

[MC-DPLNAT-Diff]:

DirectPlay 8 Protocol: NAT Locator

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1 Introduction

This specification pertains to the DirectPlay 8 Protocol and describes technology available for the support of network environments that involve Network Address Translation (NAT). The NAT location functionality consists of extensions to the DirectPlay 8 Core and Service Providers Protocol [MC-DPL8CS] to improve NAT [RFC3022] support.

Sections 1.5, 1.8, 1.9, 2, and 3 of this specification are normative. All other sections and examples in this specification are informative.

1.1 Glossary

This document uses the following terms:

DirectPlay: A network communication library included with the Microsoft DirectX application programming interfaces. DirectPlay is a high-level software interface between applications and communication services that makes it easy to connect games over the Internet, a modem link, or a network.

DPNID: A 32-bit identification value assigned to a DirectPlay player as part of its participation in a DirectPlay game session.

game session: The metadata associated with the collection of computers participating in a single instance of a computer game.

globally unique identifier (GUID): A term used interchangeably with universally unique identifier (UUID) in Microsoft protocol technical documents (TDs). Interchanging the usage of these terms does not imply or require a specific algorithm or mechanism to generate the value. Specifically, the use of this term does not imply or require that the algorithms described in [RFC4122] or [C706] must be used for generating the GUID. See also universally unique identifier (UUID).

host: In DirectPlay, the computer responsible for responding to DirectPlay game session enumeration requests and maintaining the master copy of all the player and group lists for the game. One computer is designated as the host of the DirectPlay game session. All other participants in the DirectPlay game session are called peers. However, in peer-to-peer mode the name table entry representing the host of the session is also marked as a peer.

Internet Protocol security (IPsec): A framework of open standards for ensuring private, secure communications over Internet Protocol (IP) networks through the use of cryptographic security services. IPsec supports network-level peer authentication, data origin authentication, data integrity, data confidentiality (encryption), and replay protection. The Microsoft implementation of IPsec is based on standards developed by the Internet Engineering Task Force (IETF) IPsec working group.

Internet Protocol version 4 (IPv4): An Internet protocol that has 32-bit source and destination addresses. IPv4 is the predecessor of IPv6.

little-endian: Multiple-byte values that are byte-ordered with the least significant byte stored in the memory location with the lowest address.

network address translation (NAT): The process of converting between IP addresses used within an intranet, or other private network, and Internet IP addresses.

network byte order: The order in which the bytes of a multiple-byte number are transmitted on a network, most significant byte first (in big-endian storage). This may or may not match the order in which numbers are normally stored in memory for a particular processor.

payload: The data that is transported to and from the application that is using either the DirectPlay 4 protocol or DirectPlay 8 protocol.

peer: In DirectPlay, a player within a DirectPlay game session that has an established connection with every other peer in the game session, and which is not performing game session management duties. The participant that is managing the game session is called the host.

player: A person who is playing a computer game. There can be multiple players on a computer participating in any given game session. See also name table.

private address: An Internet Protocol version 4 (IPv4) address that is not globally routable, but is part of the private address space specified in [RFC1918] section 3.

public address: An external global address used by a network address translation (NAT).

User Datagram Protocol (UDP): The connectionless protocol within TCP/IP that corresponds to the transport layer in the ISO/OSI reference model.

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

1.2 References

Links to a document in the Microsoft Open Specifications library point to the correct section in the most recently published version of the referenced document. However, because individual documents in the library are not updated at the same time, the section numbers in the documents may not match. You can confirm the correct section numbering by checking the Errata.

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 dohelp@microsoft.com. We will assist you in finding the relevant information.

[FIPS180] FIPS PUBS, "Secure Hash Standard", FIPS PUB 180-1, April 1995, <http://niatec.info/GetFile.aspx?pid=63>

[MC-DPL8CS] Microsoft Corporation, "DirectPlay 8 Protocol: Core and Service Providers".

[MC-DPL8R] Microsoft Corporation, "DirectPlay 8 Protocol: Reliable".

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

[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

[RFC3022] Srisuresh, P., and Egevang, K., "Traditional IP Network Address Translator (Traditional NAT)", RFC 3022, January 2001, <http://www.ietf.org/rfc/rfc3022.txt>

[RFC4380] Huitema, C., "Teredo: Tunneling IPv6 over UDP through Network Address Translations (NATs)", RFC 4380, February 2006, <http://www.ietf.org/rfc/rfc4380.txt>

[RFC768] Postel, J., "User Datagram Protocol", STD 6, RFC 768, August 1980, <http://www.ietf.org/rfc/rfc768.txt>

1.3 Overview

The DirectPlay 8 Protocol: NAT Locator consists of three separate packet types: path tests, Network Address Translation (NAT) resolver queries, and NAT resolver responses. These optional messages are used to modify behavior of the DirectPlay 8 Core and Service Providers Protocol [MC-DPL8CS] connection process so as to increase support for network environments that involve NAT. They are not required for operation of the DirectPlay 8 Core and Service Providers Protocol.

Path tests are packets used to augment the DirectPlay 8 Protocol: Core and Service Providers connection process. While an existing participant is initiating a connection to a new player in response to a DN_MSG_INTERNAL_INSTRUCT_CONNECT message from the host, it can configure itself to accept PATH_TEST messages from the new player. Similarly, the new player can begin to periodically send PATH_TEST messages to the existing players from which it expects to receive connection attempts. These PATH_TEST messages are used to create port mappings in NAT or firewall devices that would otherwise prevent the DirectPlay 8 Protocol: Core and Service Providers connection from succeeding.

NAT resolver queries and responses are part of an out-of-band mechanism to enable DirectPlay 8 Protocol: Core and Service Providers hosts to acquire additional addressing information that they can provide to potential clients to improve connectivity in specific, limited NAT scenarios. They enable hosts to create port mappings in NAT or firewall devices and identify the resulting public address and port. This public address and port can then be advertised instead of the local, private address and port that hosts normally would advertise.

1.4 Relationship to Other Protocols

The DirectPlay 8 Protocol: NAT Locator depends on the User Datagram Protocol (UDP) [RFC768] and Internet Protocol version 4 (IPv4). The extensions provided in the DirectPlay 8 Protocol: NAT Locator are implemented in conjunction with the DirectPlay 8 Protocol: Core and Service Providers, and nominally the DirectPlay 8 Protocol: Reliable and the DirectPlay 8 Protocol: Host and Port Enumeration.

No other protocols depend on the presence of the DirectPlay 8 Protocol: NAT Locator extensions.

It is not recommended that NAT resolver queries be performed when a Universal Plug-and-Play (UPnP) Internet Gateway Device (IGD) is configured with a port mapping; instead, the UPnP port mapping takes precedence [UPNPWANIP].

1.5 Prerequisites/Preconditions

The DirectPlay 8 Protocol: NAT Locator extensions assume that a DirectPlay 8 Protocol: Core and Service Providers game session has been established, and that a peer is attempting to join a game session with the host and at least one other existing peer.

The NAT resolver query/response client/server transaction requires that the responding server be configured with a public or global Internet address. The server's direct network access is necessary to respond properly to queries from clients that are behind any devices that perform NAT. The NAT resolver query/response exchange can be performed at any time, but typically occurs when a DirectPlay 8 Protocol: Core and Service Providers host has started.

1.6 Applicability Statement

DirectPlay is designed for multiplayer gaming scenarios. These extensions can be used when additional NAT traversal support is desired for a DirectPlay 8 Protocol: Core and Service Providers gaming game session.

These extensions are used when running over IPv4. They are not to be implemented using IPv6. Instead, mechanisms such as the Teredo tunneling specification [RFC4380] address NAT traversal more generically under that protocol.

1.7 Versioning and Capability Negotiation

None.

1.8 Vendor-Extensible Fields

None.

1.9 Standards Assignments

None.

2 Messages

This protocol references commonly used data types as defined in [MS-DTYP].

2.1 Transport

DirectPlay 8 Protocol: NAT Locator messages MUST be transported by using UDP. The source and destination port numbers are application specific and can be any value.

2.2 Message Syntax

This section describes the format of messages and pseudo-structures used in the DirectPlay 8 Protocol: NAT Locator.

This protocol specification uses curly braced GUID strings as specified in [MS-DTYP] section 2.3.4.3.

2.2.1 PATHTESTKEYDATA

The PATHTESTKEYDATA is a pseudo-structure that is hashed to generate 64-bit key values.

0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1
dpnidSender																															
dpnidTarget																															
guidApplication (16 bytes)																															
...																															
...																															
guidInstance (16 bytes)																															
...																															
...																															

dpnidSender (4 bytes): The 32-bit DPNID value identifying the sending player, in little-endian byte order.

dpnidTarget (4 bytes): The 32-bit DPNID value identifying the intended recipient player, in little-endian byte order.

guidApplication (16 bytes): The 128-bit GUID value identifying the DirectPlay 8 Protocol: Core and Service Providers application.

guidInstance (16 bytes): The 128-bit GUID value identifying the particular DirectPlay 8 Protocol: Core and Service Providers game session instance.

2.2.2 PATH_TEST

The PATH_TEST messages are sent to trigger outbound NAT and firewall mappings.

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
bZero								bCommand								wMessageID															
ullKey																															
...																															

bZero (1 byte): An 8-bit identifier used to distinguish this message from DirectPlay 8 Protocol: Reliable messages to the same UDP port. It MUST be set to 0.

bCommand (1 byte): An 8-bit command code identifying this message as a path test message. It MUST be set to 0x05, PATH_TEST_DATA_KIND (Path Test message type).

wMessageID (2 bytes): A 16-bit value used to uniquely identify an individual PATH_TEST message. This can be any value desired by the sender and MUST be ignored by the receiver. It SHOULD change each time a PATH_TEST message is retried.

ullKey (8 bytes): A 64-bit digest value used to validate the PATH_TEST message. This MUST be generated by using the procedure outlined in section 3.1.3 and MUST be validated by the receiver prior to acting on it.

2.2.3 NAT_RESOLVER_QUERY

The NAT_RESOLVER_QUERY is sent to retrieve translated address information.

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
bZero								bCommand								wMessageID															
dwSourceID																															
UserData (variable)																															
...																															

bZero (1 byte): An 8-bit identifier used to distinguish this message from DirectPlay 8 Protocol: Reliable messages to the same UDP port. It MUST be set to 0.

bCommand (1 byte): An 8-bit command code identifying this message as a NAT Resolver Query message. It MUST be set to 0x06, NAT_RESOLVER_QUERY_DATA_KIND (NAT Resolver Query message type).

wMessageID (2 bytes): A 16-bit value used by the sender to uniquely identify an individual NAT Resolver Query message. This can be any value desired by the sender and MUST be echoed in the response message by the receiver. It SHOULD change each time a query message is retried.

dwSourceID (4 bytes): A 32-bit value used by the sender to identify the source of a NAT Resolver Query message. This can be any value desired by the sender and MUST be echoed in the response message by the receiver.

UserData (variable): An optional, variable length field containing an application-specific query payload. The size of the **UserData** field is determined by the remaining size of the UDP packet. If a receiver determines that there are no more bytes after the complete NAT_RESOLVER_QUERY message header, then the **UserData** field was omitted by the sender.

2.2.4 NAT_RESOLVER_RESPONSE

The NAT_RESOLVER_RESPONSE is sent to report translated address information to the sender of a previous query.

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
bZero								bCommand								wMessageIDEcho															
dwSourceIDEcho																															
dwIPv4Address																															
wPort																															

bZero (1 byte): An 8-bit identifier used to distinguish this message from DirectPlay 8 Protocol: Reliable messages to the same UDP port. It MUST be set to 0.

bCommand (1 byte): An 8-bit command code identifying this message as a NAT Resolver Response message. It MUST be set to 0x07, NAT_RESOLVER_RESPONSE_DATA_KIND (NAT Resolver Response message type).

wMessageIDEcho (2 bytes): A 16-bit value used to uniquely identify a response to an individual NAT Resolver Query message. This MUST be set to the value of **wMessageID** in the query to which this message is a response.

dwSourceIDEcho (4 bytes): A 32-bit value used by the sender to identify the original source to which the NAT resolver response is replying. This MUST be set to the value of **dwSourceID** in the query to which this message is a response.

dwIPv4Address (4 bytes): A 32-bit value indicating the public IPv4 address of the sender of the NAT resolver query. This value MUST be set to the source IPv4 address of the query UDP packet, in Network Byte Order, modified by using the exclusive-or (XOR) bitwise operation with the value of the **dwSourceID** query field.

wPort (2 bytes): A 16-bit value indicating the public port number of the sender of the NAT resolver query. This value MUST be set to the source port number of the query UDP packet, in Network Byte Order, modified by using the exclusive-or (XOR) bitwise operation with the value of the **wMessageID** query field.

3 Protocol Details

3.1 Path Test Details

3.1.1 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 specification does not mandate that implementations adhere to this model as long as their external behavior is consistent with that described in this specification.

dpnidSender: The 32-bit DPNID value identifying the new Path Test-sending player, in little-endian byte order.

dpnidTarget: The 32-bit DPNID value identifying the existing player, in little-endian byte order.

guidApplication: The 128-bit GUID value identifying the DirectPlay 8 Protocol: Core and Service Providers application.

guidInstance: The 128-bit GUID value identifying the particular DirectPlay 8 Protocol: Core and Service Providers game session instance.

ullKey: The 64-bit identification value used to correlate PATH_TEST messages and DirectPlay 8 Protocol: Core and Service Providers connect attempts.

3.1.2 Timers

The **Retry Timer** is used to periodically resend PATH_TEST messages to compensate for potential packet loss. It SHOULD retry at intervals of 375 milliseconds with a maximum of 7 attempts, but can use any settings required for the particular application and network circumstances.

3.1.3 Initialization

The DirectPlay 8 Protocol: NAT Locator extensions SHOULD be initialized whenever the DirectPlay 8 Protocol: Core and Service Providers begins connecting an existing peer to a new peer that is attempting to join the game session. For an existing peer, the connection starts when the existing peer receives the DN_INSTRUCT_CONNECT message and responds to the message by initiating the connection. For the new peer, the connection starts when the new peer receives the DN_SEND_CONNECT_INFO message and responds to the message by preparing to accept the connection.

To use Path Tests, both peers MUST fill in a PATHTESTKEYDATA pseudo-structure with the following:

dpnidSender: Set to the DPNID of the new peer, in little-endian byte order.

dpnidTarget: Set to the DPNID of the existing peer, in little-endian byte order. For the new peer, the value of the **dpnidTarget** field is part of the DN_SEND_CONNECT_INFO message described in [MC-DPL8CS] section 2.2.1.4.

guidApplication: Set to the DirectPlay 8 Protocol: Core and Service Providers application GUID.

guidInstance: Set to the DirectPlay 8 Protocol: Core and Service Providers game session instance GUID.

Both peers MUST then generate a SHA-1 digest, as specified in [FIPS180], of the PATHTESTKEYDATA binary data, and use the first 64 bits of the output value as the Path Test key value **ullKey**.

For the existing peer, the value of the calculated **ullKey** ADM element MUST remain associated with the connection attempt that the peer is performing until either the attempt fails, the attempt completes successfully, or the peer receives a valid PATH_TEST message as described in section 3.1.5. Also at this time, the existing peer MUST prepare to accept PATH_TEST messages in response to its instructed peer connection, in addition to the standard [MC-DPL8CS] and [MC-DPL8R] connection responses.

For the new peer, this value MUST be used in the periodic transmission of PATH_TEST messages as described in section 3.1.6. Also at this time, the Path Test **Retry Timer** MUST be initialized. This process SHOULD be repeated for each existing peer as described in the DN_SEND_CONNECT_INFO message ([MC-DPL8CS] section 2.2.1.4).

3.1.4 Higher-Layer Triggered Events

The DirectPlay 8 Protocol: Core and Service Providers SHOULD inform the DirectPlay 8 Protocol: NAT Locator when the connection attempt has completed, whether it was successful or not. The existing peer MUST stop listening for PATH_TEST messages, and the new peer MUST stop transmitting PATH_TEST messages at that time.

3.1.5 Processing Events and Sequencing Rules

When the existing peer receives a valid PATH_TEST message, it MUST search all its outstanding [MC-DPL8CS] and corresponding [MC-DPL8R] instructed peer connections (described in [MC-DPL8CS] section 3.1.5.2) for one that has a matching **ullKey** value as described in section 3.1.3. If found, and the connect attempt has not yet received any packets from the intended target IPv4 address and port, the connection target SHOULD be modified to be the source IPv4 address and port of the PATH_TEST message.

If no connect attempt is associated with a matching **ullKey** value, or a matching connect attempt already has received one or more packets, the existing peer MUST ignore the PATH_TEST message.

If the message is not properly formed as described in section 2.2.2, the existing peer MUST ignore the PATH_TEST message.

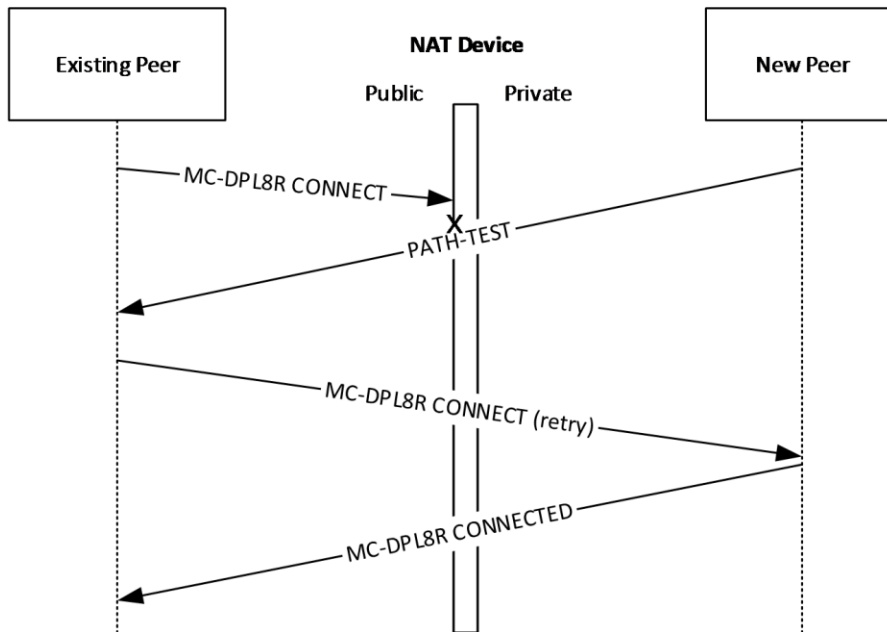


Figure 1: New peer's PATH_TEST during connect attempt from existing peer

PATH_TEST messages are used to create mappings in NAT and firewall devices so that inbound connect attempts appear to be solicited responses to a previous outbound request through the steps identified in this section. This process assumes that the host has sent the list of existing peers to the new peer, and that the host instructs the existing peer to connect to the new peer as described in [MC-DPL8CS].

1. The existing peer initiates a reliable protocol connection with a CONNECT message as described in [MC-DPL8R] section 2. This can be dropped by the public interface of the NAT or firewall device based on its particular filtering or port assignment policy.
2. Simultaneously, the **Retry Timer** of the new peer can elapse and cause transmission of a PATH_TEST message as described in section 3.1.6. The NAT or firewall device can implicitly create a mapping between the private address of the new peer and the public address it uses to forward the message to the existing peer.
3. The existing peer can receive the PATH_TEST message and alter the destination IPv4 address and/or port for future CONNECT message retries, if the NAT device assigned a different port number from that which had originally been tried.
4. Because of the NAT or firewall mapping, the retried CONNECT messages can now be properly forwarded to the new peer, and the new peer can proceed with the [MC-DPL8R] CONNECTED response and the rest of the standard connection process.

If the new peer or host receives a PATH_TEST message, it MUST be silently ignored.

3.1.6 Timer Events

When the **Retry Timer** elapses, the new peer MUST send a new PATH_TEST message to the IPv4 address and port of the existing peer for which it is expecting a connection. This message MUST be

sent from the same UDP port number on which it is expecting the connection. If fewer than the maximum number of attempts have been made, the timer **MUST** then be rescheduled so that it can elapse again. Otherwise, the retries have been exhausted and the Path Test operation **SHOULD** be canceled.

3.1.7 Other Local Events

None.

3.2 NAT Resolver Response Server Details

3.2.1 Abstract Data Model

None.

3.2.2 Timers

None.

3.2.3 Initialization

None.

3.2.4 Higher-Layer Triggered Events

NAT Resolver Response Servers are not required to interact with higher-layers beyond initializing and shutting down.

3.2.5 Processing Events and Sequencing Rules

When a NAT Resolver Response server receives a NAT_RESOLVER_QUERY message, it can validate the optional **UserData** field by using application-specific logic. If the query is properly formed as described in section 2.2.3 and application-specific logic accepts the contents of the optional **UserData** field, the NAT Resolver **MUST** respond with a NAT_RESOLVER_RESPONSE message to the sender's target IPv4 address and port. The response **MUST** contain the query's **wMessageID** and **dwSourceID** fields echoed in the corresponding **wMessageIDEcho** and **dwSourceIDEcho** fields. It **MUST** also set the source IPv4 address of the query in the dwIPv4Address field, in network byte order, and the source port number of the query in the wPort field. Both of these fields **MUST** also be modified by using **dwSourceID** and **wMessageID**, respectively, with the exclusive-or (XOR) bitwise operation.

If the NAT_RESOLVER_QUERY message is not properly formed as described in section 2.2.3, or application-specific logic rejects the contents of the optional **UserData** field, the server **MUST** ignore the message.

If the server receives a NAT_RESOLVER_RESPONSE message, it **MUST** be silently ignored.

3.2.6 Timer Events

None.

3.2.7 Other Local Events

None.

3.3 NAT Resolver Query Client Details

3.3.1 Abstract Data Model

None.

3.3.2 Timers

The **Retry Timer** is used to periodically resend NAT_RESOLVER_QUERY messages to compensate for potential packet loss. It SHOULD retry at intervals of 1 second with a maximum of four attempts, but can use any settings required for the particular application and network circumstances.

3.3.3 Initialization

The NAT Resolver Query client can be initialized whenever the DirectPlay 8 Protocol: Core and Service Providers begins hosting a new game session. Initialization consists of scheduling the **Retry Timer**.

3.3.4 Higher-Layer Triggered Events

The DirectPlay 8 Protocol: Core and Service Providers SHOULD inform the NAT Resolver Query client when it is no longer the host of a game session. The manner in which the provider notifies the client is implementation-specific and is not influenced by the configuration of this protocol nor the DirectPlay 8 Protocol: Core and Service Providers protocol.

When a client is notified that it is no longer the host in the game session, the client MUST abort any query attempts currently in progress.

3.3.5 Processing Events and Sequencing Rules

When a client receives a NAT_RESOLVER_RESPONSE message, it SHOULD validate that **wMessageIDEcho** and **dwSourceIDEcho** correspond to values that it sent in a previous NAT_RESOLVER_QUERY message's **wMessageID** and **dwSourceID** fields. If not, the packet MUST be silently ignored. Otherwise, the client SHOULD reverse the exclusive-or (XOR) bitwise operation performed on the **dwIPv4Address** and **wPort** fields, and save the resulting address and port information for use in advertising the DirectPlay 8 Protocol: Core and Service Providers game session. The **Retry Timer** SHOULD then be canceled.

If the NAT_RESOLVER_RESPONSE message is not properly formed as described in section 2.2.4, the client MUST ignore the message.

If a client receives a NAT_RESOLVER_QUERY message, it MUST be silently ignored.

3.3.6 Timer Events

When the **Retry Timer** elapses, the client MUST send a new NAT_RESOLVER_QUERY message to the server. This message MUST be sent from the same UDP port number on which it is the host of the DirectPlay 8 Protocol: Core and Service Providers game session. If fewer than the maximum number of attempts have been made, the timer MUST then be rescheduled so that it can elapse again. Otherwise, the retries have been exhausted and the NAT Resolver Query operation SHOULD be canceled.

3.3.7 Other Local Events

None.

4 Protocol Examples

4.1 Example NAT Resolver Query and Response

The following example has two participants:

- The server – IPv4 address 65.52.10.10, port 2506.
- The client – IPv4 address 192.168.1.2, port 2302. Network Address Translation (NAT) will remap the client's packets as IPv4 address 65.52.252.61.

The client issues a NAT_RESOLVER_QUERY message to the server (that is, from 192.168.1.2:2302 to 65.52.10.10:2506) with a value of 54769 (0xD5F1) for the **wMessageID** field and a value of 3125876284 (0xBA51163C) for the **dwSourceID** field, as seen in the following frame contents (Ethernet, IPv4, and UDP headers included):

```
0000 00 0F B5 95 C3 C8 00 1D 92 37 5E 40 08 00 45 00  ..µ.ÃÈ...7^@..E.
0010 00 24 7E 09 00 00 80 11 A7 EF C0 A8 01 02 41 34  ..~.....$iÀ".."A4
0020 0A 0A 08 FE 09 CA 00 10 87 92 00 06 F1 D5 3C 16  ...þ.Ê.....ñÖ<.
0030 51 BA                                     Q°
```

The NAT device remaps the source address and port for the message from 192.168.1.2:2302 to 65.52.252.61:2302. The NAT resolver server receives the message and sends a NAT_RESOLVER_RESPONSE message back to that address. The reply contains the XOR-obfuscated address, as well as the echoed values from the query. The NAT device at 65.52.252.61 maps the destination address and port of the reply to 192.168.1.2:2302 so the client can receive the message, as seen in the following frame contents (Ethernet, IPv4, and UDP headers included):

```
0000 00 1D 92 37 5E 40 00 0F B5 95 C3 C8 08 00 45 00  ...7^@..µ.ÃÈ..E.
0010 00 2A 42 F2 00 00 7C 11 E7 02 41 34 0A 0A C0 A8  ..Bð...|.ç..ÃA4.."
0020 01 02 09 CA 08 FE 00 16 1D 45 00 07 F1 D5 3C 16  ...Ê.þ...E..ñÖ<.
0030 51 BA 7D 22 AD 87 F9 2B                       Q°}"-..ù+
```

The client validates the reply and then de-obfuscates the public address and port included in the message. The client can display, advertise, or otherwise use its newly learned public address as appropriate.

4.2 Example PATH_TEST Message

The following example has three participants:

- PlayerA – The host, IPv4 address 192.168.1.3, port 2505.
- PlayerB – An existing peer, IPv4 address 10.194.72.68, port 2302.
- PlayerC – The joining peer, IPv4 address 192.168.1.2, port 2302. PlayerC has local firewall software installed which prevents unsolicited inbound UDP messages.

For the purposes of this example, the following assumptions are made:

- PlayerA has created a game session that uses an application GUID {02AE835D-9179-485F-8343-901D327CE794} and an instance GUID {C0A65D4F-9CE3-4F70-80DE-3AB4DF6F09B6}, as described in [MC-DPL8CS].
- PlayerB has already joined PlayerA's game session and was assigned the DPNID value 0xC0965D4C, as described in [MC-DPL8CS].

- PlayerC is in the process of joining the game session and previously exchanged the following messages with PlayerA as described in [MC-DPL8R] and [MC-DPL8CS]:

```
Source: 192.168.1.2:2302, Dest: 192.168.1.3:2505,
Type: MC-DPL8R CONNECT
Source: 192.168.1.3:2505, Dest: 192.168.1.2:2302,
Type: MC-DPL8R CONNECTED
Source: 192.168.1.2:2302, Dest: 192.168.1.3:2505,
Type: MC-DPL8R CONNECTED
Source: 192.168.1.2:2302, Dest: 192.168.1.3:2505,
Type: MC-DPL8CS DN_INTERNAL_MESSAGE_PLAYER_CONNECT_INFO
Source: 192.168.1.3:2505, Dest: 192.168.1.2:2302,
Type: MC-DPL8CS DN_SEND_CONNECT_INFO,
assigning DPNID 0xC0F65D4B to PlayerC
Source: 192.168.1.2:2302, Dest: 192.168.1.3:2505,
Type: MC-DPL8CS DN_ACK_CONNECT_INFO
```

- PlayerA has also already sent the following messages to PlayerB regarding the joining PlayerC as described in [MC-DPL8CS].

```
Source: 192.168.1.3:2505, Dest: 10.194.72.68:2302,
Type: MC-DPL8CS DN_ADD_PLAYER
Source: 192.168.1.3:2505, Dest: 10.194.72.68:2302,
Type: MC-DPL8CS DN_INSTRUCT_CONNECT
```

PlayerB now initiates an instructed connect to PlayerC, beginning with the CONNECT packet described in [MC-DPL8R] section 2.2.1.1, as seen in the following frame contents (Ethernet, IPv4, and UDP headers included):

```
0000 00 1D 92 37 5E 40 00 0F B5 95 C3 C8 08 00 45 00 .. 7^@...µ ÃÈ..E.
0010 00 2C 12 D8 00 00 7C 11 00 00 0A C2 48 44 C0 A8 .P.Û...|...ÃHDÀ"
0020 01 02 08 FE 08 FE 00 18 21 EF 88 01 00 00 06 00 ...þ.p...!i .....
0030 01 00 E4 1C B0 50 E4 CA 32 00 ..ä.°PãÊ2.
```

The CONNECT packet arrives at PlayerC, but is rejected by the firewall because it does not have a mapping between local port 2302 and remote address 10.194.72.68:2302. Concurrent with the attempt by PlayerB to connect to PlayerC, PlayerC issues a PATH_TEST message to PlayerB using a message ID 0xD0C1 and key value 0xF9AFE99C92DD82B8 (due to the DNPIDs and GUIDs described above). This results in the following frame contents (Ethernet, IPv4, and UDP headers included):

```
0000 00 0F B5 95 C3 C8 00 1D 92 37 5E 40 08 00 45 00 ..µ•ÃÈ...'7^@..E.
0010 00 28 1C 45 00 00 80 11 09 D0 C0 A8 01 02 0A C2 .(.E..□...ÐÀ"...Ã
0020 48 44 08 FE 08 FE 00 14 34 4B 00 05 C1 D0 B8 82 HD.þ.p...4K...ÃÐ,,
0030 DD 92 9C E9 AF F9 Ý'œé-ù
```

This outbound packet implicitly establishes a firewall mapping between local port 2302 and remote address 10.194.72.68:2302. PlayerB receives this PATH_TEST message, but PlayerB does not need to perform any of the optional state modifications described in section 3.1.5. In this example, there is no network address translation occurring, and therefore, there is no difference between the port to which the CONNECT packet was sent and the actual port that maps back to PlayerC. PlayerB now attempts to resend the CONNECT packet to PlayerC as described in [MC-DPL8R] section 2.2.1.1 (Ethernet, IPv4, and UDP headers included):

```
0000 00 1D 92 37 5E 40 00 0F B5 95 C3 C8 08 00 45 00 .. 7^@...µ ÃÈ..E.
```

```
0010 00 2C 12 D9 00 00 7C 11 00 00 0A C2 48 44 C0 A8 .P.Û...|....ÂHDÀ"
0020 01 02 08 FE 08 FE 00 18 21 EF 88 01 01 00 06 00 ...þ.þ...!i .....
0030 01 00 E4 1C B0 50 E4 CA 32 00 ..ä.°PäÊ2.
```

This time a firewall mapping exists, and the CONNECT packet is allowed to reach PlayerC. PlayerC responds with a CONNECTED packet as described in [MC-DPL8R] section 2.2.1.1, and continues with the peer connection sequence described in [MC-DPL8R] and [MC-DPL8CS]:

```
Source: 192.168.1.2, Destination: 10.194.72.68,
Type: MC-DPL8R CONNECTED
Source: 10.194.72.68, Destination: 192.168.1.2,
Type: MC-DPL8R CONNECTED
Source: 10.194.72.68, Destination: 192.168.1.2,
Type: MC-DPL8CS DN_SEND_PLAYER_DPNID
```

5 Security

5.1 Security Considerations for Implementers

This protocol uses the SHA-1 hashing algorithm, which has been shown to have weaknesses [FIPS180]. However, the protocol is not intended for use in applications that demand robust security without Internet Protocol security (IPsec) or other lower-level security mechanisms already in place.

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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
- Windows 10 operating system
- Windows Server 2016 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.

7 Change Tracking

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

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