## [MS-RDPRFX]: Remote Desktop Protocol: RemoteFX Codec Extension

This topic lists the Errata found in [MS-RDPRFX] 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 <u>V20.0 – 2018/09/12</u>.

Errata Published*	Description
2019/02/19	In Section 4.2.4.1, Input TS_RFX_TILESET Message, updated the first line of an annotated dump of a TS_RFX_TILESET message containing a single encoded 64x64 tile from "00000000 c7 cc 3e 0b 00 00 01 01 c2 ca 00 00 51 50 01 40" to "00000000 c7 cc 3e 0b 00 00 01 00 c2 ca 00 00 51 50 01 40".
	Changed from: The following is an annotated dump of a TS_RFX_TILESET (section 2.2.2.3.4) message containing a single encoded 64x64 tile.
	00000000 c7 cc 3e 0b 00 00 01 01 c2 ca 00 00 51 50 01 40
	Changed to: The following is an annotated dump of a TS_RFX_TILESET (section 2.2.2.3.4) message containing a single encoded 64x64 tile.
	00000000 c7 cc 3e 0b 00 00 01 00 c2 ca 00 00 51 50 01 40
2019/02/19	In Section 3.1.8.1.6, Linearization, updated the converted value of -10 to 10 after coefficients from LL3 undergo differential encoding.
	Changed from:
	The coefficients from LL3 also undergo differential encoding. Except for the first coefficient, every raster-scanned LL3 coefficient is subtracted from its previous neighbor. For example, if the raster-scanned LL3 coefficients are
	[64, 32, 42, 54, 50, 60, 40, 70]
	Then, after differential encoding, they would get converted to
	[64, -32, 10, 12, -4, -10, -20, 30]
	Changed to:
	The coefficients from LL3 also undergo differential encoding. Except for the first coefficient, every raster-scanned LL3 coefficient is subtracted from its previous neighbor. For example, if the raster-scanned LL3 coefficients are

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<sup>\*</sup>Date format: YYYY/MM/DD