

[MS-RDPEPS]: Remote Desktop Protocol: Session Selection Extension

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Revision Summary

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1 Introduction

This protocol extension expands on the original connectivity options that are specified in the [Remote Desktop Protocol: Basic Connectivity and Graphics Remoting Specification](#). This extension handles a variety of new scenarios where the Remote Desktop Protocol (RDP) is used to send the user experience of an application.

1.1 Glossary

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

client
protocol data unit (PDU)
server
terminal server
Unicode

The following terms are specific to this document:

RDP source: A process or other operating system entity that generates a remoting protocol that conforms with the [\[MS-RDPBCGR\]](#) specification.

RDP source ID: A numeric identifier that uniquely identifies the source of a Remote Desktop Protocol (RDP) stream.

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. Please check the archive site, <http://msdn2.microsoft.com/en-us/library/E4BD6494-06AD-4aed-9823-445E921C9624>, as an additional source.

[MS-RDPBCGR] Microsoft Corporation, "[Remote Desktop Protocol: Basic Connectivity and Graphics Remoting Specification](#)", June 2007.

[MS-RAI] Microsoft Corporation, "[Remote Assistance Initiation Protocol Specification](#)", June 2007.

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

1.2.2 Informative References

[MS-GLOS] Microsoft Corporation, "[Windows Protocols Master Glossary](#)", March 2007.

1.3 Overview

The Remote Desktop Protocol: Session Selection Extension details the messages sent from an RDP **client** to a **server** to facilitate the precise targeting of a **RDP source**. This extension allows the separation of the TCP/IP listener process from the process that implements the RDP source. This is achieved by providing the server with enough information so the latter can decide what RDP source process should handle the connection. This information is sent before any of the PDUs described by the [\[MS-RDPBCGR\]](#) protocol are exchanged between the server and the client.

1.4 Relationship to Other Protocols

This protocol extension is a minor enhancement to the [Remote Desktop Protocol: Basic Connectivity and Graphics Remoting Specification](#).

1.5 Prerequisites/Preconditions

The client must have all of the information necessary to initialize the Server Preconnection PDU (see section [2.2.1](#)) with values that are appropriate to the scenario.

1.6 Applicability Statement

This protocol is applicable when there is a need to allow multiple processes to accept connections on the same TCP/IP port.

1.7 Versioning and Capability Negotiation

There are two versions of this protocol. For specifications about handling and sending the version information, see sections [2.2.1](#), [3.1.5.1](#), and [3.2.5.1](#).

- Version 1 is specified by the [RDP PRECONNECTION PDU V1](#).
- Version 2 is specified by the [RDP PRECONNECTION PDU V2](#).

A listening process that implements this extension expects that the **PDU** and the client will always send it.

The client and server must both use the same version of the preconnection PDU. There is no negotiation for the PDU version in the protocol, so an out-of-band method should be used to determine which version to use. For example, a server implementing this protocol may state in its documentation that it always expects version 1 of the preconnection PDU. A client being developed to connect to this server should then be configured to always send version 1 of the PDU. See section [3.2.5.1](#) for more information.

The client should send the information that is expected by the server implementation in the PDU **Id** and **wszPCB** fields. Because there is no negotiation for the format and the required information, these are established through convention based on the type of server to which the client is connecting.

1.8 Vendor-Extensible Fields

None.

1.9 Standards Assignments

None.

2 Messages

2.1 Transport

This protocol uses TCP/IP as its transport mechanism.

2.2 Message Syntax

The following sections contain the Remote Desktop Protocol: Session Selection Extension message syntax.

2.2.1 Server RDP Preconnection PDU

The following sections contain Remote Desktop Protocol: Session Selection Extension message syntax for [RDP_PRECONNECTION_PDU_V1](#) and [RDP_PRECONNECTION_PDU_V2](#). Section [1.7](#) describes when each version is used.

2.2.1.1 Version 1 (RDP_PRECONNECTION_PDU_V1)

The RDP_PRECONNECTION_PDU_V1 is used by the client to let the listening process know which RDP source the connection is intended for.

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
cbSize																															
Flags																															
Version																															
Id																															

cbSize (4 bytes): An unsigned 32-bit integer. This field identifies the total size, in bytes, of the RDP_PRECONNECTION_PDU_V1, or for a version 2 packet, the size of an [RDP_PRECONNECTION_PDU_V2](#) packet.

Flags (4 bytes): An unsigned 32-bit integer. MUST be set to zero when sending and ignored on receipt.

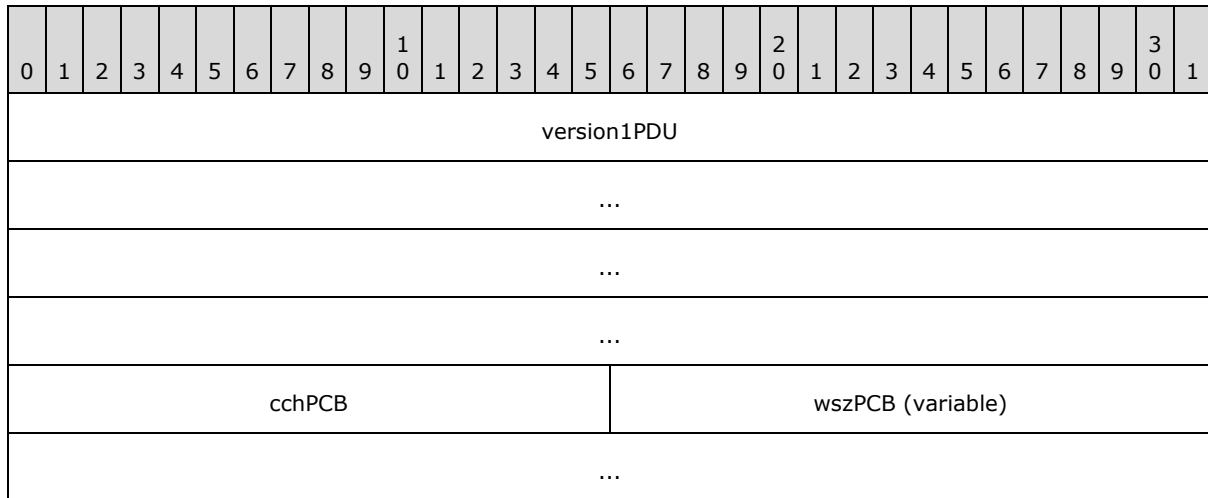
Version (4 bytes): An unsigned 32-bit integer. This field is one of the values in the table that is based on the version of the **PDU** that is sent. The field is intended for future extensibility. The field SHOULD be initialized by the client and SHOULD be ignored by the server, as specified in sections [3.1.5.1](#) and [3.2.5.1](#).

Value	Meaning
RDP_PRECONNECTION_PDU_V1 0x00000001	A version 1 connection PDU.
RDP_PRECONNECTION_PDU_V2 0x00000002	A version 2 connection PDU.

Id (4 bytes): An unsigned 32-bit integer. The **Id** field is used to uniquely identify the RDP source. Although the Id can be as simple as a process ID, it is often client-specific or server-specific and may be obfuscated.

2.2.1.2 Version 2 (RDP_PRECONNECTION_PDU_V2)

The RDP_PRECONNECTION_PDU_V2 extends the [RDP_PRECONNECTION_PDU_V1](#) packet by adding a variable-size **Unicode** character string. The receiver of this PDU can use this string and the **Id** field of the RDP_PRECONNECTION_PDU_V1 packet to determine the RDP source. This string is opaque to the protocol.



version1PDU (16 bytes): The RDP_PRECONNECTION_PDU_V1 header, as specified in section [2.2.1.1](#).

cchPCB (2 bytes): An unsigned 16-bit integer. The number of Unicode characters in the **wszPCB** field.

wszPCB (variable): A variable-length array of Unicode characters.

3 Protocol Details

3.1 Client Details

This section contains client details including abstract data model, timers, initialization, higher-layer triggered events, and message processing events and sequencing rules.

3.1.1 Abstract Data Model

None.

3.1.2 Timers

This protocol has a 10-second timer. It starts at the successful creation of the TCP connection between the client and server. The full length of the [RDP_PRECONNECTION_PDU_V1](#) or [RDP_PRECONNECTION_PDU_V2](#) MUST be sent by the client and received by the server within this window.

3.1.3 Initialization

The client MUST connect by using the IP address and port on which the server is known to be listening.

3.1.4 Higher-Layer Triggered Events

None.

3.1.5 Processing Events and Sequencing Rules

The client MUST send either the [RDP_PRECONNECTION_PDU_V1](#) or [RDP_PRECONNECTION_PDU_V2](#) to the server before sending any of the PDUs described in the [\[MS-RDPBCGR\]](#) specification.

3.1.5.1 Sending the RDP_PRECONNECTION_PDU_V1

The client MUST initialize the **cbSize** field with the total size, in bytes, of the PDU. The size of [RDP_PRECONNECTION_PDU_V1](#) is always 16 bytes.

The client MUST initialize the version field with the RDP_PRECONNECTION_PDU_V1 value.

The **Id** field SHOULD [<1>](#) be set to the **RDP source ID** for which the connection is intended. The value of this field can be determined by the client, either by convention or by communicating with the server.

3.1.5.2 Sending the RDP_PRECONNECTION_PDU_V2

The size that is sent in the **cbSize** field of the [RDP_PRECONNECTION_PDU_V2](#) packet is calculated by adding the size of the [RDP_PRECONNECTION_PDU_V1](#) header, **cchPCB** field, and **wszPCB** field. The size, in bytes, of the **wszPCB** field is calculated as the number of characters specified in the **cchPCB** field multiplied by 2. If the **cchPCB** field contains five characters, the **cbSize** will be $18 + (5 * 2) = 28$. If the **cchPCB** field is 0, the **wszPCB** field is not present, and the **cbSize** field MUST be initialized with a value of 18.

The client MUST initialize the **Version** field with the RDP_PRECONNECTION_PDU_V2 value.

The client MUST initialize the **cchPCB** field with the number of characters in the **wszPCB** Unicode array.

The **wszPCB** field SHOULD<2> be set to a value that identifies the server-side process for which the connection is intended. Before the connection is established, the value can be determined either by convention or by communicating with the server through other mechanisms.

3.1.6 Timer Events

None.

3.1.7 Other Local Events

None.

3.2 Server Details

This section contains server details including abstract data model, timers, initialization, higher-layer triggered events, and message processing events and sequencing rules.

3.2.1 Abstract Data Model

None.

3.2.2 Timers

This protocol has a 10-second timer. It starts at the successful creation of the TCP connection between the client and server. The full length of [RDP_PRECONNECTION_PDU_V1](#) or [RDP_PRECONNECTION_PDU_V2](#) SHOULD be sent by the client and received by the server within this window.<3>

3.2.3 Initialization

The server MUST listen on the IP address and port that the client uses to connect.

3.2.4 Higher-Layer Triggered Events

None.

3.2.5 Processing Events and Sequencing Rules

This section includes information about the processing of [RDP_PRECONNECTION_PDU_V1](#) and [RDP_PRECONNECTION_PDU_V2](#).

3.2.5.1 Processing the RDP_PRECONNECTION_PDU_V1 and V2

When processing either [RDP_PRECONNECTION_PDU_V1](#) or [RDP_PRECONNECTION_PDU_V2](#), the server MUST not make assumptions about the way the PDU is delivered by TCP/IP. The server MUST only read the bytes that are part of this PDU. The server MUST NOT read more than the minimum required size.

The server SHOULD wait and receive the whole PDU.<4> After the whole PDU is received, the server MUST determine the process for which the connection is intended. The server MUST hand over the connection to the specified process. If the information in the PDU does not map to any process, the server SHOULD disconnect the client.<5>

In order to process the PDU, the server MUST first determine how long the PDU is. The server does this by reading the 4 bytes that correspond to the **cbSize** field of the PDU, as specified in section [2.2.1.1](#). If the **cbSize** field is 16 bytes, the server MUST consider the PDU an RDP_PRECONNECTION_PDU_V1. If the size is greater than or equal to 18 bytes, the server MUST consider the PDU an RDP_PRECONNECTION_PDU_V2, check that the size is in the expected range based on the **cbSize** field, and disconnect the client if the size is not in the expected range. If the size is equal to 17 bytes or less than 16 bytes the server SHOULD [<6>](#) disconnect the client. If the **Version** field indicates that the PDU is RDP_PRECONNECTION_PDU_V1 and if the **cbSize** field is greater than 16 bytes, then the server SHOULD [<7>](#) disconnect the client.

When the **cbSize** field is received, the server MUST read that number of bytes from the TCP/IP stream.

When the server receives an RDP_PRECONNECTION_PDU_V2, it MUST verify that the size of the **wszPCB** field is consistent with the PDU size that is expected by the **cbSize** field. The **cbSize** MUST be greater than or equal to the size of the RDP_PRECONNECTION_PDU_V1, plus the size of the **cchPCB** field and **wszPCB** field, calculated as **cchPCB** multiplied by 2. If **cbSize** does not meet this condition, the server SHOULD disconnect the client. [<8>](#)

Once the PDU is received the server MUST determine if the received PDU is of the type supported by the server. If the type is not supported by the server, the latter SHOULD [<9>](#) disconnect the client.

3.2.6 Timer Events

If the 10-second timer expires, the server SHOULD disconnect the client. [<10>](#) Any resources that are associated with the connection are freed.

3.2.7 Other Local Events

None.

4 Protocol Examples

The following is an example of the [RDP_PRECONNECTION_PDU_V1](#).

```
00000000 10 00 00 00 00 00 00 00-01 00 00 00 eb 99 c6 ee .....
10 00 00 00 -> RDP_PRECONNECTION_PDU_V1::cbSize = 0x10 = 16 bytes
00 00 00 00 -> RDP_PRECONNECTION_PDU_V1::Flags = 0
01 00 00 00 -> RDP_PRECONNECTION_PDU_V1::Version = 1
eb 99 c6 ee -> RDP_PRECONNECTION_PDU_V1::Id = 0xEEC699EB = 4005992939
(random id)
```

The following is an example of the [RDP_PRECONNECTION_PDU_V2](#), where the PDU is an RDP_PRECONNECTION_PDU_V1 that is extended with a variable-size Unicode string.

```
00000000 20 00 00 00 00 00 00 00-02 00 00 00 00 00 00 .....
00000010 07 00 54 00 65 00 73 00-74 00 56 00 4d 00 00 00 ..T.e.s.t.V.M...
20 00 00 00 -> RDP_PRECONNECTION_PDU_V2::RDP_PRECONNECTION_PDU_V1::cbSize = 0x20 = 32 bytes
00 00 00 00 -> RDP_PRECONNECTION_PDU_V2::RDP_PRECONNECTION_PDU_V1::Flags = 0
02 00 00 00 -> RDP_PRECONNECTION_PDU_V2::RDP_PRECONNECTION_PDU_V1::Version = 2
00 00 00 00 -> RDP_PRECONNECTION_PDU_V2::RDP_PRECONNECTION_PDU_V1::Id = 0
07 00      -> RDP_PRECONNECTION_PDU_V2::cchPCB = 0x7 = 7 characters
54 00 65 00 73 00-74 00 56 00 4d 00 00 00 -> RDP_PRECONNECTION_PDU_V2::wszPCB -> "TestVM"
(including null terminator)
```

5 Security

5.1 Security Considerations for Implementers

In order to avoid denial-of-service attacks, the server should not wait indefinitely for the PDU content to arrive. Instead, the server should disconnect the client if the timer that is specified in sections [3.1.2](#) and [3.2.2](#) has passed and the entire PDU was not received.

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 Vista® operating system
- Windows Server® 2008 operating system
- Windows® 7 operating system
- Windows Server® 2008 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.

[<1> Section 3.1.5.1:](#) In Windows Vista, the client initializes the **Version** field with [RDP_PRECONNECTION_PDU_V1](#) because the **Id** field is sufficient to identify the wanted RDP source. The **Id** is initialized to a value that identifies the server. This value is obtained by the client through an external mechanism (such as fax, e-mail, or telephone) that is outside this protocol. The external mechanism that is used by the Remote Assistance Initiation Protocol (see [\[MS-RAI\]](#)) exchanges the **Id** as described in [\[MS-RAI\]](#) section 2.2.2. (The SID XML attribute in the Remote Assistance Connection String 2 contains the Id value.)

[<2> Section 3.1.5.2:](#) In the Windows Server 2008 virtual machine implementation, the client initializes the **Version** field to [RDP_PRECONNECTION_PDU_V2](#) and sets the **Id** field to zero. The string is used to identify the name of the wanted virtual machine. If the string is not null-terminated; the server will overwrite the last Unicode character with NULL prior to further processing.

The Windows Server 2008 virtual machine sends a GUID instead of a virtual machine name.

GUID formatting is as follows: 00000000-0000-0000-0000-000000000000. The hexadecimal numbers are separated by '-' characters; however, without any braces {} around the GUID. The byte ordering is standard GUID byte ordering (identical for all GUIDs that are represented as strings) and is case-insensitive for the hexadecimal digits. No other form is allowed.

[<3> Section 3.2.2:](#) In Windows Vista and Windows Server 2008 implementations, the server associates a time stamp for each new connection. The time stamp is used to verify whether all the preconnection PDU data for a connection was received in the specified 10-second interval. (See section [3.2.2](#).) If the data was not received, the client is then disconnected. However, the checks are only performed when a new connection is created or when data is received on one of the pending connections. Otherwise, the server does not check the time stamp, and the client is not disconnected.

[<4> Section 3.2.5.1:](#) In Windows Vista and Windows Server 2008 implementations, the server associates a time stamp for each new connection. The time stamp is used to verify whether all the preconnection PDU data for a connection is received in the specified 10-second interval. (See section [3.2.2](#).) If the data is not received, the client is disconnected. However, these checks are only

performed when a new connection is created or when data is received on a pending connection. Otherwise, the server does not check the time stamp, and the client is not disconnected.

<5> [Section 3.2.5.1](#): On a Windows Server 2008 virtual machine, [RDP_PRECONNECTION_PDU_V2](#) is used. The **Id** is ignored by the server. The server always expects a **wszPCB** string. The string represents the GUID of the virtual machine to which the client tries to connect. The server expects a null-terminated string. The server does not verify that the last character is a null terminator; instead, the server overwrites the last character with the null-terminated character. The server will use the GUID to identify the virtual machine the connection is intended for. If a matching virtual machine is not found on the server the connection will be terminated.

<6> [Section 3.2.5.1](#): In the Windows Vista and Windows Server 2008 implementation the server will disconnect the client if the **cbSize** value is 17 bytes or less than 16 bytes.

<7> [Section 3.2.5.1](#): In the Windows Vista and Windows Server 2008 implementations, the server disconnects the client if the **cbSize** value is greater than 16 bytes and the **Version** field indicates that it is [RDP_PRECONNECTION_PDU_V1](#).

<8> [Section 3.2.5.1](#): The Windows Vista and Windows Server 2008 virtual machine clients are disconnected if the **cbSize** field verification fails. If the **cbSize** value indicates that the payload is bigger than the length of the **wszPCB** field the bytes after the **wszPCB** field up to **cbSize** will be ignored.

<9> [Section 3.2.5.1](#): In Windows Vista Remote Assistance and Windows 7 Remote Assistance, the type of the PDU is always expected to be [RDP_PRECONNECTION_PDU_V1](#) and if the server receives a [RDP_PRECONNECTION_PDU_V2](#) it will disconnect the client. In Windows Server 2008 Hyper-V and Windows Server 2008 R2 Hyper-V, the type of the PDU is always expected to be [RDP_PRECONNECTION_PDU_V2](#) and if a [RDP_PRECONNECTION_PDU_V1](#) is received in this case the server will disconnect the client.

<10> [Section 3.2.6](#): In Windows Vista and Windows Server 2008 implementations, the server associates a time stamp for each new connection. The time stamp is used to verify whether all the preconnection PDU data for a connection is received in the specified 10-second interval. (See section [3.2.2](#).) If the data is not received, the client is disconnected. However, these checks are only performed when a new connection is created or when data is received on a pending connection. Otherwise, the server does not check the time stamp, and the client is not disconnected.

7 Change Tracking

This section identifies changes that were made to the [MS-RDPEPS] protocol document between the January 2011 and February 2011 releases. Changes are classified as New, Major, Minor, Editorial, or No change.

The revision class **New** means that a new document is being released.

The revision class **Major** means that the technical content in the document was significantly revised. Major changes affect protocol interoperability or implementation. Examples of major changes are:

- A document revision that incorporates changes to interoperability requirements or functionality.
- An extensive rewrite, addition, or deletion of major portions of content.
- The removal of a document from the documentation set.
- Changes made for template compliance.

The revision class **Minor** means that the meaning of the technical content was clarified. Minor changes do not affect protocol interoperability or implementation. Examples of minor changes are updates to clarify ambiguity at the sentence, paragraph, or table level.

The revision class **Editorial** means that the language and formatting in the technical content was changed. Editorial changes apply to grammatical, formatting, and style issues.

The revision class **No change** means that no new technical or language changes were introduced. The technical content of the document is identical to the last released version, but minor editorial and formatting changes, as well as updates to the header and footer information, and to the revision summary, may have been made.

Major and minor changes can be described further using the following change types:

- New content added.
- Content updated.
- Content removed.
- New product behavior note added.
- Product behavior note updated.
- Product behavior note removed.
- New protocol syntax added.
- Protocol syntax updated.
- Protocol syntax removed.
- New content added due to protocol revision.
- Content updated due to protocol revision.
- Content removed due to protocol revision.
- New protocol syntax added due to protocol revision.

- Protocol syntax updated due to protocol revision.
- Protocol syntax removed due to protocol revision.
- New content added for template compliance.
- Content updated for template compliance.
- Content removed for template compliance.
- Obsolete document removed.

Editorial changes are always classified with the change type **Editorially updated**.

Some important terms used in the change type descriptions are defined as follows:

- **Protocol syntax** refers to data elements (such as packets, structures, enumerations, and methods) as well as interfaces.
- **Protocol revision** refers to changes made to a protocol that affect the bits that are sent over the wire.

The changes made to this document are listed in the following table. For more information, please contact protocol@microsoft.com.

Section	Tracking number (if applicable) and description	Major change (Y or N)	Change type
3.2.5.1 Processing the RDP_PRECONNECTION PDU V1 and V2	55537 Updated product names in product behavior note describing what type of PDU is expected and what happens when the wrong type is received.	N	Product behavior note updated.

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