

[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 [v37.0 – 2021/06/25](#).

Errata Published*	Description
2022/01/25	<p>In Section 2.3.10, RPC_UNICODE_STRING, clarified calculating the length of the buffer and that it must not contain a terminating null character:</p> <p>Changed from:</p> <p>Length: The length, in bytes, of the string pointed to by the Buffer member, not including the terminating null character if any. The length MUST be a multiple of 2. The length SHOULD equal the entire size of the Buffer, in which case there is no terminating null character. Any method that accesses this structure MUST use the Length specified instead of relying on the presence or absence of a null character.</p> <p>MaximumLength: The maximum size, in bytes, of the string pointed to by Buffer. The size MUST be a multiple of 2. If not, the size MUST be decremented by 1 prior to use. This value MUST not be less than Length.</p> <p>Buffer: A pointer to a string buffer. If MaximumLength is greater than zero, the buffer MUST contain a non-null value</p> <p>Changed to:</p> <p>Length: The length, in bytes, of the string pointed to by the Buffer member. The length MUST be a multiple of 2. The length MUST equal the entire size of the buffer.</p> <p>MaximumLength: The maximum size, in bytes, of the string pointed to by Buffer. The size MUST be a multiple of 2. If not, the size MUST be decremented by 1 prior to use. This value MUST not be less than Length.</p> <p>Buffer: A pointer to a string buffer. The string pointed to by the buffer member MUST NOT include a terminating null character.</p>