

## [MS-RDPEUDP2]: Remote Desktop Protocol: UDP Transport Extension Version 2

This topic lists the Errata found in [MS-RDPEUDP2] 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 [V2.0 – 2019/03/13](#).

Errata Published *	Description																																																																						
2019/08/19	<p>In Section 2.2.1.1, RDP-UDP2 Packet Header, changed the Flags field to 12 bits and updated the field values.</p> <p>Changed from:</p> <p>The Header field is mandatory, and it specifies the presence of the various optional payloads that follow.</p> <table border="1" data-bbox="391 898 1398 1016"> <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>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td>31</td> </tr> <tr> <td colspan="6">Flags</td> <td colspan="6">Reserved</td> <td colspan="6">A</td> <td colspan="6"></td> </tr> </table> <p>Flags (6 bits): A 6-bit unsigned integer that specifies a bitmap of flags indicating the presence of optional payloads that follow the header. In a packet, one or more of the flags MUST be specified in the Header field.</p> <table border="1" data-bbox="396 1150 1308 1764"> <thead> <tr> <th>Flags</th> <th>Meaning</th> </tr> </thead> <tbody> <tr> <td>ACK 0x01</td> <td>ACK payload (section 2.2.1.2.1) is present. This flag MUST NOT be set if the ACKVEC flag is set.</td> </tr> <tr> <td>DATA 0x02</td> <td>DataHeader payload (section 2.2.1.2.5) and DataBody payload (section 2.2.1.2.7) are present.</td> </tr> <tr> <td>ACKVEC 0x04</td> <td>ACK Vector payload (section 2.2.1.2.6) is present. This flag MUST NOT be set if the ACK flag is set.</td> </tr> <tr> <td>AOA 0x08</td> <td>AckOfAcks payload (section 2.2.1.2.4) is present.</td> </tr> <tr> <td>OVERHEADSIZE 0x10</td> <td>OverheadSize payload (section 2.2.1.2.2) is present.</td> </tr> <tr> <td>DELAYACKINFO 0x20</td> <td>DelayAckInfo payload (section 2.2.1.2.3) is present.</td> </tr> </tbody> </table> <p>Reserved (6 bits): A 6-bit reserved field that MUST be set to 0.</p> <p>...</p>	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	Flags						Reserved						A												Flags	Meaning	ACK 0x01	ACK payload (section 2.2.1.2.1) is present. This flag MUST NOT be set if the ACKVEC flag is set.	DATA 0x02	DataHeader payload (section 2.2.1.2.5) and DataBody payload (section 2.2.1.2.7) are present.	ACKVEC 0x04	ACK Vector payload (section 2.2.1.2.6) is present. This flag MUST NOT be set if the ACK flag is set.	AOA 0x08	AckOfAcks payload (section 2.2.1.2.4) is present.	OVERHEADSIZE 0x10	OverheadSize payload (section 2.2.1.2.2) is present.	DELAYACKINFO 0x20	DelayAckInfo payload (section 2.2.1.2.3) is present.
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