[MS-SHLLINK]: Shell Link (.LNK) Binary File Format

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

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Errata below are for Protocol Document Version V4.0 – 2017/09/15.

Errata Published*	Description
2018/06/18	In Section 2, Structures, a note was added about the value contained by size fields. Added: Some Shell Link Binary File Format structures contain size fields; for example, HeaderSize in the ShellLinkHeader structure (section 2.1) and LinkInfoSize in the LinkInfo structure (section 2.3). Unless otherwise specified, the value contained by these size fields includes the size of size field itself. In Section 2.1.3, HotKeyFlags, the value 0x00 was added to the LowByte and HighByte tables. Changed from: LowByte (1 byte): An 8-bit unsigned integer that specifies a virtual key code that corresponds to a key on the keyboard. This value MUST be one of the following: Value / Meaning 0x30 / "0" key ... / ... HighByte (1 byte): An 8-bit unsigned integer that specifies bits that correspond to modifier keys on the keyboard. This value MUST be one or a combination of the following: Value / Meaning HOTKEYF_SHIFT 0x01 / The "SHIFT" key on the keyboard. ... / ... Changed to: LowByte (1 byte): An 8-bit unsigned integer that specifies a virtual key code that corresponds to a key on the keyboard. This value MUST be one of the following: Value / Meaning 0x00 / No key assigned. 0x30 / "0" key

<table>
<tr><th>Errata Published*</th><th>Description</th></tr>
<tr><td></td><td>
<table>
<tr><td>...</td><td>...</td></tr>
</table>
HighByte (1 byte): An 8-bit unsigned integer that specifies bits that correspond to modifier keys on the keyboard. This value MUST be one or a combination of the following:
<table>
<tr><th>Value</th><th>Meaning</th></tr>
<tr><td>0x00</td><td>No modifier key is being used.</td></tr>
<tr><td>HOTKEYF_SHIFT
0x01</td><td>The "SHIFT" key on the keyboard.</td></tr>
<tr><td>...</td><td>...</td></tr>
</table>
</td></tr>
<tr><td>2018/06/18</td><td>In Section 2.5.10, TrackerDataBlock, the definition of the Length field was clarified.

Changed from:
Length (4 bytes): A 32-bit, unsigned integer. This value MUST be greater than or equal to 0x0000058.

Changed to:
Length (4 bytes): A 32-bit, unsigned integer that specifies the size of the rest of the TrackerDataBlock structure, including this Length field. This value MUST be 0x00000058.</td></tr>
<tr><td>2018/06/18</td><td>In Section 2.5.10, TrackerDataBlock, the size information of the FontWeight field was corrected in the structure diagram and in the field description.

Changed from:
MachineID (variable)
MachineID (variable): A character string, as defined by the system default code page, which specifies the NetBIOS name of the machine where the link target was last known to reside.

Changed to:
MachineID (16 bytes)
MachineID (16 bytes): A NULL–terminated character string, as defined by the system default code page, which specifies the NetBIOS name of the machine where the link target was last known to reside.</td></tr>
<tr><td>2018/06/18</td><td>In Section 2.5.1, ConsoleDataBlock, the size information of the FontWeight field was corrected.

Changed from:
FontWeight (4 bytes): A 16-bit, unsigned integer that specifies the stroke weight of the font used in the console window.

Changed to:
FontWeight (4 bytes): A 32-bit, unsigned integer that specifies the stroke weight of the font used in the console window.</td></tr>
<tr><td>2018/06/18</td><td>In Section 2.5.1, ConsoleDataBlock, the definition of the FontFamily field was clarified.</td></tr>
</table>

<table>
<tr><th>Errata Published*</th><th>Description</th></tr>
<tr><td></td><td>Changed from:
FontFamily (4 bytes): A 32-bit, unsigned integer that specifies the family of the font used in the console window. This value MUST be one of the following:
<table><tr><th>Value</th><th>Meaning</th></tr><tr><td>FF_DONTCARE
0x0000</td><td>The font family is unknown.</td></tr><tr><td>...</td><td>...</td></tr><tr><td>FF_DECORATIVE
0x0050</td><td>The font is a novelty font; for example, "Old English".</td></tr></table>
Changed to:
FontFamily (4 bytes): A 32-bit, unsigned integer that specifies the family of the font used in the console window. This value MUST be comprised of a font family and a font pitch. The values for the font family are shown in the following table:
<table><tr><th>Value</th><th>Meaning</th></tr><tr><td>FF_DONTCARE
0x0000</td><td>The font family is unknown.</td></tr><tr><td>...</td><td>...</td></tr><tr><td>FF_DECORATIVE
0x0050</td><td>The font is a novelty font; for example, "Old English".</td></tr></table>
A bitwise OR of one or more of the following font-pitch bits is added to the font family from the previous table:
<table><tr><th>Value</th><th>Meaning</th></tr><tr><td>TMPF_NONE
0x0000</td><td>A font pitch does not apply.</td></tr><tr><td>TMPF_FIXED_PITCH
0x0001</td><td>The font is a fixed-pitch font.</td></tr><tr><td>TMPF_VECTOR
0x0002</td><td>The font is a vector font.</td></tr><tr><td>TMPF_TRUETYPE
0x0004</td><td>The font is a true-type font.</td></tr><tr><td>TMPF_DEVICE
0x0008</td><td>The font is specific to the device.</td></tr></table></td></tr>
<tr><td>2018/06/18</td><td>In Section 2.5.1, ConsoleDataBlock, the definition of the FontSize field was clarified.

Changed from:
FontSize (4 bytes): A 32-bit, unsigned integer that specifies the size, in pixels, of the font used in the console window.

Changed to:</td></tr>
</table>

Errata Published*	Description
	FontSize (4 bytes): A 32-bit, unsigned integer that specifies the size, in pixels, of the font used in the console window. The two most significant bytes contain the font height and the two least significant bytes contain the font width. For vector fonts, the width is set to zero.
2018/06/18	In Section 2.3.1, VolumeID, the description of the VolumeLabelOffsetUnicode field was updated. Changed from: VolumeLabelOffsetUnicode (4 bytes): An optional, 32-bit, unsigned integer ... If the value of the VolumeLabelOffset field is not 0x00000014, this field MUST be ignored, and the value of the VolumeLabelOffset field MUST be used to locate the volume label string. Changed to: VolumeLabelOffsetUnicode (4 bytes): An optional, 32-bit, unsigned integer ... If the value of the VolumeLabelOffset field is not 0x00000014, this field MUST NOT be present; instead, the value of the VolumeLabelOffset field MUST be used to locate the volume label string.

*Date format: YYYY/MM/DD