[MS-DTYP]: Windows Data Types

Errata below are for Protocol Document Version v37.0 – 2021/06/25.

Errata Published*	Description
2022/01/25	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: Changed from: **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. **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**. **Buffer:** A pointer to a string buffer. If **MaximumLength** is greater than zero, the buffer MUST contain a non-null value Changed to: **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. **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**. **Buffer:** A pointer to a string buffer. The string pointed to by the buffer member MUST NOT include a terminating null character.