[MS-RDPBCGR]: Remote Desktop Protocol: Basic Connectivity and Graphics Remoting

This topic lists the Errata found in [MS-RDPBCGR] 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.

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Errata below are for Protocol Document Version V49.0 – 2018/09/12.

Errata Published*	Description
2019/02/19	In Section 4.1.4, Server MCS Connect Response PDU with GCC Conference Create Response, the TS_UD_SC_SEC1::encryptionMethod value has been updated from 128BIT_ENCRYPTION_FLAG to ENCRYPTION_METHOD_128BIT. Changed from: … 02 00 00 00 -> TS_UD_SC_SEC1::encryptionMethod = 128BIT_ENCRYPTION_FLAG 02 00 00 00 -> TS_UD_SC_SEC1::encryptionLevel = TS_ENCRYPTION_LEVEL_CLIENT_COMPATIBLE 20 00 00 00 -> TS_UD_SC_SEC1::serverRandomLen = 32 bytes b8 00 00 00 -> TS_UD_SC_SEC1::serverCertLen = 184 bytes … Changed to: … 02 00 00 00 -> TS_UD_SC_SEC1::encryptionMethod = ENCRYPTION_METHOD_128BIT 02 00 00 00 -> TS_UD_SC_SEC1::encryptionLevel = ENCRYPTION_LEVEL_CLIENT_COMPATIBLE 20 00 00 00 -> TS_UD_SC_SEC1::serverRandomLen = 32 bytes b8 00 00 00 -> TS_UD_SC_SEC1::serverCertLen = 184 bytes …
2019/02/19	In Section 4.1.4, Server MCS Connect Response PDU with GCC Conference Create Response, the variable TS_ENCRYPTION_LEVEL_CLIENT_COMPATIBLE has been updated to ENCRYPTION_LEVEL_CLIENT_COMPATIBLE. Changed from: … 02 00 00 00 -> TS_UD_SC_SEC1::encryptionMethod = 128BIT_ENCRYPTION_FLAG 02 00 00 00 -> TS_UD_SC_SEC1::encryptionLevel = TS_ENCRYPTION_LEVEL_CLIENT_COMPATIBLE 20 00 00 00 -> TS_UD_SC_SEC1::serverRandomLen = 32 bytes b8 00 00 00 -> TS_UD_SC_SEC1::serverCertLen = 184 bytes … Changed to: …

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	02 00 00 00 -> TS_UD_SC_SEC1::encryptionMethod = ENCRYPTION_METHOD_128BIT 02 00 00 00 -> TS_UD_SC_SEC1::encryptionLevel = ENCRYPTION_LEVEL_CLIENT_COMPATIBLE 20 00 00 00 -> TS_UD_SC_SEC1::serverRandomLen = 32 bytes b8 00 00 00 -> TS_UD_SC_SEC1::serverCertLen = 184 bytes ... In Section 4.1.13, Client Confirm Active PDU, updated variables TS_OSMAJORTYPE_WINDOWS to OSMAJORTYPE_WINDOWS and TS_OSMINORTYPE_WINDOWS_NT to OSMINORTYPE_WINDOWS_NT. Changed from: ... 01 00 -> TS_GENERAL_CAPABILITYSET::osMajorType = TS_OSMAJORTYPE_WINDOWS (1) 03 00 -> TS_GENERAL_CAPABILITYSET::osMinorType = TS_OSMINORTYPE_WINDOWS_NT (3) ... Changed to: ... 01 00 -> TS_GENERAL_CAPABILITYSET::osMajorType = OSMAJORTYPE_WINDOWS (1) 03 00 -> TS_GENERAL_CAPABILITYSET::osMinorType = OSMINORTYPE_WINDOWS_NT (3) ...
2019/02/19	In Section 3.3.5.3.3, Processing MCS Connect Initial PDU with GCC Conference Create Request, the color depth values in the colorDepth, postBeta2ColorDepth, and highColorDepth client core data field table descriptions have been clarified by referencing the TS_UD_CS_CORE data block section. Changed from: ... Client core data field Validation rule ... colorDepth If this field does not contain a valid color-depth and the postBeta2ColorDepth field is not present, the server MUST close the connection as specified in section 3.3.5.3.3.1. postBeta2ColorDepth If this field does not contain a valid color-depth and the highColorDepth field is not present, the server MUST close the connection as specified in section 3.3.5.3.3.1. highColorDepth If this field does not contain a valid color-depth, a value of 8 bits per pixel is implicitly assumed. ... Changed to: ... Client core data field Validation rule ...

<table>
<tr><th>Errata Published*</th><th>Description</th></tr>
<tr><td></td><td>colorDepth If this field does not contain a valid color depth (valid values are specified in section 2.2.1.3.2) and the postBeta2ColorDepth field is not present, the server MUST close the connection as specified in section 3.3.5.3.3.1.

postBeta2ColorDepth If this field does not contain a valid color depth (valid values are specified in section 2.2.1.3.2) and the highColorDepth field is not present, the server MUST close the connection as specified in section 3.3.5.3.3.1.

highColorDepth If this field does not contain a valid color depth (valid values are specified in section 2.2.1.3.2), a value of 8 bits per pixel is assumed.</td></tr>
<tr><td>2019/02/19</td><td>In Section 2.2.6.1.1, Channel PDU Header (CHANNEL_PDU_HEADER), a flag, CHANNEL_FLAG_SHADOW_PERSISTENT, that it is unused in the flags field table, has been added.

Changed from:
...
flags (4 bytes): A 32-bit, unsigned integer. The channel control flags.
<table>
<tr><th>Flag</th><th>Meaning</th></tr>
<tr><td>…</td><td>…</td></tr>
<tr><td>CHANNEL_FLAG_RESUME
0x00000040</td><td>All virtual channel traffic MUST be resumed. This flag is only valid in server-to-client virtual channel traffic. It MUST be ignored in client-to-server data.</td></tr>
<tr><td>CHANNEL_PACKET_COMPRESSED
0x00200000</td><td>The virtual channel data is compressed. This flag is equivalent to MPPC bit C (for more information see [RFC2118] section 3.1).</td></tr>
<tr><td>…</td><td>…</td></tr>
</table>
Changed to:
...
flags (4 bytes): A 32-bit, unsigned integer. The channel control flags.
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<tr><th>Flag</th><th>Meaning</th></tr>
<tr><td>…</td><td>…</td></tr>
<tr><td>CHANNEL_FLAG_RESUME
0x00000040</td><td>All virtual channel traffic MUST be resumed. This flag is only valid in server-to-client virtual channel traffic. It MUST be ignored in client-to-server data.</td></tr>
<tr><td>CHANNEL_FLAG_SHADOW_PERSISTENT
0x00000080</td><td>This flag is unused and its value MUST be ignored by the client and server.</td></tr>
<tr><td>CHANNEL_PACKET_COMPRESSED
0x00200000</td><td>The virtual channel data is compressed. This flag is equivalent to MPPC bit C (for more information see [RFC2118] section 3.1).</td></tr>
<tr><td>…</td><td>…</td></tr>
</table>
</td></tr>
</table>

*Date format: YYYY/MM/DD