

[MS-RDPEGDI]: Remote Desktop Protocol: Graphics Device Interface (GDI) Acceleration Extensions

This topic lists the Errata found in [MS-RDPEGDI] 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 [V41.0 - 2016/03/02](#).

Errata Published *	Description
2016/05/02	In Section 3.1.8.2.3, Decompressing Data, updated the figure illustrating the RDP 6.1 bulk decompression algorithm. Changed from: The following flowchart describes how the RDP6.1-BC decompression algorithm operates.

Errata Published *	Description
	<pre> graph TD Start([Start RDP 6.1 Decompression]) --> Flag1{L1_PACKET_AT_FRONT flag set?} Flag1 -- Y --> Hist0[HistoryOffset = 0] Flag1 -- N --> Flag2{L1_NO_COMPRESSION flag set?} Hist0 --> Flag2 Flag2 -- Y --> CopyLit[Copy any remaining bytes (LiteralsLength - LiteralsOffset) from LiteralsBuffer at LiteralsOffset to: (1) OutputBuffer at OutputOffset (2) HistoryBuffer at HistoryOffset] Flag2 -- N --> ReadMatch[Read MatchCount OutputOffset = 0 LiteralsOffset = 0] ReadMatch --> ReadMatchDetails[Read match details: (1) MatchHistoryOffset (2) MatchLength (3) MatchOutputOffset] ReadMatchDetails --> MatchEq{MatchOutputOffset = OutputOffset} MatchEq -- Y --> CopyMatch[Copy MatchLength bytes from HistoryBuffer at MatchHistoryOffset to: (1) OutputBuffer at OutputOffset (2) HistoryBuffer at HistoryOffset] MatchEq -- N --> CopyLit CopyMatch --> Update1[Update HistoryOffset, LiteralsOffset and OutputOffset] CopyLit --> Update1 Update1 --> AllMatches{All matches processed?} AllMatches -- Y --> CopyLit AllMatches -- N --> ReadMatchDetails CopyLit --> Update2[Update HistoryOffset, LiteralsOffset and OutputOffset] Update2 --> Finished([Finished RDP 6.1 Decompression]) </pre> <p>Figure 13: The RDP 6.1 bulk decompression algorithm</p> <p>Changed to: The following flowchart describes how the RDP6.1-BC decompression algorithm operates.</p>

Errata Published *	Description
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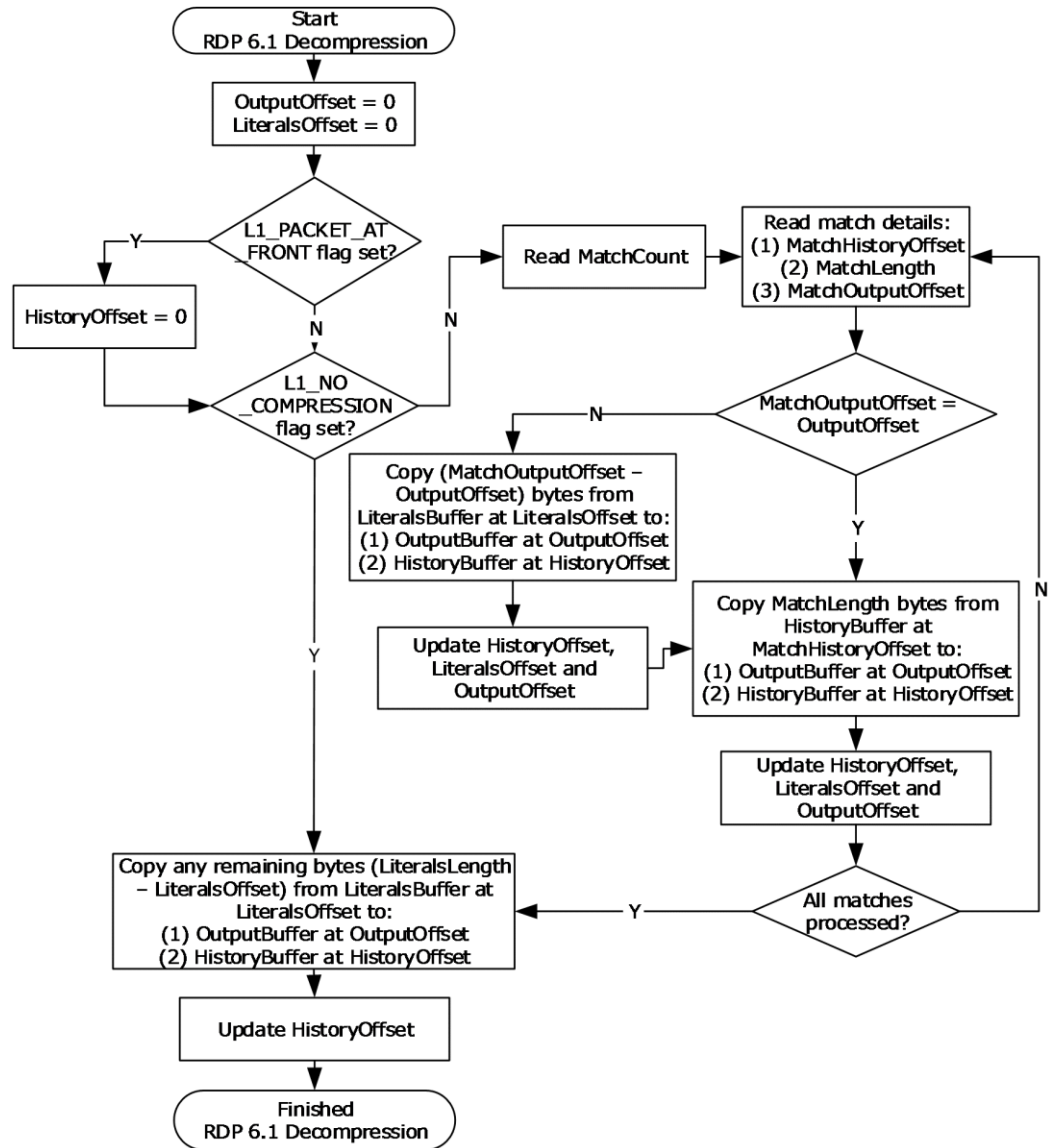


Figure 13: The RDP 6.1 bulk decompression algorithm

2016/05/02	<p>In Section 3.3.5.1.2.1.7, Construction of Cache Bitmap (Revision 3), changed Cache Bitmap (Revision 2) to Cache Bitmap (Revision 3).</p> <p>Changed from:</p> <p>...</p> <p>The Cache Bitmap (Revision 3) Order MUST NOT be sent to the client if support for bitmap caching was not specified using the Revision 2 Bitmap Cache Capability Set ([MS-RDPBCGR] section 2.2.7.1.4.2). Furthermore, if client-side support for the MemBlt (section 3.3.5.1.1.1.9) and Mem3Blt (section 3.3.5.1.1.1.10) Primary Drawing Orders (specified using the Order Capability Set specified in [MS-RDPBCGR] section 2.2.7.1.3) does not exist, the Cache Bitmap (Revision 2) Order SHOULD NOT be sent to the client.</p>
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Errata Published *	Description
	<p>Changed to:</p> <p>...</p> <p>The Cache Bitmap (Revision 3) Order MUST NOT be sent to the client if support for bitmap caching was not specified using the Revision 2 Bitmap Cache Capability Set ([MS-RDPBCGR] section 2.2.7.1.4.2). Furthermore, if client-side support for the MemBlit (section 3.3.5.1.1.9) and Mem3Blit (section 3.3.5.1.1.10) Primary Drawing Orders (specified using the Order Capability Set specified in [MS-RDPBCGR] section 2.2.7.1.3) does not exist, the Cache Bitmap (Revision 3) Order SHOULD NOT be sent to the client.</p>
2016/03/21	<p>In Section 2.2.2.1.3.3, Switch Surface (SWITCH_SURFACE_ORDER), added a product behavior note for the bitmapId field.</p> <p>Changed from:</p> <p>If this field has a value less than SCREEN_BITMAP_SURFACE (0xFFFF), it identifies an entry in the Offscreen Bitmap Cache which contains a bitmap surface that MUST become the new target drawing surface.</p> <p>Changed to:</p> <p>If this field has a value less than SCREEN_BITMAP_SURFACE (0xFFFF), it SHOULD<5> identify an entry in the Offscreen Bitmap Cache that contains a bitmap surface that MUST become the new target drawing surface.</p> <p><5> Section 2.2.2.1.3.3: It is possible that the bitmapId field sent by the Windows implementation of RDP identifies a nonexistent or deleted bitmap. In this case, a substitute surface that is the same size as the virtual desktop is used as the target of the switch operation.</p>

*Date format: YYYY/MM/DD