

[MS-IKEE]: Internet Key Exchange Protocol Extensions

This topic lists the Errata found in the MS-IKEE document 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 [V27.0 – 2018/09/12](#).

Errata Published*	Description
2019/10/28	<p>In Section 2.2.8, Configuration Attribute (IKEv2) Packet, changed from:</p> <p>Length (2 bytes): The length of the data in the value field.</p> <p>Changed to:</p> <p>Length (2 bytes): The length of the data in the Value field.</p> <p>In Section 2.2.11.2, Encrypted Fragment Payload, changed from:</p> <p>Next_Payload (1 byte): In the very first fragment (with Fragment Number equal to 1), this field MUST be set to the payload type of the first inner payload. In the remainder of the Fragment messages (with Fragment Number greater than 1), this field MUST be set to zero.</p> <p>Changed to:</p> <p>Next_Payload (1 byte): In the very first fragment (with Fragment_Number equal to 1), this field MUST be set to the payload type of the first inner payload. In the remainder of the Fragment messages (with Fragment_Number greater than 1), this field MUST be set to zero.</p> <p>In Section 3.3.1, Abstract Data Model, references have been added o disambiguate which fields in section 2.2.3.1 set the values of the ADM elements: Fragment ID, Fragment Number, Flag, and Fragment Data.</p> <p>Changed from:</p> <p>Fragment queue: A queue holding the fragments that correspond to incomplete IKE messages, indexed by the Fragment ID. Each entry in the queue MUST contain:</p> <ul style="list-style-type: none">-- The Fragment ID-- The Fragment Number-- A Flag that indicates whether this fragment is the last one (that is, the LAST_FRAGMENT bit is set in the Fragment payload).-- The Fragment Data <p>For definitions of the previous values, see section 2.2.3.1.</p> <p>Flow state table: The following information MUST be maintained.</p> <p>Changed to:</p>

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	<p>Fragment queue: A queue holding the fragments that correspond to incomplete IKE messages, indexed by the Fragment ID. Each entry in the queue MUST contain:</p> <ul style="list-style-type: none"> -- The Fragment ID, which is set to the Fragment_ID field in section 2.2.3.1. -- The Fragment Number, which is set to the Fragment_Number field in section 2.2.3.1. -- A Flag that is set to the Flags field in section 2.2.3.1 to indicates whether this fragment is the last one (that is, the LAST_FRAGMENT bit is set in the Fragment payload). -- The Fragment Data, which is set to the Fragment_Data field in section 2.2.3.1. <p>Flow state table: The following information MUST be maintained.</p> <p>In Section 3.3.2, Timers, the second bullet point has been changed from:</p> <p>When the fragmentation reassembly timer fires, the delay MUST NOT exceed 90 seconds.<17></p> <p>Changed to:</p> <p>When the fragment reassembly timer fires, the delay MUST NOT exceed 90 seconds.<17></p> <p>In Section 3.3.5.3, Receiving Other IKE Messages, the action taken by the Receiver upon receipt of an IKE message (to discard such a message when a Fragment payload is present and it is not the only payload in the message) has been clarified.</p> <p>Changed from:</p> <p>On receipt of an IKE message, the host MUST check if the message contains a Fragment payload. If a Fragment payload is present, this payload MUST be the only payload in the message. If not, the host MUST silently discard the message.</p> <p>Changed to:</p> <p>On receipt of an IKE message, the host MUST check if the message contains a Fragment payload. If a Fragment payload is present, and the payload is not the only payload in the message, the host MUST silently discard the message'</p> <p>In Section 3.3.5.3, Receiving Other IKE Messages, text has been changed to clarify from where to retrieve the Fragment ID.</p> <p>Changed from:</p> <p>Retrieve the Fragment ID from the Fragment payload.</p> <p>Changed to:</p> <p>Retrieve the Fragment ID from the Fragment_ID field in the Fragment payload.</p> <p>In Section 3.3.5.3, Receiving Other IKE Messages, text has been changed to clarify how fragments not of the same Fragment Number are added to the Fragment queue in the corresponding entry of the MMSAD.</p>

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	<p>Changed from:</p> <p>If the queue for this Fragment ID already contains a fragment with the same Fragment Number, the host MUST silently discard the message. If not, the host MUST queue the Fragment payload's fields in the corresponding entry of the MMSAD, indexed by the Fragment Id</p> <p>Changed to:</p> <p>If the queue for this Fragment ID already contains a fragment with the same Fragment Number, the host MUST silently discard the message. If not, the host MUST add an entry to the Fragment queue in the corresponding entry of the MMSAD, with the queue entry fields initialized based on the associated fields of the Fragment payload.</p> <p>In Section 3.3.5.3, Receiving Other IKE Messages, changed from:</p> <p>The host MUST then check whether all Fragment payloads for this Fragment ID have been received (that is, whether Fragment payloads that have a Fragment number from 1 to n..</p> <p>Changed to:</p> <p>The host MUST then check whether all Fragment payloads for this Fragment ID have been received (that is, whether Fragment payloads that have a Fragment Number from 1 to n..</p> <p>In Section 3.3.5.3, Receiving Other IKE Messages, text has been changed to clarify the error condition where the host MUST discard all Fragment payloads for a specific Fragment ID.</p> <p>Changed from:</p> <p>A Fragment payload has been received with a Fragment number greater than the Fragment number of the fragment with the Flags field set to LAST_FRAGMENT.'</p> <p>Changed to:</p> <p>A Fragment payload has been received with a Fragment Number greater than the Fragment Number of an entry in the Fragment queue with the Flags field set to LAST_FRAGMENT.</p> <p>In Section 3.3.5.3, Receiving Other IKE Messages, changed from:</p> <p>Fragment payloads (without the Fragment payload header) in the order of their Fragment number.</p> <p>Changed to:</p> <p>Fragment payloads (without the Fragment payload header) in the order of their Fragment Number.</p> <p>In Section 3.15.1, Abstract Data Model, references have been added to disambiguate which fields in section 2.2.3.1 set the values of the ADM elements: Fragment ID, Fragment Number, and Fragment Data.</p>

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	<p>Changed from:</p> <p>Fragment queue: A queue holding the fragments that correspond to incomplete IKE messages, indexed by the Fragment ID. Each entry in the queue MUST contain the following:</p> <ul style="list-style-type: none"> Fragment ID, which is the Message ID Fragment Number Total Fragments Fragment Data <p>Flow state table: The following information MUST be maintained.</p> <p>Changed to:</p> <p>Fragment queue: A queue holding the fragments that correspond to incomplete IKE messages, indexed by the Fragment ID. Each entry in the queue MUST contain the following:</p> <ul style="list-style-type: none"> Fragment ID, which is the Message ID, is set to the Fragment_ID field in section 2.2.3.1. Fragment Number, which is set to the Fragment_Number field in section 2.2.3.1. Total Fragments Fragment Data, which is set to the Fragment_Data field in section 2.2.3.1. <p>Flow state table: The following information MUST be maintained.</p>

*Date format: YYYY/MM/DD