

[MS-RDPET]: Remote Desktop Protocol: Telemetry Virtual Channel Extension

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Revision Summary

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1 Introduction

This document specifies the Remote Desktop Protocol: Telemetry Virtual Channel Extension to the Remote Desktop Protocol: Basic Connectivity and Graphics Remoting, as specified in [\[MS-RDPBCGR\]](#). The telemetry protocol defined in section 2.2 is used to send client performance metrics to the server, thus providing a way to collate statistics about the quality of the RDP experience.

Sections 1.8, 2, and 3 of this specification are normative and can contain the terms MAY, SHOULD, MUST, MUST NOT, and SHOULD NOT as defined in RFC 2119. Sections 1.5 and 1.9 are also normative but cannot contain those terms. All other sections and examples in this specification are informative.

1.1 Glossary

The following terms are defined in [\[MS-GLOS\]](#):

-little-endian
terminal server
Windows-1252 character set

The following terms are specific to this document:

ANSI character: An 8-bit **Windows-1252 character set** unit.

MAY, SHOULD, MUST, SHOULD NOT, MUST NOT: These terms (in all caps) are used as described in [RFC2119]. All statements of optional behavior use either MAY, SHOULD, or SHOULD NOT.

1.2 References

1.2.1 Normative References

We conduct frequent surveys of the normative references to assure their continued availability. If you have any issue with finding a normative reference, please contact dochelp@microsoft.com. We will assist you in finding the relevant information.

[MS-RDPBCGR] Microsoft Corporation, "[Remote Desktop Protocol: Basic Connectivity and Graphics Remoting](#)".

[MS-RDPEDYC] Microsoft Corporation, "[Remote Desktop Protocol: Dynamic Channel Virtual Channel Extension](#)".

[RFC2119] Bradner, S., "Key words for use in RFCs to Indicate Requirement Levels", BCP 14, RFC 2119, March 1997, <http://www.rfc-editor.org/rfc/rfc2119.txt>

1.2.2 Informative References

[MS-GLOS] Microsoft Corporation, "[Windows Protocols Master Glossary](#)".

1.3 Overview

The Remote Desktop Protocol: Telemetry Virtual Channel Extension consists of a single client-to-server PDU (section [2.2.1](#)) sent over an RDP dynamic virtual channel (section [2.1](#)) every time a connection is established.

1.4 Relationship to Other Protocols

The Remote Desktop Protocol: Telemetry Virtual Channel Extension is embedded in a dynamic virtual channel transport, as specified in [\[MS-RDPEDYC\]](#) sections 1 to 3.

1.5 Prerequisites/Preconditions

The Remote Desktop Protocol: Telemetry Virtual Channel Extension operates only after the dynamic virtual channel transport is fully established. If the dynamic virtual channel transport is terminated, the Remote Desktop Protocol: Telemetry Virtual Channel Extension is also terminated. The protocol is terminated by closing the underlying virtual channel. For details about closing the dynamic virtual channel, see [\[MS-RDPEDYC\]](#) section 3.2.5.2.

1.6 Applicability Statement

The Remote Desktop Protocol: Telemetry Virtual Channel Extension is applicable in scenarios where a mechanism to transmit telemetry data to a **terminal server** is required.

1.7 Versioning and Capability Negotiation

None.

1.8 Vendor-Extensible Fields

None.

1.9 Standards Assignments

None.

2 Messages

2.1 Transport

The Remote Desktop Protocol: Telemetry Virtual Channel Extension is designed to operate over a dynamic virtual channel, as specified in [\[MS-RDPEDYC\]](#) sections 1 to 3. The dynamic virtual channel name is the null-terminated **ANSI character** string "Microsoft::Windows::RDS::Telemetry". The usage of channel names in the context of opening a dynamic virtual channel is specified in [\[MS-RDPEDYC\]](#) section 2.2.2.1.

2.2 Message Syntax

The following sections specify the Remote Desktop Protocol: Telemetry Virtual Channel Extension message syntax.

All multiple-byte fields within a message **MUST** be marshaled in **little-endian** byte order, unless otherwise specified.

2.2.1 RDP_TELEMETRY_PDU

The **RDP_TELEMETRY_PDU** message is a client-to-server PDU that is used to transmit metrics with respect to the time it took the client to complete a fully functional connection to the server.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Id								Length								PromptForCredentialsMillis															
...																PromptForCredentialsDoneMillis															
...																GraphicsChannelOpenedMillis															
...																FirstGraphicsReceivedMillis															
...																															

Id (1 byte): An 8-bit unsigned integer that **MUST** contain the value 0x01.

Length (1 byte): An 8-bit unsigned integer that specifies the length, in bytes, of the PDU. This field **MUST** be set to 0x12.

PromptForCredentialsMillis (4 bytes): A 32-bit unsigned integer that specifies the difference, in milliseconds, between the time when the connection was initiated, and the time when a credentials prompt dialog was shown to the user. This value **MUST** be zero if no credentials prompt dialog was displayed.

PromptForCredentialsDoneMillis (4 bytes): A 32-bit unsigned integer that specifies the difference, in milliseconds, between the time when the connection was initiated, and the time when credentials were successfully provided by the user. This value **MUST** be zero if no credentials prompt dialog was displayed.

GraphicsChannelOpenedMillis (4 bytes): A 32-bit unsigned integer that specifies the difference, in milliseconds, between the time when the connection was initiated, and the time when the Remote Desktop Protocol: Graphics Pipeline Extension dynamic virtual channel ([\[MS-RDPEGFX\]](#) section 2.1) was accepted by the client.

FirstGraphicsReceivedMillis (4 bytes): A 32-bit unsigned integer that specifies the difference in milliseconds, between the time when the connection was initiated, and the time when the first Desktop Protocol: Graphics Pipeline Extension graphics message ([\[MS-RDPEGFX\]](#) section 2.2) was received by the client.

3 Protocol Details

3.1 Server Details

3.1.1 Abstract Data Model

None.

3.1.2 Timers

None.

3.1.3 Initialization

None.

3.1.4 Higher-Layer Triggered Events

None.

3.1.5 Processing Events and Sequencing Rules

3.1.5.1 Processing RDP_TELEMETRY_PDU

The structure and fields of the [RDP_TELEMETRY_PDU](#) message are specified in section [2.2.1](#). Processing of this message is optional. Upon receiving this message, the server SHOULD log an event with the connection information contained in the **PromptForCredentialsMillis**, **PromptForCredentialsDoneMillis**, **GraphicsChannelOpenedMillis** and **FirstGraphicsReceivedMillis** fields.

3.1.6 Timer Events

None.

3.1.7 Other Local Events

None.

3.2 Client Details

3.2.1 Abstract Data Model

None.

3.2.2 Timers

None.

3.2.3 Initialization

None.

3.2.4 Higher-Layer Triggered Events

None.

3.2.5 Processing Events and Sequencing Rules

3.2.5.1 Sending RDP_TELEMETRY_PDU

The structure and fields of the [RDP_TELEMETRY_PDU](#) message are specified in section [2.2.1](#). The message fields MUST be populated in accordance with this description. Transmission of the RDP_TELEMETRY_PDU message to the server is optional.

3.2.6 Timer Events

None.

3.2.7 Other Local Events

None.

4 Protocol Examples

None.

5 Security

5.1 Security Considerations for Implementers

None.

5.2 Index of Security Parameters

None.

6 Appendix A: Product Behavior

The information in this specification is applicable to the following Microsoft products or supplemental software. References to product versions include released service packs:

- Windows 8.1 operating system
- Windows Server 2012 R2 operating system

Exceptions, if any, are noted below. If a service pack or Quick Fix Engineering (QFE) number appears with the product version, behavior changed in that service pack or QFE. The new behavior also applies to subsequent service packs of the product unless otherwise specified. If a product edition appears with the product version, behavior is different in that product edition.

Unless otherwise specified, any statement of optional behavior in this specification that is prescribed using the terms SHOULD or SHOULD NOT implies product behavior in accordance with the SHOULD or SHOULD NOT prescription. Unless otherwise specified, the term MAY implies that the product does not follow the prescription.

7 Change Tracking

No table of changes is available. The document is either new or has had no changes since its last release.

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