

## [MS-DTYP]: Windows Data Types

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



Errata below are for Protocol Document Version [V35.0 – 2018/09/12](#)

Errata Published*	Description
2021/01/25	<p>In Section 2.4.4.1, ACE_HEADER, revised the description of the INHERITED_ACE flag to indicate it is not set automatically.</p> <p>Changed from:</p> <p>Used to indicate that the ACE was inherited. Set this bit in the child object if the child object has the same DACL as the parent object.&lt;54&gt;</p> <p>Changed to:</p> <p>Used to indicate that the ACE was inherited.&lt;54&gt; See section 2.5.3.5 for processing rules for setting this flag.</p> <p>Added new section 2.5.3.5, Setting the INHERITED_ACE Flag:</p> <p>ACEs are usually contained in ACLs (see section 2.4.5) with the INHERITED_ACE flag in an ACE set as part of comparing the ACEs in a parent ACL and a child ACL. If an ACE is present in both the parent ACL and the child ACL, the INHERITED_ACE flag is set in the child ACE if the ACEs are equal:</p> <ul style="list-style-type: none"> <li>▪ If either ACE is NULL, the ACEs are not equal.</li> <li>▪ If the AceType of the ACEs are different, they are not equal.</li> <li>▪ If the parent AceFlags anded with not INHERITED_ACE are not equal to the child AceFlags, it is a special case where there may be an additional ACE that was created:             <ul style="list-style-type: none"> <li>▪ If the ACE is a child of a container, parent flags are set, there is a following ACE, the child ACE flags are not set, and INHERIT_ONLY is set in the parent ACE, then for                 <ul style="list-style-type: none"> <li>▪ ACCESS_ALLOWED_ACE_TYPE, ACCESS_DENIED_ACE_TYPE, SYSTEM_AUDIT_ACE_TYPE, SYSTEM_ALARM_ACE_TYPE, skip the current ACE if the masks are equal in the parent ACE and the next child ACE, and their SIDs are equal, and compare this next ACE to the parent ACE.</li> <li>▪ Otherwise, the ACEs are not equal.</li> </ul> </li> </ul> </li> <li>▪ If the parent and child flags are not equal, the ACEs are not equal.</li> <li>▪ If the ACE_TYPE_OBJECT_PRESENT is set in the parent ACE, but the parent and child ACE GUIDs are not equal, the ACEs are not equal.</li> <li>▪ If the ACE_INHERITED_OBJECT_TYPE_PRESENT is set in the parent ACE, but the parent and child ACE GUIDs are not equal, the ACEs are not equal.</li> <li>▪ If ACCESS_ALLOWED_COMPOUND_ACE_TYPE is set in the parent ACE, but the compound ACE types are not equal in the parent and child ACEs, the ACEs are not equal.</li> <li>▪ If either the parent or child ACE SIDs are not valid, or the two are not equal, the ACEs are not equal.</li> </ul>

Errata Published*	Description
	<ul style="list-style-type: none"> <li>▪ If the parent and child ACE access masks are not equal, the ACEs are not equal.</li> </ul>
2020/03/02	<p>In Section 2.5.3.2, Access Check Algorithms Pseudocode, the pseudocode confirming that the object owner is always granted READ_CONTROL and WRITE_DAC has been corrected as follows:</p> <p>Changed from:</p> <p>Set GrantedAccess to GrantedAccess or READ_CONTROL or WRITE_OWNER</p> <p>Changed to:</p> <p>Set GrantedAccess to GrantedAccess or READ_CONTROL or WRITE_DAC</p>
2019/11/11	<p>In Section 2.4.2.4, Well-Known SID Structures, the description of the table entry for AUTHENTICATED_USERS has been updated for clarity, and an associated behavior note added:</p> <p>Changed from:</p> <p>A group that includes all users whose identities were authenticated when they logged on.</p> <p>Changed to:</p> <p>A group that includes all users whose identities were authenticated when they logged on. Users authenticated as Guest or Anonymous are not members of this group.&lt;11&gt;</p> <p>&lt;11&gt; Windows server versions earlier than Windows Server 2003 and client versions earlier than Windows XP SP2 included the Guest account in the Authenticated Users group.</p>

\*Date format: YYYY/MM/DD