENERAL_CAPABILITYSET::generalCompressionLevel = 0 ... 02 00 00 00 -> TS_VIRTUALCHANNEL_CAPABILITYSET::vccaps1 = 0x00000002 = VCCAPS_COMPR_CS_8K ...</pre> <p>Changed to:</p> <pre>... 00 00 -> TS_GENERAL_CAPABILITYSET::compressionTypes = 0 ... 00 00 -> TS_GENERAL_CAPABILITYSET::compressionLevel = 0 ... 02 00 00 00 -> TS_VIRTUALCHANNEL_CAPABILITYSET::flags = 0x00000002 = VCCAPS_COMPR_CS_8K</pre> <p>In Section 4.1.13, Client Confirm Active PDU, changed generalCompressionTypes to compressionTypes and generalCompressionLevel to compressionLevel. Updated instances of TS_BITMAPCACHE_CAPABILITYSET_REV2::CellCacheInfo[x] to TS_BITMAPCACHE_CAPABILITYSET_REV2::BitmapCache(x)CellInfo. Also changed TS_VIRTUALCHANNEL_CAPABILITYSET::vccaps1 to TS_VIRTUALCHANNEL_CAPABILITYSET::flags.</p> <p>Changed from:</p> <pre>00 00 -> TS_GENERAL_CAPABILITYSET::generalCompressionTypes = 0 ... 00 00 -> TS_GENERAL_CAPABILITYSET::generalCompressionLevel = 0 ... 78 00 00 00 -> TS_BITMAPCACHE_CAPABILITYSET_REV2::CellCacheInfo[0] = 0x00000078 TS_BITMAPCACHE_CELL_CACHE_INFO::NumEntries = 0x78 = 120 TS_BITMAPCACHE_CELL_CACHE_INFO::k = FALSE 78 00 00 00 -> TS_BITMAPCACHE_CAPABILITYSET_REV2::CellCacheInfo[1] = 0x00000078 TS_BITMAPCACHE_CELL_CACHE_INFO::NumEntries = 0x78 = 120 TS_BITMAPCACHE_CELL_CACHE_INFO::k = FALSE</pre>

Errata Published *	Description
	<p>fb 09 00 80 -> TS_BITMAPCACHE_CAPABILITYSET_REV2::CellCacheInfo[2] = 0x800009fb TS_BITMAPCACHE_CELL_CACHE_INFO::NumEntries = 0x9fb = 2555 TS_BITMAPCACHE_CELL_CACHE_INFO::k = TRUE</p> <p>00 00 00 00 -> TS_BITMAPCACHE_CAPABILITYSET_REV2::CellCacheInfo[3] = 0x00000000 00 00 00 00 -> TS_BITMAPCACHE_CAPABILITYSET_REV2::CellCacheInfo[4] = 0x00000000</p> <p>...</p> <p>01 00 00 00 -> TS_VIRTUALCHANNEL_CAPABILITYSET::vccaps1 = 0x00000001 = VCCAPS_COMPR_SC</p> <p>Changed to:</p> <p>...</p> <p>00 00 -> TS_GENERAL_CAPABILITYSET::compressionTypes = 0</p> <p>...</p> <p>00 00 -> TS_GENERAL_CAPABILITYSET::compressionLevel = 0</p> <p>...</p> <p>78 00 00 00 -> TS_BITMAPCACHE_CAPABILITYSET_REV2::BitmapCache0CellInfo = 0x00000078 TS_BITMAPCACHE_CELL_CACHE_INFO::NumEntries = 0x78 = 120 TS_BITMAPCACHE_CELL_CACHE_INFO::k = FALSE</p> <p>78 00 00 00 -> TS_BITMAPCACHE_CAPABILITYSET_REV2::BitmapCache1CellInfo = 0x00000078 TS_BITMAPCACHE_CELL_CACHE_INFO::NumEntries = 0x78 = 120 TS_BITMAPCACHE_CELL_CACHE_INFO::k = FALSE</p> <p>fb 09 00 80 -> TS_BITMAPCACHE_CAPABILITYSET_REV2::BitmapCache2CellInfo = 0x800009fb TS_BITMAPCACHE_CELL_CACHE_INFO::NumEntries = 0x9fb = 2555 TS_BITMAPCACHE_CELL_CACHE_INFO::k = TRUE</p> <p>00 00 00 00 -> TS_BITMAPCACHE_CAPABILITYSET_REV2::BitmapCache3CellInfo = 0x00000000 00 00 00 00 -> TS_BITMAPCACHE_CAPABILITYSET_REV2::BitmapCache4CellInfo = 0x00000000</p> <p>...</p> <p>01 00 00 00 -> TS_VIRTUALCHANNEL_CAPABILITYSET::flags = 0x00000001 = VCCAPS_COMPR_SC</p> <p>In Section 4.1.14, Client Synchronize PDU, changed TS_SHAREDATAHEADER::generalCompressedType to TS_SHAREDATAHEADER::compressedType and TS_SHAREDATAHEADER::generalCompressedLength to TS_SHAREDATAHEADER::compressedLength.</p> <p>Changed from:</p>

Errata Published *	Description
	<p>...</p> <p>00 -> TS_SHAREDATAHEADER::generalCompressedType = 0</p> <p>00 00 -> TS_SHAREDATAHEADER::generalCompressedLength = 0</p> <p>...</p> <p>Changed to:</p> <p>...</p> <p>00 -> TS_SHAREDATAHEADER::compressedType = 0</p> <p>00 00 -> TS_SHAREDATAHEADER::compressedLength = 0</p> <p>...</p> <p>In Section 4.1.15, Client Control PDU - Cooperate, changed TS_SHAREDATAHEADER::generalCompressedType to TS_SHAREDATAHEADER::compressedType and TS_SHAREDATAHEADER::generalCompressedLength to TS_SHAREDATAHEADER::compressedLength.</p> <p>Changed from:</p> <p>...</p> <p>00 -> TS_SHAREDATAHEADER::generalCompressedType = 0</p> <p>00 00 -> TS_SHAREDATAHEADER::generalCompressedLength = 0</p> <p>...</p> <p>Changed to:</p> <p>...</p> <p>00 -> TS_SHAREDATAHEADER::compressedType = 0</p> <p>00 00 -> TS_SHAREDATAHEADER::compressedLength = 0</p> <p>...</p> <p>In Section 4.1.16, Client Control PDU - Request Control, changed TS_SHAREDATAHEADER::generalCompressedType to TS_SHAREDATAHEADER::compressedType and TS_SHAREDATAHEADER::generalCompressedLength to TS_SHAREDATAHEADER::compressedLength.</p> <p>Changed from:</p> <p>...</p> <p>00 -> TS_SHAREDATAHEADER::generalCompressedType = 0</p> <p>00 00 -> TS_SHAREDATAHEADER::generalCompressedLength = 0</p> <p>...</p> <p>Changed to:</p> <p>...</p> <p>00 -> TS_SHAREDATAHEADER::compressedType = 0</p> <p>00 00 -> TS_SHAREDATAHEADER::compressedLength = 0</p> <p>...</p>

Errata Published *	Description
	<p>In Section 4.1.17, Client Persistent Key List PDU, changed TS_SHAREDATAHEADER::generalCompressedType to TS_SHAREDATAHEADER::compressedType and TS_SHAREDATAHEADER::generalCompressedLength to TS_SHAREDATAHEADER::compressedLength. Changed TS_BITMAPCACHE_PERSISTENT_LIST::numEntries[x] to TS_BITMAPCACHE_PERSISTENT_LIST_PDU::numEntriesCache(x) and TS_BITMAPCACHE_PERSISTENT_LIST::totalEntries[x] to TS_BITMAPCACHE_PERSISTENT_LIST_PDU::totalEntriesCache(x). Also changed TS_BITMAPCACHE_PERSISTENT_LIST to TS_BITMAPCACHE_PERSISTENT_LIST_PDU.</p> <p>Changed from:</p> <p>...</p> <p>00 -> TS_SHAREDATAHEADER::generalCompressedType = 0 00 00 -> TS_SHAREDATAHEADER::generalCompressedLength = 0</p> <p>00 00 -> TS_BITMAPCACHE_PERSISTENT_LIST::numEntries[0] = 0 00 00 -> TS_BITMAPCACHE_PERSISTENT_LIST::numEntries[1] = 0 19 00 -> TS_BITMAPCACHE_PERSISTENT_LIST::numEntries[2] = 0x19 = 25 00 00 -> TS_BITMAPCACHE_PERSISTENT_LIST::numEntries[3] = 0 00 00 -> TS_BITMAPCACHE_PERSISTENT_LIST::numEntries[4] = 0</p> <p>00 00 -> TS_BITMAPCACHE_PERSISTENT_LIST::totalEntries[0] = 0 00 00 -> TS_BITMAPCACHE_PERSISTENT_LIST::totalEntries[1] = 0 19 00 -> TS_BITMAPCACHE_PERSISTENT_LIST::totalEntries[2] = 0x19 = 25 00 00 -> TS_BITMAPCACHE_PERSISTENT_LIST::totalEntries[3] = 0 00 00 -> TS_BITMAPCACHE_PERSISTENT_LIST::totalEntries[4] = 0</p> <p>03 -> TS_BITMAPCACHE_PERSISTENT_LIST::bBitMask = 0x03 0x03 = 0x01 0x02 = PERSIST_FIRST_PDU PERSIST_LAST_PDU</p> <p>00 -> TS_BITMAPCACHE_PERSISTENT_LIST::Pad2 00 00 -> TS_BITMAPCACHE_PERSISTENT_LIST::Pad3</p> <p>TS_BITMAPCACHE_PERSISTENT_LIST::entries: ...</p> <p>Changed to:</p> <p>...</p> <p>00 -> TS_SHAREDATAHEADER::compressedType = 0 00 00 -> TS_SHAREDATAHEADER::compressedLength = 0</p> <p>00 00 -> TS_BITMAPCACHE_PERSISTENT_LIST_PDU::numEntriesCache0 = 0 00 00 -> TS_BITMAPCACHE_PERSISTENT_LIST_PDU::numEntriesCache1 = 0 19 00 -> TS_BITMAPCACHE_PERSISTENT_LIST_PDU::numEntriesCache2 = 0x19 = 25 00 00 -> TS_BITMAPCACHE_PERSISTENT_LIST_PDU::numEntriesCache3 = 0</p>

Errata Published *	Description
	<p>00 00 -> TS_BITMAPCACHE_PERSISTENT_LIST_PDU::numEntriesCache4 = 0</p> <p>00 00 -> TS_BITMAPCACHE_PERSISTENT_LIST_PDU::totalEntriesCache0 = 0 00 00 -> TS_BITMAPCACHE_PERSISTENT_LIST_PDU::totalEntriesCache1 = 0 19 00 -> TS_BITMAPCACHE_PERSISTENT_LIST_PDU::totalEntriesCache2 = 0x19 = 25 00 00 -> TS_BITMAPCACHE_PERSISTENT_LIST_PDU::totalEntriesCache3 = 0 00 00 -> TS_BITMAPCACHE_PERSISTENT_LIST_PDU::totalEntriesCache4 = 0</p> <p>03 -> TS_BITMAPCACHE_PERSISTENT_LIST_PDU::bBitMask = 0x03 0x03 = 0x01 0x02 = PERSIST_FIRST_PDU PERSIST_LAST_PDU</p> <p>00 -> TS_BITMAPCACHE_PERSISTENT_LIST_PDU::Pad2 00 00 -> TS_BITMAPCACHE_PERSISTENT_LIST_PDU::Pad3</p> <p>TS_BITMAPCACHE_PERSISTENT_LIST_PDU::entries: ...</p> <p>In Section 4.1.18, Client Font List PDU, changed TS_SHAREDATAHEADER::generalCompressedType to TS_SHAREDATAHEADER::compressedType and TS_SHAREDATAHEADER::generalCompressedLength to TS_SHAREDATAHEADER::compressedLength.</p> <p>Changed from: ... 00 -> TS_SHAREDATAHEADER::generalCompressedType = 0 00 00 -> TS_SHAREDATAHEADER::generalCompressedLength = 0 ...</p> <p>Changed to: ... 00 -> TS_SHAREDATAHEADER::compressedType = 0 00 00 -> TS_SHAREDATAHEADER::compressedLength = 0 ...</p> <p>In Section 4.1.19, Server Synchronize PDU, changed TS_SHAREDATAHEADER::generalCompressedType to TS_SHAREDATAHEADER::compressedType and TS_SHAREDATAHEADER::generalCompressedLength to TS_SHAREDATAHEADER::compressedLength.</p> <p>Changed from: ... 00 -> TS_SHAREDATAHEADER::generalCompressedType = 0 00 00 -> TS_SHAREDATAHEADER::generalCompressedLength = 0</p>

Errata Published *	Description
	<p>...</p> <p>Changed to:</p> <p>...</p> <p>00 -> TS_SHAREDATAHEADER::compressedType = 0 00 00 -> TS_SHAREDATAHEADER::compressedLength = 0</p> <p>...</p> <p>In Section 4.1.20, Server Control PDU - Cooperate, changed TS_SHAREDATAHEADER::generalCompressedType to TS_SHAREDATAHEADER::compressedType and TS_SHAREDATAHEADER::generalCompressedLength to TS_SHAREDATAHEADER::compressedLength.</p> <p>Changed from:</p> <p>...</p> <p>00 -> TS_SHAREDATAHEADER::generalCompressedType = 0 00 00 -> TS_SHAREDATAHEADER::generalCompressedLength = 0</p> <p>...</p> <p>Changed to:</p> <p>...</p> <p>00 -> TS_SHAREDATAHEADER::compressedType = 0 00 00 -> TS_SHAREDATAHEADER::compressedLength = 0</p> <p>...</p> <p>In Section 4.1.21, Server Control PDU - Granted Control, changed TS_SHAREDATAHEADER::generalCompressedType to TS_SHAREDATAHEADER::compressedType and TS_SHAREDATAHEADER::generalCompressedLength to TS_SHAREDATAHEADER::compressedLength.</p> <p>Changed from:</p> <p>...</p> <p>00 -> TS_SHAREDATAHEADER::generalCompressedType = 0 00 00 -> TS_SHAREDATAHEADER::generalCompressedLength = 0</p> <p>...</p> <p>Changed to:</p> <p>...</p> <p>00 -> TS_SHAREDATAHEADER::compressedType = 0 00 00 -> TS_SHAREDATAHEADER::compressedLength = 0</p> <p>...</p> <p>In Section 4.1.22, Server Font Map PDU, changed TS_SHAREDATAHEADER::generalCompressedType to TS_SHAREDATAHEADER::compressedType and TS_SHAREDATAHEADER::generalCompressedLength to</p>

Errata Published *	Description
	<p>TS_SHAREDATAHEADER::compressedLength. Also changed instances of TS_FONT_MAP_PDU_DATA to TS_FONT_MAP_PDU.</p> <p>Changed from:</p> <p>...</p> <p>00 -> TS_SHAREDATAHEADER::generalCompressedType = 0 00 00 -> TS_SHAREDATAHEADER::generalCompressedLength = 0</p> <p>00 00 -> TS_FONT_MAP_PDU_DATA::numberEntries = 0 00 00 -> TS_FONT_MAP_PDU_DATA::totalNumEntries = 0</p> <p>03 00 -> TS_FONT_MAP_PDU_DATA::mapFlags = 0x0003 0x0003 = 0x0002 0x0001 = FONTMAP_LAST FONTMAP_FIRST</p> <p>04 00 -> TS_FONT_MAP_PDU_DATA::entrySize = 4 bytes ...</p> <p>Changed to:</p> <p>...</p> <p>00 -> TS_SHAREDATAHEADER::compressedType = 0 00 00 -> TS_SHAREDATAHEADER::compressedLength = 0</p> <p>00 00 -> TS_FONT_MAP_PDU::numberEntries = 0 00 00 -> TS_FONT_MAP_PDU::totalNumEntries = 0</p> <p>03 00 -> TS_FONT_MAP_PDU::mapFlags = 0x0003 0x0003 = 0x0002 0x0001 = FONTMAP_LAST FONTMAP_FIRST</p> <p>04 00 -> TS_FONT_MAP_PDU::entrySize = 4 bytes ...</p> <p>In Section 4.2.1, Client Shutdown Request PDU, changed TS_SHAREDATAHEADER::generalCompressedType to TS_SHAREDATAHEADER::compressedType and TS_SHAREDATAHEADER::generalCompressedLength to TS_SHAREDATAHEADER::compressedLength.</p> <p>Changed from:</p> <p>...</p> <p>00 -> TS_SHAREDATAHEADER::generalCompressedType = 0 00 00 -> TS_SHAREDATAHEADER::generalCompressedLength = 0</p> <p>Changed to:</p>

Errata Published *	Description
	<p>...</p> <p>00 -> TS_SHAREDATAHEADER::compressedType = 0 00 00 -> TS_SHAREDATAHEADER::compressedLength = 0</p> <p>In Section 4.2.2, Server Shutdown Request Denied PDU, changed TS_SHAREDATAHEADER::generalCompressedType to TS_SHAREDATAHEADER::compressedType and TS_SHAREDATAHEADER::generalCompressedLength to TS_SHAREDATAHEADER::compressedLength.</p> <p>Changed from:</p> <p>00 -> TS_SHAREDATAHEADER::generalCompressedType = 0 00 00 -> TS_SHAREDATAHEADER::generalCompressedLength = 0</p> <p>Changed to:</p> <p>...</p> <p>00 -> TS_SHAREDATAHEADER::compressedType = 0 00 00 -> TS_SHAREDATAHEADER::compressedLength = 0</p> <p>In Section 4.3.1, Logon Info Version 2, changed TS_SHAREDATAHEADER::generalCompressedType to TS_SHAREDATAHEADER::compressedType and TS_SHAREDATAHEADER::generalCompressedLength to TS_SHAREDATAHEADER::compressedLength.</p> <p>Changed from:</p> <p>...</p> <p>00 -> TS_SHAREDATAHEADER::generalCompressedType = 0 00 00 -> TS_SHAREDATAHEADER::generalCompressedLength = 0</p> <p>...</p> <p>Changed to:</p> <p>...</p> <p>00 -> TS_SHAREDATAHEADER::compressedType = 0 00 00 -> TS_SHAREDATAHEADER::compressedLength = 0</p> <p>...</p> <p>In Section 4.3.2, Plain Notify, changed TS_SHAREDATAHEADER::generalCompressedType to TS_SHAREDATAHEADER::compressedType and TS_SHAREDATAHEADER::generalCompressedLength to TS_SHAREDATAHEADER::compressedLength.</p> <p>Changed from:</p> <p>...</p> <p>00 -> TS_SHAREDATAHEADER::generalCompressedType = 0 00 00 -> TS_SHAREDATAHEADER::generalCompressedLength = 0</p>

Errata Published *	Description
	<p>...</p> <p>Changed to:</p> <p>...</p> <p>00 -> TS_SHAREDATAHEADER::compressedType = 0 00 00 -> TS_SHAREDATAHEADER::compressedLength = 0</p> <p>...</p> <p>In Section 4.3.3, Logon Info Extended, changed TS_SHAREDATAHEADER::generalCompressedType to TS_SHAREDATAHEADER::compressedType and TS_SHAREDATAHEADER::generalCompressedLength to TS_SHAREDATAHEADER::compressedLength.</p> <p>Changed from:</p> <p>...</p> <p>00 -> TS_SHAREDATAHEADER::generalCompressedType = 0 00 00 -> TS_SHAREDATAHEADER::generalCompressedLength = 0</p> <p>...</p> <p>Changed to:</p> <p>...</p> <p>00 -> TS_SHAREDATAHEADER::compressedType = 0 00 00 -> TS_SHAREDATAHEADER::compressedLength = 0</p> <p>...</p> <p>Also in this document, numerous editorial fixes have also been made, e.g., changed instances of "Id" to "ID" such as shareId to shareID, originatorId to originatorID, streamId to streamID, nodeId to nodeID, and MCSChannelId to MCSChannelID; made minor updates to section titles; and changed various name conventions such as totalEntries(x) to totalEntriesCache(x), Requested protocols to requestedProtocols, Selected protocols to selectedProtocol, channel(x) to channelIdArray[x], TIME_ZONE_INFORMATION to TS_TIME_ZONE_INFORMATION, "Cache 2, Key 0, Low 32-bits" to "Low 32-bits of Cache 2, Key 0" or "Cache 2, Key 0, High 32-bits to "High 32-bits of Cache 2, Key 0".</p> <p>Sections updated:</p> <p>2.2.1.13.1.1 2.2.1.13.2.1 2.2.1.17.1 2.2.3.1.1 2.2.5.1.1 2.2.7.2.4 2.2.8.1.1.1.2 2.2.9.2.1.1 2.2.14.1.5 3.2.1.8 3.2.5.3.13.1 4.1.1</p>

Errata Published *	Description
	<p>4.1.2</p> <p>4.1.3</p> <p>4.1.4</p> <p>4.1.10</p> <p>4.1.12</p> <p>4.1.14</p> <p>4.1.15</p> <p>4.1.16</p> <p>4.1.17</p> <p>4.1.18</p> <p>4.1.19</p> <p>4.1.20</p> <p>4.1.21</p> <p>4.1.22</p> <p>4.2.1</p> <p>4.2.2</p> <p>4.3.1</p> <p>4.3.2</p> <p>4.3.3</p>
2019/10/28	<p>In Section 3.2.5.3.4, Processing MCS Connect Response PDU with GCC Conference Create Response, changed MCS Response Initial PDU to MCS Connect Response PDU when referring to the figure that gives a basic high-level overview of the nested structure for the MCS Connect Response PDU.</p> <p>Changed from:</p> <p>The structure and fields of the MCS Connect Response PDU with GCC Conference Create Response are specified in section 2.2.1.4. A basic high-level overview of the nested structure for the MCS Connect Response PDU is illustrated in section 1.3.1.1, in the figure specifying MCS Response Initial PDU.</p> <p>...</p> <p>Changed to:</p> <p>The structure and fields of the MCS Connect Response PDU with GCC Conference Create Response are specified in section 2.2.1.4. A basic high-level overview of the nested structure for the MCS Connect Response PDU is illustrated in section 1.3.1.1, in the figure specifying the MCS Connect Response PDU....</p>

*Date format: YYYY/MM/DD