

# [MS-RDPEECO]: Remote Desktop Protocol: Virtual Channel Echo Extension

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## Revision Summary

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# Contents

<b>1 Introduction</b>	<b>5</b>
1.1 Glossary	5
1.2 References	5
1.2.1 Normative References	5
1.2.2 Informative References	5
1.3 Overview	6
1.4 Relationship to Other Protocols	6
1.5 Prerequisites/Preconditions	6
1.6 Applicability Statement	6
1.7 Versioning and Capability Negotiation	6
1.8 Vendor-Extensible Fields	6
1.9 Standards Assignments	7
<b>2 Messages</b>	<b>8</b>
2.1 Transport	8
2.2 Message Syntax	8
2.2.1 ECHO_REQUEST_PDU	8
2.2.2 ECHO_RESPONSE_PDU	8
<b>3 Protocol Details</b>	<b>9</b>
3.1 Server Details	9
3.1.1 Abstract Data Model	9
3.1.2 Timers	9
3.1.3 Initialization	9
3.1.4 Higher-Layer Triggered Events	9
3.1.5 Message Processing Events and Sequencing Rules	9
3.1.5.1 Sending ECHO_REQUEST_PDU	9
3.1.5.2 Processing ECHO_RESPONSE_PDU	9
3.1.6 Timer Events	9
3.1.7 Other Local Events	9
3.2 Client Details	9
3.2.1 Abstract Data Model	9
3.2.1.1 Echo Byte Stream	10
3.2.2 Timers	10
3.2.3 Initialization	10
3.2.4 Higher-Layer Triggered Events	10
3.2.5 Processing Events and Sequencing Rules	10
3.2.5.1 Processing ECHO_REQUEST_PDU	10
3.2.5.2 Sending ECHO_RESPONSE_PDU	10
3.2.6 Timer Events	10
3.2.7 Other Local Events	10
<b>4 Protocol Examples</b>	<b>11</b>
4.1 ECHO_REQUEST_PDU	11
4.2 ECHO_RESPONSE_PDU	11
<b>5 Security</b>	<b>12</b>
5.1 Security Considerations for Implementers	12
5.2 Index of Security Parameters	12
<b>6 Appendix A: Product Behavior</b>	<b>13</b>

<b>7</b>	<b>Change Tracking.....</b>	<b>14</b>
<b>8</b>	<b>Index .....</b>	<b>15</b>

# 1 Introduction

This document specifies the Remote Desktop Protocol: Virtual Channel Echo Extension to Remote Desktop Protocol: Basic Connectivity and Graphics Remoting, as specified in [\[MS-RDPBCGR\]](#). The echo messages defined in section [2.2](#) are used to bounce a payload sent by a **terminal server** off of a connected terminal-server client, thereby providing a simple mechanism to determine network characteristics such as **round-trip time (RTT)**.

Sections 1.8, 2, and 3 of this specification are normative and can contain the terms MAY, SHOULD, MUST, MUST NOT, and SHOULD NOT as defined in RFC 2119. Sections 1.5 and 1.9 are also normative but cannot contain those terms. All other sections and examples in this specification are informative.

## 1.1 Glossary

The following terms are defined in [\[MS-GLOS\]](#):

**PDU**  
**protocol data unit (PDU)**  
**round-trip time (RTT)**  
**terminal server**

The following terms are specific to this document:

**ANSI character:** An 8-bit Windows-1252 character set unit.

**MAY, SHOULD, MUST, SHOULD NOT, MUST NOT:** These terms (in all caps) are used as described in [\[RFC2119\]](#). All statements of optional behavior use either MAY, SHOULD, or SHOULD NOT.

## 1.2 References

References to Microsoft Open Specifications documentation do not include a publishing year because links are to the latest version of the documents, which are updated frequently. References to other documents include a publishing year when one is available.

### 1.2.1 Normative References

We conduct frequent surveys of the normative references to assure their continued availability. If you have any issue with finding a normative reference, please contact [dochelp@microsoft.com](mailto:dochelp@microsoft.com). We will assist you in finding the relevant information.

[MS-DTYP] Microsoft Corporation, "[Windows Data Types](#)".

[MS-RDPEDYC] Microsoft Corporation, "[Remote Desktop Protocol: Dynamic Channel Virtual Channel Extension](#)".

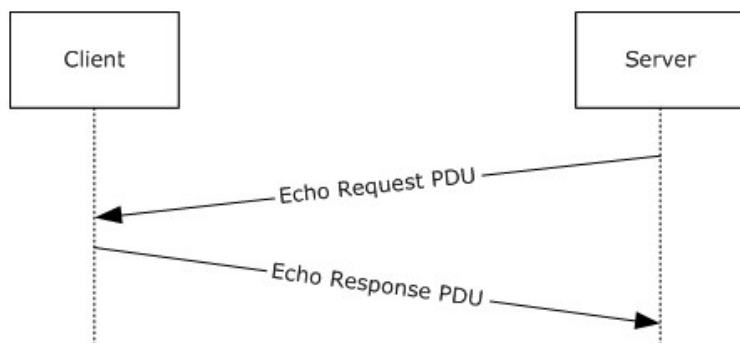
[RFC2119] Bradner, S., "Key words for use in RFCs to Indicate Requirement Levels", BCP 14, RFC 2119, March 1997, <http://www.rfc-editor.org/rfc/rfc2119.txt>

### 1.2.2 Informative References

[MS-GLOS] Microsoft Corporation, "[Windows Protocols Master Glossary](#)".

### 1.3 Overview

The sequence of messages exchanged by the Remote Desktop Protocol: Virtual Channel Echo Extension is described in the following figure. The messages exchanged in this diagram are strictly sequential.



**Figure 1: The echo message sequence**

The terminal server originates all Echo Request **protocol data units (PDUs)** (section [2.2.1](#)). Each Echo Request **PDU** sent to a terminal-server client contains a sequence of bytes ([\[MS-DTYP\]](#) section 2.1.2) that must be sent back to the server in an Echo Response PDU (section [2.2.2](#)).

### 1.4 Relationship to Other Protocols

The Remote Desktop Protocol: Virtual Channel Echo Extension is embedded in a dynamic virtual channel transport, as specified in [\[MS-RDPEDYC\]](#) sections 1 to 3.

### 1.5 Prerequisites/Preconditions

The Remote Desktop Protocol: Virtual Channel Echo Extension operates only after the dynamic virtual channel transport (as specified in [\[MS-RDPEDYC\]](#) sections 1 to 3) is fully established. If the dynamic virtual channel transport is terminated, the Remote Desktop Protocol: Virtual Channel Echo Extension is also terminated. The protocol is terminated by closing the underlying dynamic virtual channel. For details about closing the dynamic virtual channel, refer to [\[MS-RDPEDYC\]](#) section 3.2.5.2.

### 1.6 Applicability Statement

The Remote Desktop Protocol: Virtual Channel Echo Extension is applicable in scenarios where a simple mechanism to determine network characteristics (such as round-trip time (RTT)) between a terminal server and a terminal server client is required.

### 1.7 Versioning and Capability Negotiation

None.

### 1.8 Vendor-Extensible Fields

None.

## 1.9 Standards Assignments

None.

## 2 Messages

### 2.1 Transport

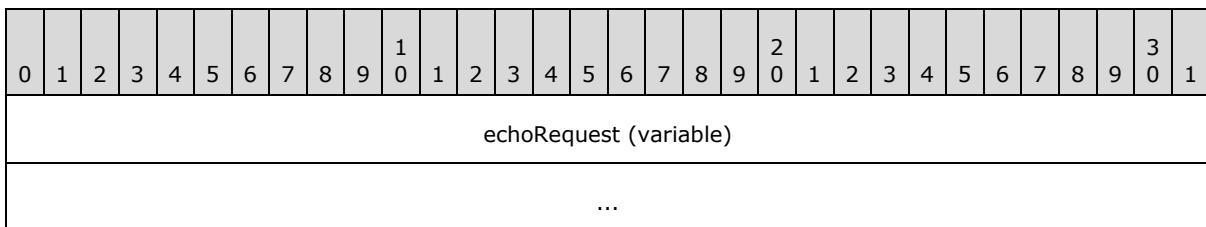
The Remote Desktop Protocol: Virtual Channel Echo Extension is designed to operate over a dynamic virtual channel, as specified in [MS-RDPEDYC] sections 1 to 3. The dynamic virtual channel name is the null-terminated **ANSI character** string "ECHO". The channel is opened by the server and accepted by client<1> as described in [MS-RDPEDYC] section 3.3.3.2. The usage of channel names in the context of opening a dynamic virtual channel is specified in [MS-RDPEDYC] section 2.2.2.1.

### 2.2 Message Syntax

The following sections specify the Remote Desktop Protocol: Virtual Channel Echo Extension message syntax.

#### 2.2.1 ECHO\_REQUEST\_PDU

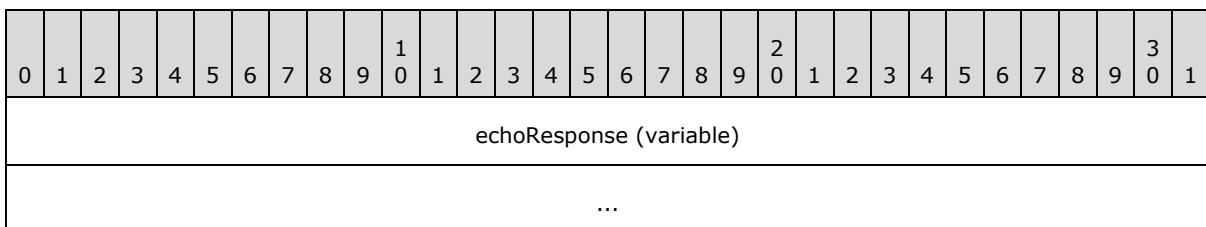
The ECHO\_REQUEST\_PDU message is a server-to-client PDU that is used to transmit a sequence of bytes that MUST be echoed back to the server using an ECHO\_RESPONSE\_PDU message (section 2.2.2).



**echoRequest (variable):** A variable-length array of bytes containing a message that MUST be replayed by the client using an ECHO\_RESPONSE\_PDU message (section 2.2.2).

#### 2.2.2 ECHO\_RESPONSE\_PDU

The ECHO\_RESPONSE\_PDU message is a client-to-server PDU that is used to echo the sequence of bytes transmitted in an ECHO\_REQUEST\_PDU message (section 2.2.1). The ECHO\_RESPONSE\_PDU message MUST be sent only in response to an ECHO\_REQUEST\_PDU message.



**echoResponse (variable):** A variable-length array of bytes containing the message that was transmitted in the **echoRequest** field of an ECHO\_REQUEST\_PDU message (section 2.2.1).



## 3 Protocol Details

### 3.1 Server Details

#### 3.1.1 Abstract Data Model

None.

#### 3.1.2 Timers

None.

#### 3.1.3 Initialization

None.

#### 3.1.4 Higher-Layer Triggered Events

None.

#### 3.1.5 Message Processing Events and Sequencing Rules

##### 3.1.5.1 Sending ECHO\_REQUEST\_PDU

The structure and fields of the ECHO\_REQUEST\_PDU message are specified in section [2.2.1](#). The **echoRequest** field of the ECHO\_REQUEST\_PDU message MUST be populated with a byte stream of at least one byte in size.

##### 3.1.5.2 Processing ECHO\_RESPONSE\_PDU

The structure and fields of the ECHO\_RESPONSE\_PDU message are specified in section [2.2.2](#). Upon receiving the ECHO\_RESPONSE\_PDU message, the server MAY inspect the data in the **echoResponse** field.

#### 3.1.6 Timer Events

None.

#### 3.1.7 Other Local Events

None.

### 3.2 Client Details

#### 3.2.1 Abstract Data Model

This section describes a conceptual model of possible data organization that an implementation maintains to participate in this protocol. The described organization is provided to facilitate the explanation of how the protocol behaves. This document does not mandate that implementations adhere to this model as long as their external behavior is consistent with that described in this document.

**Note** It is possible to implement the following conceptual data by using a variety of techniques as long as the implementation produces external behavior that is consistent with that described in this document.

### 3.2.1.1 Echo Byte Stream

The **Echo Byte Stream** store contains the stream of bytes that was embedded in the **echoRequest** field of the most recently received ECHO\_REQUEST\_PDU message (section [2.2.1](#)).

### 3.2.2 Timers

None.

### 3.2.3 Initialization

None.

### 3.2.4 Higher-Layer Triggered Events

None.

### 3.2.5 Processing Events and Sequencing Rules

#### 3.2.5.1 Processing ECHO\_REQUEST\_PDU

The structure and fields of the ECHO\_REQUEST\_PDU message are specified in section [2.2.1](#). Upon receiving the ECHO\_REQUEST\_PDU message, the client MUST save the byte stream that is embedded in the **echoRequest** field to the **Echo Byte Stream** store (section [3.2.1.1](#)). The client then uses this saved data to construct an ECHO\_RESPONSE\_PDU message (section [2.2.2](#)), which it transmits to the server (section [3.2.5.2](#)).

#### 3.2.5.2 Sending ECHO\_RESPONSE\_PDU

The structure and fields of the ECHO\_RESPONSE\_PDU message are specified in section [2.2.2](#). The **echoResponse** field of the ECHO\_RESPONSE\_PDU message MUST be populated with the data that was stored in the **Echo Byte Stream** store (section [3.2.1.1](#)) during the processing of the ECHO\_REQUEST\_PDU message (section [3.2.5.1](#)).

### 3.2.6 Timer Events

None.

### 3.2.7 Other Local Events

None.

## 4 Protocol Examples

### 4.1 ECHO\_REQUEST\_PDU

The following is an annotated dump of an ECHO\_REQUEST\_PDU message (section [2.2.1](#)).

```
00000000 48 65 6c 6c 6f 20 77 6f 72 6c 64 21          Hello world!
48 65 6c 6c 6f 20 77 6f 72 6c 64 21 -> ECHO_REQUEST_PDU::echoRequest
```

### 4.2 ECHO\_RESPONSE\_PDU

The following is an annotated dump of the ECHO\_RESPONSE\_PDU message (section [2.2.2](#)) sent in response to the PDU in section [4.1](#).

```
00000000 48 65 6c 6c 6f 20 77 6f 72 6c 64 21          Hello world!
48 65 6c 6c 6f 20 77 6f 72 6c 64 21 -> ECHO_RESPONSE_PDU::echoResponse
```

## **5 Security**

### **5.1 Security Considerations for Implementers**

None.

### **5.2 Index of Security Parameters**

None.

## 6 Appendix A: Product Behavior

The information in this specification is applicable to the following Microsoft products or supplemental software. References to product versions include released service packs:

- Windows Vista operating system
- Windows Server 2008 operating system
- Windows 7 operating system
- Windows Server 2008 R2 operating system
- Windows 8 operating system
- Windows Server 2012 operating system
- Windows 8.1 operating system
- Windows Server 2012 R2 operating system

Exceptions, if any, are noted below. If a service pack or Quick Fix Engineering (QFE) number appears with the product version, behavior changed in that service pack or QFE. The new behavior also applies to subsequent service packs of the product unless otherwise specified. If a product edition appears with the product version, behavior is different in that product edition.

Unless otherwise specified, any statement of optional behavior in this specification that is prescribed using the terms SHOULD or SHOULD NOT implies product behavior in accordance with the SHOULD or SHOULD NOT prescription. Unless otherwise specified, the term MAY implies that the product does not follow the prescription.

[<1> Section 2.1](#): The ECHO channel is only opened by Windows 8, Windows Server 2012, Windows 8.1, and Windows Server 2012 R2 servers. All Windows clients accept connections on the ECHO channel.

## 7 Change Tracking

No table of changes is available. The document is either new or has had no changes since its last release.

## 8 Index

### A

Abstract data model  
[client](#) 9  
[server](#) 9  
[Applicability](#) 6

### C

[Capability negotiation](#) 6  
[Change tracking](#) 14  
Client  
[abstract data model](#) 9  
[higher-layer triggered events](#) 10  
[initialization](#) 10  
[message processing](#) 10  
[other local events](#) 10  
[sequencing rules](#) 10  
[timer events](#) 10  
[timers](#) 10

### D

Data model - abstract  
[client](#) 9  
[server](#) 9

### E

[ECHO\\_REQUEST\\_PDU example](#) 11  
[ECHO\\_REQUEST\\_PDU message](#) 8  
[ECHO\\_RESPONSE\\_PDU example](#) 11  
[ECHO\\_RESPONSE\\_PDU message](#) 8  
Examples  
[ECHO\\_REQUEST\\_PDU](#) 11  
[ECHO\\_RESPONSE\\_PDU](#) 11

### F

[Fields - vendor-extensible](#) 6

### G

[Glossary](#) 5

### H

Higher-layer triggered events  
[client](#) 10  
[server](#) 9

### I

[Implementer - security considerations](#) 12  
[Index of security parameters](#) 12  
[Informative references](#) 5  
Initialization  
[client](#) 10  
[server](#) 9

[Introduction](#) 5

### M

Message processing  
[client](#) 10  
Messages  
[ECHO\\_REQUEST\\_PDU message](#) 8  
[ECHO\\_RESPONSE\\_PDU message](#) 8  
[transport](#) 8

### N

[Normative references](#) 5

### O

Other local events  
[client](#) 10  
[server](#) 9  
[Overview \(synopsis\)](#) 6

### P

[Parameters - security index](#) 12  
[Preconditions](#) 6  
[Prerequisites](#) 6  
[Product behavior](#) 13

### R

References  
[informative](#) 5  
[normative](#) 5  
[Relationship to other protocols](#) 6

### S

Security  
[implementer considerations](#) 12  
[parameter index](#) 12  
Sequencing rules  
[client](#) 10  
Server  
[abstract data model](#) 9  
[higher-layer triggered events](#) 9  
[initialization](#) 9  
[other local events](#) 9  
[timer events](#) 9  
[timers](#) 9  
[Standards assignments](#) 7

### T

Timer events  
[client](#) 10  
[server](#) 9  
Timers  
[client](#) 10

[server](#) 9  
[Tracking changes](#) 14  
[Transport](#) 8  
Triggered events - higher-layer  
[client](#) 10  
[server](#) 9

## **V**

[Vendor-extensible fields](#) 6  
[Versioning](#) 6