

[MS-RDPEGFX]: Remote Desktop Protocol: Graphics Pipeline Extension

This topic lists the Errata found in [MS-RDPEGFX] 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 [V8.0 – 2015/06/30](#).

Errata Published*	Description
2015/10/12	<p>In Section 2.2.4.2.1.5, RFX_PROGRESSIVE_REGION, modified the description of the RFX_PROGRESSIVE_REGION structure.</p> <p>Changed from:</p> <p>The RFX_PROGRESSIVE_REGION structure contains the compressed data for a set of tiles from the frame. All RFX_PROGRESSIVE_REGION blocks SHOULD be present between the RFX_PROGRESSIVE_FRAME_BEGIN (section 2.2.4.2.1.2) and RFX_PROGRESSIVE_FRAME_END (section 2.2.4.2.1.3) blocks. If a block is not present between the RFX_PROGRESSIVE_FRAME_BEGIN and RFX_PROGRESSIVE_FRAME_END blocks, the decoder SHOULD ignore it.</p> <p>Note that RFX_PROGRESSIVE_REGION entries that are part of the same frame can share the tiles defined in the tiles field of each entry. In this scenario, tiles are not repeated in successive RFX_PROGRESSIVE_REGION entries. Across all of the RFX_PROGRESSIVE_REGION entries of a frame, the rectangles (defined in the rects field of each entry) MUST be distinct, and the region defined by these rectangles MUST be completely covered by all of the tiles defined in the RFX_PROGRESSIVE_REGION entries of the frames.</p> <p>Changed to:</p> <p>The RFX_PROGRESSIVE_REGION structure contains the compressed data for a set of tiles from the frame. All RFX_PROGRESSIVE_REGION blocks SHOULD be present between the RFX_PROGRESSIVE_FRAME_BEGIN (section 2.2.4.2.1.2) and RFX_PROGRESSIVE_FRAME_END (section 2.2.4.2.1.3) blocks. If a block is not present between the RFX_PROGRESSIVE_FRAME_BEGIN and RFX_PROGRESSIVE_FRAME_END blocks, the decoder MUST ignore it.</p> <p>Note that RFX_PROGRESSIVE_REGION entries that are part of the same frame can share the tiles defined in the tiles field of each entry. In this scenario, tiles are not repeated in successive RFX_PROGRESSIVE_REGION entries. Across all of the RFX_PROGRESSIVE_REGION entries of a frame, the rectangles (defined in the rects field of each entry) MUST be distinct, and the region defined by these rectangles MUST be completely covered by all of the tiles defined in the RFX_PROGRESSIVE_REGION entries of the frames. Note that in this context the frame is bracketed between the RDPGFX_START_FRAME_PDU and the RDPGFX_END_FRAME_PDU, and can span multiple RFX_PROGRESSIVE_FRAME_BEGIN and RFX_PROGRESSIVE_FRAME_END blocks.</p>

*Date format: YYYY/MM/DD