

# [MS-RDPNSC]: Remote Desktop Protocol: NSCodec Extension

---

## Intellectual Property Rights Notice for Open Specifications Documentation

- **Technical Documentation.** Microsoft publishes Open Specifications documentation for protocols, file formats, languages, standards as well as overviews of the interaction among each of these technologies.
- **Copyrights.** This documentation is covered by Microsoft copyrights. Regardless of any other terms that are contained in the terms of use for the Microsoft website that hosts this documentation, you may make copies of it in order to develop implementations of the technologies described in the Open Specifications and may distribute portions of it in your implementations using these technologies or your documentation as necessary to properly document the implementation. You may also distribute in your implementation, with or without modification, any schema, IDL's, or code samples that are included in the documentation. This permission also applies to any documents that are referenced in the Open Specifications.
- **No Trade Secrets.** Microsoft does not claim any trade secret rights in this documentation.
- **Patents.** Microsoft has patents that may cover your implementations of the technologies described in the Open Specifications. Neither this notice nor Microsoft's delivery of the documentation grants any licenses under those or any other Microsoft patents. However, a given Open Specification may be covered by Microsoft's Open Specification Promise (available here: <http://www.microsoft.com/interop/osp>) or the Community Promise (available here: <http://www.microsoft.com/interop/cp/default.mspx>). If you would prefer a written license, or if the technologies described in the Open Specifications are not covered by the Open Specifications Promise or Community Promise, as applicable, patent licenses are available by contacting [iplg@microsoft.com](mailto:iplg@microsoft.com).
- **Trademarks.** The names of companies and products contained in this documentation may be covered by trademarks or similar intellectual property rights. This notice does not grant any licenses under those rights.
- **Fictitious Names.** The example companies, organizations, products, domain names, e-mail addresses, logos, people, places, and events depicted in this documentation are fictitious. No association with any real company, organization, product, domain name, email address, logo, person, place, or event is intended or should be inferred.

**Reservation of Rights.** All other rights are reserved, and this notice does not grant any rights other than specifically described above, whether by implication, estoppel, or otherwise.

**Tools.** The Open Specifications do not require the use of Microsoft programming tools or programming environments in order for you to develop an implementation. If you have access to Microsoft programming tools and environments you are free to take advantage of them. Certain Open Specifications are intended for use in conjunction with publicly available standard specifications and network programming art, and assumes that the reader either is familiar with the aforementioned material or has immediate access to it.

## Revision Summary

Date	Revision History	Revision Class	Comments
04/23/2010	0.1	Major	First Release.
06/04/2010	0.1.1	Editorial	Revised and edited the technical content.
07/16/2010	1.0	Major	Significantly changed the technical content.
08/27/2010	1.0	No change	No changes to the meaning, language, or formatting of the technical content.
10/08/2010	2.0	Major	Significantly changed the technical content.
11/19/2010	2.0	No change	No changes to the meaning, language, or formatting of the technical content.
01/07/2011	3.0	Major	Significantly changed the technical content.
02/11/2011	4.0	Major	Significantly changed the technical content.

# Contents

<b>1 Introduction</b>	<b>5</b>
1.1 Glossary	5
1.2 References	5
1.2.1 Normative References	5
1.2.2 Informative References	6
1.3 Protocol Overview (Synopsis)	6
1.4 Relationship to Other Protocols	7
1.5 Prerequisites/Preconditions	7
1.6 Applicability Statement	7
1.7 Versioning and Capability Negotiation	7
1.8 Vendor-Extensible Fields	7
1.9 Standards Assignments	7
<b>2 Messages</b>	<b>8</b>
2.1 Transport	8
2.2 Message Syntax	8
2.2.1 NSCodec Capability Set (TS_NSCODEC_CAPABILITYSET)	8
2.2.2 NSCodec Compressed Bitmap Stream (NSCODEC_BITMAP_STREAM)	9
2.2.2.1 NSCodec RLE Segments (NSCODEC_RLE_SEGMENTS)	12
2.2.2.2 NSCodec RLE Segment	13
2.2.2.2.1 NSCodec RLE Run Segment (NSCODEC_RLE_RUN_SEGMENT)	13
2.2.2.2.2 NSCodec RLE Literal Segment (NSCODEC_RLE_LITERAL_SEGMENT)	13
<b>3 Protocol Details</b>	<b>14</b>
3.1 Common Details	14
3.1.1 Abstract Data Model	15
3.1.1.1 Lossy Bitmap Compression Ability	15
3.1.1.2 Chroma Subsampling Ability	15
3.1.1.3 Maximum Supported Color Loss Level	15
3.1.2 Timers	15
3.1.3 Initialization	15
3.1.4 Higher-Layer Triggered Events	15
3.1.5 Processing Events and Sequencing Rules	16
3.1.5.1 NSCodec Capability Set	16
3.1.5.2 NSCodec Compressed Bitmap Stream	16
3.1.6 Timer Events	16
3.1.7 Other Local Events	16
3.1.8 NSCodec Bitmap Compression	16
3.1.8.1 NSCodec Run-Length Encoding	17
3.1.8.1.1 Encoding Run-Length Sequences	17
3.1.8.2 Padding the Red, Green, and Blue Color Planes	19
3.1.8.3 Compressing a Bitmap	20
3.1.8.4 Decompressing a Bitmap	21
<b>4 Protocol Examples</b>	<b>24</b>
<b>5 Security</b>	<b>27</b>
5.1 Security Considerations for Implementers	27
5.2 Index of Security Parameters	27
<b>6 Appendix A: Product Behavior</b>	<b>28</b>

<b>7</b>	<b>Change Tracking</b> .....	<b>29</b>
<b>8</b>	<b>Index</b> .....	<b>33</b>

# 1 Introduction

The Remote Desktop Protocol: NSCodec Extension is an extension to the Remote Desktop Protocol: Basic Connectivity and Graphics Remoting (as specified in [\[MS-RDPBCGR\]](#)). The aim of the Remote Desktop Protocol: NSCodec Extension is to specify an image codec that can be used to encode screen images by utilizing efficient and effective compression.

## 1.1 Glossary

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

**globally unique identifier (GUID)  
little-endian**

The following terms are specific to this document:

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

**ARGB:** A color space wherein each color is represented as a quad (A, R, G, B), where A represents the alpha (transparency) component, R represents the red component, G represents the green component and B represents the blue component.

**AYCoCg:** A color space wherein each color is represented as a quad (A, Y, Co, Cg), where A represents the alpha (transparency) component, Y represents the luma (intensity) component, and Co and Cg represent the two chrominance (color) components orange and green, respectively.

**color plane:** A two-dimensional surface containing a collection of values that represent a single component of the ARGB or AYCoCg color space.

**color space:** Any method of representing colors for printing or electronic display.

**run-length encoding (RLE):** A form of data compression in which repeated values are represented by a count and a single instance of the value.

**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](mailto: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-RDPEGDI] Microsoft Corporation, "[Remote Desktop Protocol: Graphics Device Interface \(GDI\) Acceleration Extensions](#)", June 2007.

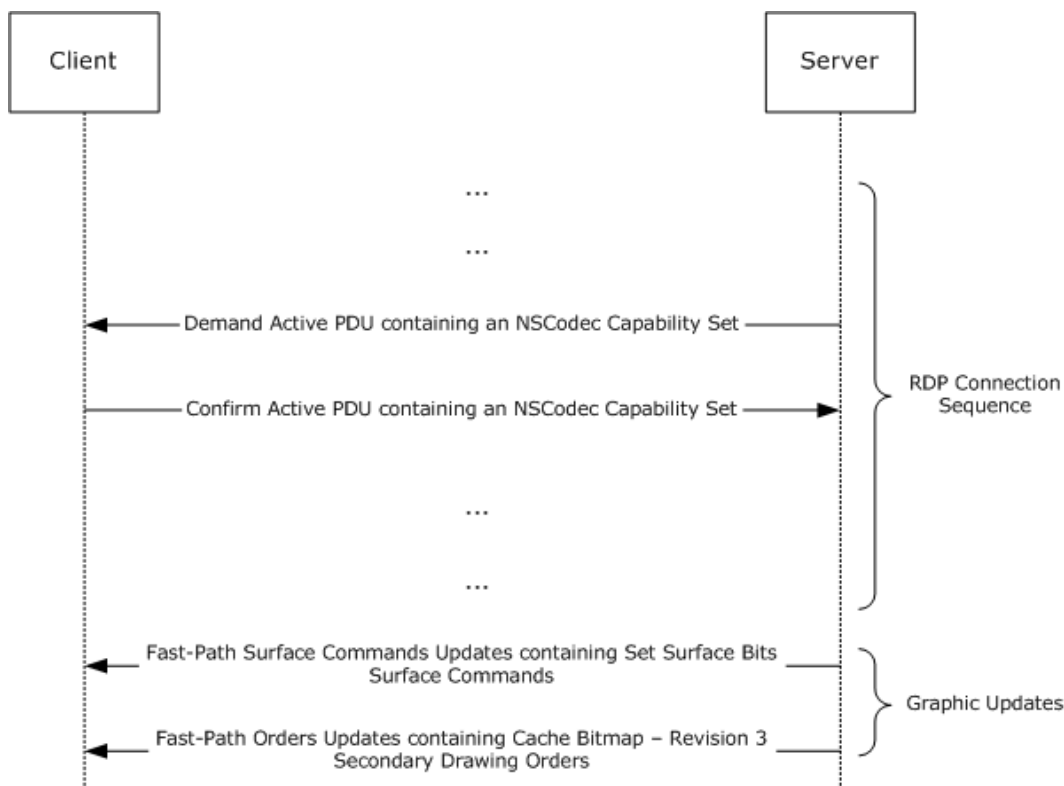
## 1.2.2 Informative References

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

## 1.3 Protocol Overview (Synopsis)

The Remote Desktop Protocol: NSCodec Codec Extension reduces the bandwidth associated with desktop remoting by efficiently compressing 24 bits per pixel (bpp) and 32 bpp images. This is achieved by using the NSCodec bitmap codec. This bitmap codec is based on the bitmap compression techniques introduced in [\[MS-RDPEGDI\]](#) section 3.1.9.

The [\[MS-RDPBCGR\]](#) PDUs that encapsulate [\[MS-RDPNSC\]](#) structures are summarized in the following figure.



**Figure 1: Encapsulation and sequencing of NSCodec settings and bitmaps**

[\[MS-RDPNSC\]](#) settings are encapsulated in an NSCodec Capability Set (section [2.2.1](#)), which is ultimately transported in a server-to-client Demand Active PDU ([\[MS-RDPBCGR\]](#) section 2.2.1.13.1) or client-to-server Confirm Active PDU ([\[MS-RDPBCGR\]](#) section 2.2.1.13.2). The Demand Active PDU and Confirm Active PDU are transmitted during the Capabilities Exchange Phase of the RDP Connection Sequence ([\[MS-RDPBCGR\]](#) section 1.3.1.1).

When the RDP Connection Sequence has run to completion, bitmap images of the user's session are transmitted from the server to the client ([\[MS-RDPBCGR\]](#) section 1.3.6). NSCodec compression techniques (section [3.1.8](#)) and structures (section [2.2.2](#)) are used to efficiently transport these

bitmaps so that they can be rendered on the client. NSCodec-compressed bitmaps that must not be cached are sent encapsulated in Set Surface Bits Surface Commands ([\[MS-RDPBCGR\]](#) section 2.2.9.2.1), which are ultimately transported in a server-to-client Fast-Path Surface Commands Update ([\[MS-RDPBCGR\]](#) section 2.2.9.1.2.1.10). NSCodec-compressed bitmaps that must be cached are sent encapsulated in Cache Bitmap – Revision 3 ([\[MS-RDPEGDI\]](#) section 2.2.2.2.1.2.8) Secondary Drawing Orders, which are ultimately transported in a server-to-client Fast-Path Orders Update ([\[MS-RDPEGDI\]](#) section 2.2.2.2). Bitmap caching is discussed in [\[MS-RDPEGDI\]](#) section 3.1.1.1.1.

## 1.4 Relationship to Other Protocols

This protocol extends the Remote Desktop Protocol: Basic Connectivity and Graphics Remoting (as specified in [\[MS-RDPBCGR\]](#)) by adding advanced compression techniques.

## 1.5 Prerequisites/Preconditions

All multiple-byte fields within a message are assumed to contain data in **little-endian** byte ordering unless otherwise specified.

## 1.6 Applicability Statement

This protocol is applicable in situations in which it is necessary to optimize the bandwidth required for graphics remoting. The advanced compression techniques specified in this document enable the efficient transfer of server-side images and video.

## 1.7 Versioning and Capability Negotiation

This protocol builds on the basic Remote Desktop Protocol. The features provided by this extension are negotiated during the Capabilities Exchange Phase of the RDP connection sequence ([\[MS-RDPBCGR\]](#) section 1.3.1.1). In effect, this extension merely expands the set of capabilities used by the base RDP. (RDP versioning and capability negotiation is described in [\[MS-RDPBCGR\]](#) section 1.7.)

## 1.8 Vendor-Extensible Fields

None.

## 1.9 Standards Assignments

None.

## 2 Messages

### 2.1 Transport

This protocol is an extension to the [Remote Desktop Protocol: Basic Connectivity and Graphics Remoting](#), and all packets are tunneled within the RDP transport ([\[MS-RDPBCGR\]](#) section 2.1).

### 2.2 Message Syntax

#### 2.2.1 NSCodec Capability Set (TS\_NSCODEC\_CAPABILITYSET)

The **TS\_NSCODEC\_CAPABILITYSET** structure advertises properties of the NSCodec Bitmap Codec. This capability set is encapsulated in the **codecProperties** field of the Bitmap Codec ([\[MS-RDPBCGR\]](#) section 2.2.7.2.10.1.1) structure, which is ultimately encapsulated in the Bitmap Codecs Capability Set ([\[MS-RDPBCGR\]](#) section 2.2.7.2.10), which is encapsulated in a server-to-client Demand Active PDU ([\[MS-RDPBCGR\]](#) section 2.2.1.13.1) or client-to-server Confirm Active PDU ([\[MS-RDPBCGR\]](#) section 2.2.1.13.2).

0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1
fAllowDynamicFidelity								fAllowSubsampling								colorLossLevel															

**fAllowDynamicFidelity (1 byte):** An 8-bit unsigned integer that indicates support for lossy bitmap compression by reducing color fidelity ([\[MS-RDPEGDI\]](#) section 3.1.9.1.4).

Value	Meaning
FALSE 0x00	Lossy compression is not supported.
TRUE 0x01	Lossy compression is supported.

**fAllowSubsampling (1 byte):** An 8-bit unsigned integer that indicates support for chroma subsampling ([\[MS-RDPEGDI\]](#) section 3.1.9.1.3).

Value	Meaning
FALSE 0x00	Chroma subsampling is not supported.
TRUE 0x01	Chroma subsampling is supported.

**colorLossLevel (1 byte):** An 8-bit unsigned integer that indicates the maximum supported Color Loss Level ([\[MS-RDPEGDI\]](#) section 3.1.9.1.4). This value MUST be between 1 and 7 (inclusive).



## 2.2.2 NSCodec Compressed Bitmap Stream (NSCODEC\_BITMAP\_STREAM)

The **NSCODEC\_BITMAP\_STREAM** structure contains a stream of bitmap data compressed using NSCodec bitmap compression techniques (section 3.1.8). The bitmap data is represented using the **AYCoG color space** ([MS-RDPEGDI] section 3.1.9.1.2).

NSCodec compressed bitmap data is sent encapsulated in a Set Surface Bits Surface Command ([MS-RDPBCGR] section 2.2.9.2.1) when sending a bitmap image that MUST NOT be cached, or in the Cache Bitmap - Revision 3 ([MS-RDPEGDI] section 2.2.2.2.1.2.8) Secondary Drawing Order when sending a bitmap image that MUST be cached (bitmap caching is discussed in [MS-RDPEGDI] section 3.1.1.1.1). In all these cases, the data is encapsulated inside an Extended Bitmap Data ([MS-RDPBCGR] section 2.2.9.2.1.1) structure.

The width and height of the compressed bitmap are obtained from the **width** and **height** fields of the encapsulating Extended Bitmap Data structure.

0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1
LumaPlaneByteCount																															
OrangeChromaPlaneByteCount																															
GreenChromaPlaneByteCount																															
AlphaPlaneByteCount																															
ColorLossLevel								ChromaSubsamplingLevel								Reserved															
LumaPlane (variable)																															
...																															
OrangeChromaPlane (variable)																															
...																															
GreenChromaPlane (variable)																															
...																															
AlphaPlane (variable)																															
...																															

**LumaPlaneByteCount (4 bytes):** A 32-bit, unsigned integer that contains the number of bytes used by the **LumaPlane** field. This value MUST be greater than zero.

**OrangeChromaPlaneByteCount (4 bytes):** A 32-bit, unsigned integer that contains the number of bytes used by the **OrangeChromaPlane** field. This value MUST be greater than zero.

**GreenChromaPlaneByteCount (4 bytes):** A 32-bit, unsigned integer that contains the number of bytes used by the **GreenChromaPlane** field. This value MUST be greater than zero.

**AlphaPlaneByteCount (4 bytes):** A 32-bit, unsigned integer that contains the number of bytes used by the **AlphaPlane** field.

**ColorLossLevel (1 byte):** An 8-bit, unsigned integer that indicates the Color Loss Level ([\[MS-RDPEGLI\]](#) section 3.1.9.1.4) that was applied to the chroma values of this packet. This value MUST be in the range 1 to 7 (inclusive).

**ChromaSubsamplingLevel (1 byte):** An 8-bit, unsigned integer that indicates whether chroma subsampling is being used ([\[MS-RDPEGLI\]](#) section 3.1.9.1.3).

Value	Meaning
FALSE 0x00	Chroma subsampling is being used.
TRUE 0x01	Chroma subsampling is not being used.

**Reserved (2 bytes):** A 16-bit field. Reserved for future use.

**LumaPlane (variable):** A variable-length array of bytes that contains the luma plane data.

The **LumaPlaneByteCount** field is used to determine whether the data is in raw format, or if it has been **RLE** compressed. If **LumaPlaneByteCount** is equal to the expected raw size of the luma plane, the data is in raw format. If **LumaPlaneByteCount** is smaller than the expected size, the data has been RLE compressed. **LumaPlaneByteCount** MUST NOT be larger than the expected size of the luma plane.

If chroma subsampling is not being used, the expected raw size of the luma plane is calculated as follows (input to the calculation is the raw image width and height).

```
LumaPlaneWidth = ImageWidth  
LumaPlaneHeight = ImageHeight  
LumaPlaneByteCount = ImageWidth * ImageHeight
```

If chroma subsampling is being used, the expected raw size of the luma plane is calculated as follows.

```
LumaPlaneWidth = ROUND_UP_TO_NEAREST_MULTIPLE_OF_8(ImageWidth)  
LumaPlaneHeight = ROUND_UP_TO_NEAREST_MULTIPLE_OF_2(ImageHeight)  
LumaPlaneByteCount = LumaPlaneWidth * ImageHeight
```

If the luma channel has been RLE compressed, this field contains an NSCodec RLE Segments (section [2.2.2.1](#)) structure. Otherwise, it contains the raw bytes of the **color plane**.

**OrangeChromaPlane (variable):** A variable-length array of bytes that contains the orange chroma plane.

The **OrangeChromaPlaneByteCount** field is used to determine whether the data is in raw format or has been RLE compressed. If **OrangeChromaPlaneByteCount** is equal to the expected raw size of the chroma plane, the data is in raw format. If **OrangeChromaPlaneByteCount** is smaller than the expected size, the data has been RLE compressed. **OrangeChromaPlaneByteCount** MUST NOT be larger than the expected size of the chroma plane.

If chroma subsampling is not being used, the expected raw size of the orange chroma plane is calculated as follows (input to the calculation is the raw image width and height).

```
ChromaPlaneWidth = ImageWidth
ChromaPlaneHeight = ImageHeight
ChromaPlaneByteCount = ImageWidth * ImageHeight
```

If chroma subsampling is being used, the expected raw size of the orange chroma plane is calculated as follows.

```
ChromaPlaneWidth = ROUND_UP_TO_NEAREST_MULTIPLE_OF_8(ImageWidth) / 2
ChromaPlaneHeight = ROUND_UP_TO_NEAREST_MULTIPLE_OF_2(ImageHeight) / 2
ChromaPlaneByteCount = ChromaPlaneWidth * ChromaPlaneHeight
```

If the orange chroma channel has been RLE compressed, this field contains an NSCodec RLE Segments (section [2.2.2.1](#)) structure. Otherwise, it contains the raw bytes of the color plane.

Depending on the values of the **ColorLossLevel** and **ChromaSubsamplingLevel** fields, the orange chroma plane may have been transformed by color loss reduction ([\[MS-RDPEGDI\]](#) section 3.1.9.1.4) and chroma subsampling ([\[MS-RDPEGDI\]](#) section 3.1.9.1.3).

**GreenChromaPlane (variable):** A variable-length array of bytes that contains the green chroma plane.

The **GreenChromaPlaneByteCount** field is used to determine whether the data is in raw format or has been RLE compressed. If **GreenChromaPlaneByteCount** is equal to the expected raw size of the chroma plane, the data is in raw format. If **GreenChromaPlaneByteCount** is smaller than the expected size, the data has been RLE compressed. **GreenChromaPlaneByteCount** MUST NOT be larger than the expected size of the chroma plane.

If chroma subsampling is not being used, the expected raw size of the green chroma plane is calculated as follows (input to the calculation is the raw image width and height).

```
ChromaPlaneWidth = ImageWidth
ChromaPlaneHeight = ImageHeight
ChromaPlaneByteCount = ImageWidth * ImageHeight
```

If chroma subsampling is being used, the expected raw size of the orange chroma plane is calculated as follows.

```
ChromaPlaneWidth = ROUND_UP_TO_NEAREST_MULTIPLE_OF_8(ImageWidth) / 2
ChromaPlaneHeight = ROUND_UP_TO_NEAREST_MULTIPLE_OF_2(ImageHeight) / 2
ChromaPlaneByteCount = ChromaPlaneWidth * ChromaPlaneHeight
```

If the green chroma channel has been RLE compressed, this field contains an NSCodec RLE Segments (section [2.2.2.1](#)) structure. Otherwise, it contains the raw bytes of the color plane.

Depending on the values of the **ColorLossLevel** and **ChromaSubsamplingLevel** fields, the green chroma plane may have been transformed by color loss reduction ([\[MS-RDPEGDI\]](#) section 3.1.9.1.4) and chroma subsampling ([\[MS-RDPEGDI\]](#) section 3.1.9.1.3).

**AlphaPlane (variable):** A variable-length array of bytes that contains the alpha plane. This field MUST NOT be present if **AlphaPlaneByteCount** equals 0.

If the **AlphaPlaneByteCount** field is greater than zero, it MUST be used to determine whether the **AlphaPlane** data is in raw format or has been RLE compressed. If **AlphaPlaneByteCount** is equal to the expected raw size of the Alpha plane, the data is in raw format. If **AlphaPlaneByteCount** is smaller than the expected size, the data has been RLE compressed. **AlphaPlaneByteCount** MUST NOT be larger than the expected size of the alpha plane.

The expected raw size of the alpha plane is calculated as follows (input to the calculation is the raw image width and height).

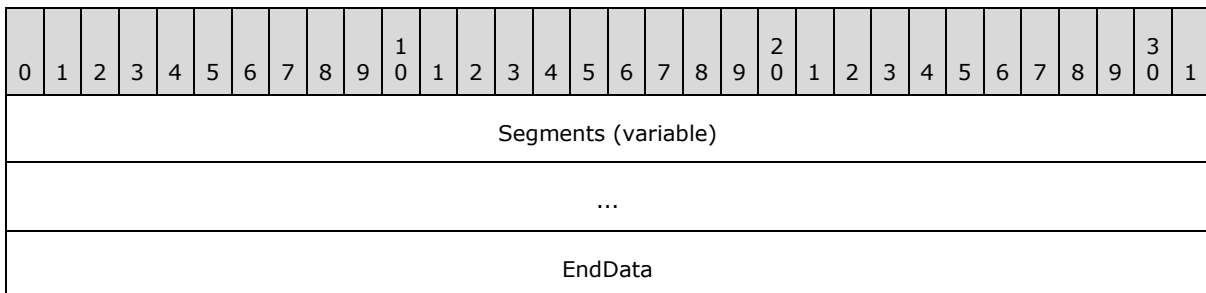
```
AlphaPlaneWidth = ImageWidth
AlphaPlaneHeight = ImageHeight
AlphaPlaneByteCount = ImageWidth * ImageHeight
```

If the alpha channel has been RLE compressed, this field contains an NSCodec RLE Segments (section [2.2.2.1](#)) structure. Otherwise, it contains the raw bytes of the color plane.

### 2.2.2.1 NSCodec RLE Segments (NSCODEC\_RLE\_SEGMENTS)

The **NSCODEC\_RLE\_SEGMENTS** structure contains the run-length encoded contents of a color plane and consists of a collection of NSCodec RLE run segment (section [2.2.2.2.1](#)) and NSCodec RLE literal segment (section [2.2.2.2.2](#)) structures.

RLE compression is the final stage that is applied when compressing a bitmap using NSCodec bitmap compression (for more details, refer to the compression flow diagram in section [3.1.8.3](#)).



**Segments (variable):** A variable-length field that contains an array of NSCodec RLE Run Segment (section [2.2.2.2.1](#)) and NSCodec RLE Literal Segment (section [2.2.2.2.2](#)) structures.

**EndData (4 bytes):** A 32-bit, unsigned integer that contains the last four raw bytes of the original color plane.

## 2.2.2.2 NSCodec RLE Segment

An NSCodec RLE Segment is either a Run segment (section [2.2.2.2.1](#)) or a Literal segment (section [2.2.2.2.2](#)). RLE segments are encapsulated in the **Segments** field of the NSCodec RLE Segments (section [2.2.2.1](#)) structure.

### 2.2.2.2.1 NSCodec RLE Run Segment (NSCODEC\_RLE\_RUN\_SEGMENT)

The **NSCODEC\_RLE\_RUN\_SEGMENT** structure is used to represent an RLE run (section [3.1.8.1](#)).

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
RunValue								RunConfirm								RunLengthFactor1								RunLengthFactor2 (optional)							
...																															

**RunValue (1 byte):** An 8-bit, unsigned integer that contains a value from the uncompressed A, Y, Co, or Cg color plane (the Co and Cg planes MUST have color loss reduction ([\[MS-RDPEGLI\]](#) section 3.1.9.1.4) applied prior to RLE compression, as specified in section [3.1.8.3](#)). The allowed ranges of the values contained in the A, Y, Co, and Cg color planes are specified in [\[MS-RDPEGLI\]](#) section 3.1.9.1.2 (note that color loss reduction will reduce the range of the values in the Co and Cg planes by at least half). The **RunValue** field MUST be equal to the **RunConfirm** field to identify the structure as an NSCodec RLE Run Segment.

**RunConfirm (1 byte):** An 8-bit, unsigned integer that MUST be equal to the **RunValue** field value to identify the structure as an NSCodec RLE run segment.

**RunLengthFactor1 (1 byte):** An 8-bit field. If this value is less than 255 (0xFF), the **RunLengthFactor2** field MUST NOT be present, and the run length (the number of times the value of the **RunValue** field was repeated in the original color plane data) equals **RunLengthFactor1** + 2. If **RunLengthFactor1** equals 255 (0xFF), the **RunLengthFactor2** field MUST be present, and the run length is calculated based solely on the **RunLengthFactor2** field.

**RunLengthFactor2 (4 bytes):** An optional 32-bit field that contains the run length. This field SHOULD NOT be used if the run length is smaller than 256.

### 2.2.2.2.2 NSCodec RLE Literal Segment (NSCODEC\_RLE\_LITERAL\_SEGMENT)

The **NSCODEC\_RLE\_LITERAL\_SEGMENT** structure is used to represent an RLE literal (section [3.1.8.1](#)).

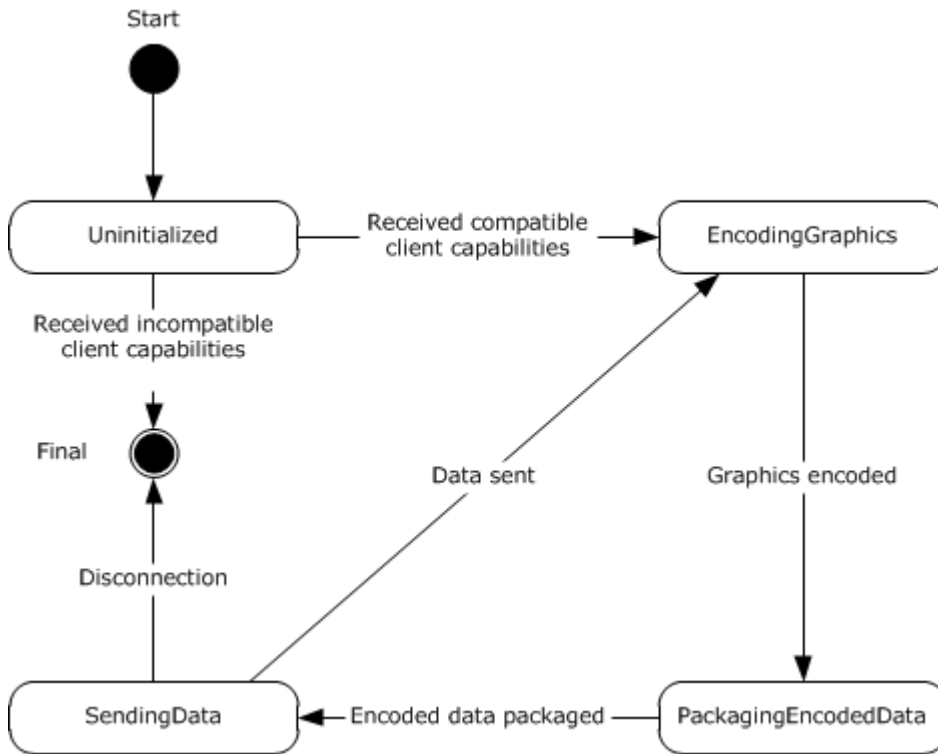
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
RunValue																															

**RunValue (1 byte):** An 8-bit, unsigned integer that contains a raw value from the original color plane. Either any bytes in the RLE encoded color plane stream that follow the **RunValue** field MUST NOT equal the value of the **RunValue** field, or the **RunValue** field MUST be the last segment in the stream.

## 3 Protocol Details

### 3.1 Common Details

The following figure and table describe the server-side state machine.



**Figure 2: Server state diagram**

State Name	Description
Uninitialized	This is the initial state of the server. In this state, the server waits for the NSCodec Capability Set (section 2.2.1) from the client. On receiving this capability set, the server processes it as described in section 3.1.5.1. If it finds compatible settings, it initializes itself and transitions to the EncodingGraphics state. Otherwise, the connection is terminated (section 3.1.5.1).
EncodingGraphics	In this state, the server examines updates to the graphics frame buffer and then determines which regions to encode and send to the client. Bitmap data is encoded as described in section 3.1.8.3. The server then transitions to the PackagingEncodedData state.
PackagingEncodedData	In this state, the server packages the encoded bitmap data in a Set Surface Bits Surface Command or a Cache Bitmap - Revision 3 Secondary Drawing Order as described in section 3.1.5.2. The server then transitions to the SendingData state.
SendingData	In this state, the server sends the packaged bitmap data to the client. The server then transitions back to the EncodingGraphics state.

### 3.1.1 Abstract Data Model

This section describes a conceptual model of possible data organization that an implementation maintains to participate in this protocol. The described organization is provided to facilitate the explanation of how the protocol behaves. This document does not mandate that implementations adhere to this model as long as their external behavior is consistent with that described in this document.

**Note** It is possible to implement the following conceptual data by using a variety of techniques as long as the implementation produces external behavior that is consistent with that described in this document.

#### 3.1.1.1 Lossy Bitmap Compression Ability

The Lossy Bitmap Compression Ability store indicates whether lossy bitmap compression through the reduction of color fidelity ([\[MS-RDPEGDI\]](#) section 3.1.9.1.4) is supported. This fact is communicated as part of the NSCodec Capability Set (section [2.2.1](#)).

#### 3.1.1.2 Chroma Subsampling Ability

The Chroma Subsampling Ability store indicates whether chroma subsampling ([\[MS-RDPEGDI\]](#) section 3.1.9.1.3) is supported. This fact is communicated as part of the NSCodec Capability Set (section [2.2.1](#)).

#### 3.1.1.3 Maximum Supported Color Loss Level

The Maximum Supported Color Loss Level store indicates the maximum supported color loss level ([\[MS-RDPEGDI\]](#) section 3.1.9.1.4). This value is communicated as part of the NSCodec Capability Set (section [2.2.1](#)).

### 3.1.2 Timers

None.

### 3.1.3 Initialization

Bitmap compression using NSCodec bitmap compression techniques (section [3.1.8](#)) requires that the following settings MUST first be determined by examining the NSCodec Capability Set (section [2.2.1](#)):

- Lossy Bitmap Compression Ability (section [3.1.1.1](#))
- Chroma Subsampling Ability (section [3.1.1.2](#))
- Maximum Supported Color Loss Level (section [3.1.1.3](#))

The NSCodec Capability Set is encapsulated in the Bitmap Codecs Capability Set ([\[MS-RDPBCGR\]](#) section 2.2.7.2.10), which is encapsulated in a server-to-client Demand Active PDU ([\[MS-RDPBCGR\]](#) section 2.2.1.13.1) or client-to-server Confirm Active PDU ([\[MS-RDPBCGR\]](#) section 2.2.1.13.2).

### 3.1.4 Higher-Layer Triggered Events

None.

## 3.1.5 Processing Events and Sequencing Rules

### 3.1.5.1 NSCodec Capability Set

The NSCodec Capability Set (section [2.2.1](#)) structure is sent by both the client and server, and advertises properties of the NSCodec Bitmap Codec. This capability set is encapsulated in a Bitmap Codec ([\[MS-RDPBCGR\]](#) section 2.2.7.2.10.1.1) structure, which is ultimately encapsulated in the Bitmap Codecs Capability Set ([\[MS-RDPBCGR\]](#) section 2.2.7.2.10), which is encapsulated in a server-to-client Demand Active PDU ([\[MS-RDPBCGR\]](#) section 2.2.1.13.1) or client-to-server Confirm Active PDU ([\[MS-RDPBCGR\]](#) section 2.2.1.13.2).

The sender of the NSCodec Capability Set MUST populate the **fAllowDynamicFidelity**, **fAllowSubsampling**, and **colorLossLevel** fields to advertise support for lossy bitmap compression (section [3.1.1.1](#)), chroma subsampling (section [3.1.1.2](#)), and the maximum supported color loss level (section [3.1.1.3](#)). The recipient of the NSCodec Capability Set MUST use the contents of the NSCodec Capability Set to initialize an NSCodec compressor so as to ensure that the peer protocol entity that receives compressed bitmap data will be able to perform decompression as outlined in section [3.1.8.4](#).

If the data encapsulation is invalid or errors are encountered while processing the NSCodec Capability Set, the connection SHOULD be dropped.

### 3.1.5.2 NSCodec Compressed Bitmap Stream

The NSCodec Compressed Bitmap Stream (section [2.2.2](#)) structure contains a stream of bitmap data compressed by using NSCodec bitmap compression techniques (section [3.1.8](#)). NSCodec compressed bitmap data is sent encapsulated in a Set Surface Bits Surface Command ([\[MS-RDPBCGR\]](#) section 2.2.9.2.1) when sending a bitmap image that MUST NOT be cached, or in the Cache Bitmap - Revision 3 ([\[MS-RDPEGDI\]](#) section 2.2.2.2.1.2.8) Secondary Drawing Order when sending a bitmap image that MUST be cached (bitmap caching is discussed in [\[MS-RDPEGDI\]](#) section 3.1.1.1.1). In all of these cases, the data is encapsulated inside an Extended Bitmap Data ([\[MS-RDPBCGR\]](#) section 2.2.9.2.1.1) structure. If the data encapsulation is invalid or errors are encountered while decompressing NSCodec data (section [3.1.8.4](#)), the connection SHOULD be dropped.

### 3.1.6 Timer Events

None.

### 3.1.7 Other Local Events

None.

### 3.1.8 NSCodec Bitmap Compression

NSCodec bitmap compression is used when the RDP session color depth is 32 bpp and the bitmap of interest is either 24 bpp (RGB with no alpha channel) or 32 bpp (RGB with an alpha channel). The capability of a server to encode and a client to decode with NSCodec bitmap compression is advertised in the bitmap codec capability set ([\[MS-RDPBCGR\]](#) section 2.2.7.2.10).

The value of the **codecGUID** field of the Bitmap Codec structure ([\[MS-RDPBCGR\]](#) section 2.2.7.2.10.1.1) for NSCodec MUST be 0xCA8D1BB9000F154F589FAE2D1A87E2D6.



Similar to RDP 6.0 bitmap compression ([\[MS-RDPEGDI\]](#) section 3.1.9), the NSCodec algorithm performs a color space conversion from **ARGB** to AYCoG and uses a collection of compression techniques to compress each of the color planes individually.

The following techniques (described in [\[MS-RDPEGDI\]](#) section 3.1.9.1) are used within the scope of NSCodec bitmap compression:

- Splitting and combining color planes ([\[MS-RDPEGDI\]](#) section 3.1.9.1.1)
- Color space conversion ([\[MS-RDPEGDI\]](#) section 3.1.9.1.2)
- Chroma subsampling and super-sampling ([\[MS-RDPEGDI\]](#) section 3.1.9.1.3)
- Color loss reduction ([\[MS-RDPEGDI\]](#) section 3.1.9.1.4)

### 3.1.8.1 NSCodec Run-Length Encoding

NSCodec run-length encoding is a simple compression scheme that parses an image stream and then encodes run lengths with minimal overhead. The algorithm is run on the stream as a whole and encodes it into segments of two types: runs and literals. The last 4 bytes of the stream are always left unencoded.

For example, an initial stream containing the following 12 **ANSI characters**:

```
AAAABBCCCCD
```

Would be transformed after encoding into the following stream:

```
AA2BB0CC0CCCD
```

In this case, encoding the stream has resulted in expansion, and the original image stream is sent instead.

For a second example, an initial stream containing the following 27 ANSI characters:

```
ABCDDTTTTGFRRRRRRRRRRABCD
```

Would be transformed after encoding into the following stream:

```
ABCDD1TT2GFRR9ABCD
```

In the case of real image streams, the likelihood of long runs is high, and consequently, the reductions in size are significant.

#### 3.1.8.1.1 Encoding Run-Length Sequences

NSCodec run-length encoding produces three types of sequences:

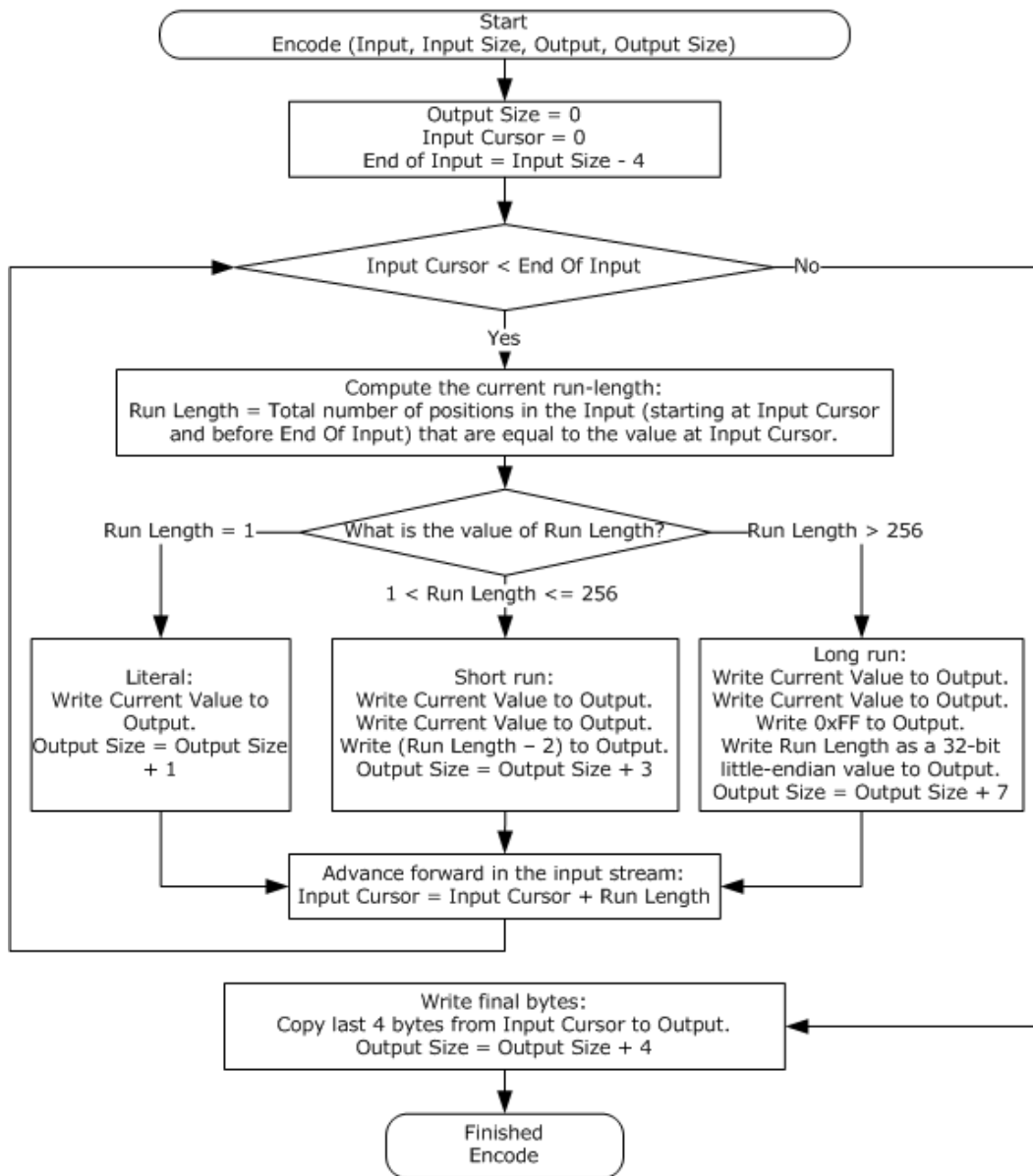
- Literal sequences
- Short run sequences
- Long run sequences

The data in an input stream MUST be transformed according to the following rules:

1. If there are four or fewer bytes remaining in the input stream, copy the bytes unmodified to the output stream. The encoding is finished.
2. If the current byte to encode is followed by a byte with a different value, a literal has been identified. Write the byte value to the output stream and advance forward in the input stream by one byte.
3. If the total count of repeating byte values starting at the current position in the input stream and before the last four bytes is larger than 1 and strictly less than 256, then a short run has been identified. Write the current byte value to the output stream twice, and then write the count of identical positions minus 2. Advance forward in the input stream by the number of bytes equal to the count.
4. If the total count of repeating byte values starting at the current position and before the end of the stream is 256 or more, a long run has been identified. Write the current byte value to the output stream twice, write the constant 0xFF to the output stream, and then write the count of identical positions as a 32-bit little-endian value. Advance forward in the input stream by the number of bytes equal to the count.

Note that a run greater than  $2^{32}$  bytes is not possible, as the maximum size of an individual desktop is capped at 4,096 x 2,048 pixels (33,554,432 bytes at 32bpp); see [\[MS-RDPBCGR\]](#) section 2.2.1.3.2, specifically the **desktopWidth** and **desktopHeight** fields, which point out the server-side restriction.

The following flowchart illustrates how an input stream is processed by using the NSCodec RLE rules to produce run-length sequences.



**Figure 3: Encoding data by using NSCodec run-length encoding (RLE)**

### 3.1.8.2 Padding the Red, Green, and Blue Color Planes

When subsampling of color planes is required, the planes MUST be padded. Padding ensures proper alignment of the image geometry and can aid significantly in the implementation of subsequent encoding algorithms.

1. The size of a padded plane is calculated as follows (input to the calculation is the plane width and height).

```

PaddedPlaneWidth = ROUND_UP_TO_NEAREST_MULTIPLE_OF_8(PlaneWidth)
PaddedPlaneHeight = ROUND_UP_TO_NEAREST_MULTIPLE_OF_2(PlaneHeight)
  
```

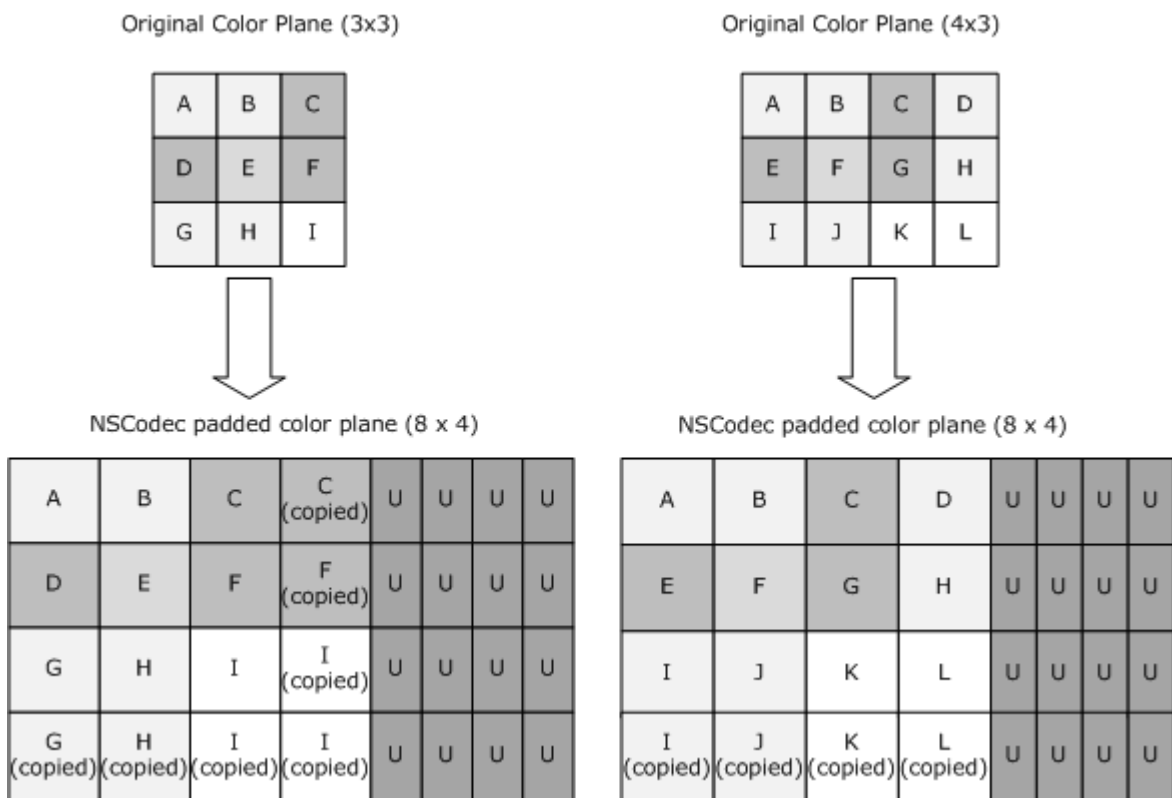
For example, if the original image width is 500, the padded plane width is 504. If the original image height is 200, the padded plane height is 200.

2. Color space conversion, subsampling, and color loss reduction of the padded color planes are implemented as follows.

Subsequent transformations applied to the color planes MUST be implemented as described in [MS-RDPEGLI] sections 3.1.9.1.2 through 3.1.9.1.4 and applied to the pixel values within the original image area.

The pixel values contained in the padded area can have any value (depending on the implementation) and can be configured so as to maximize the run-length compression and minimize the overall compression/decompression algorithm execution time.

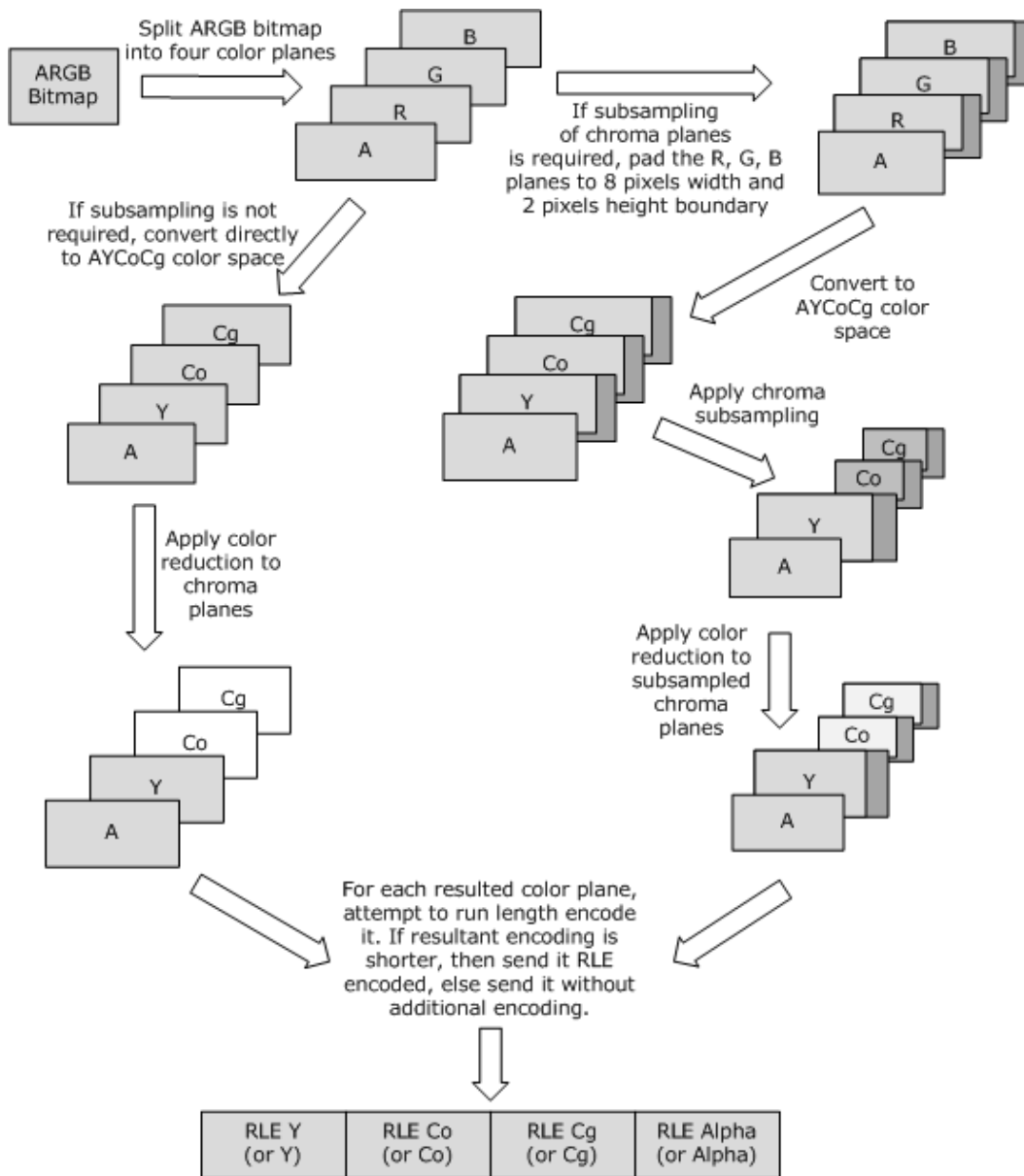
The following figure demonstrates how 3x3 and 4x3 planes are padded to produce an 8x4 plane.



**Figure 4: Examples of color plane padding**

### 3.1.8.3 Compressing a Bitmap

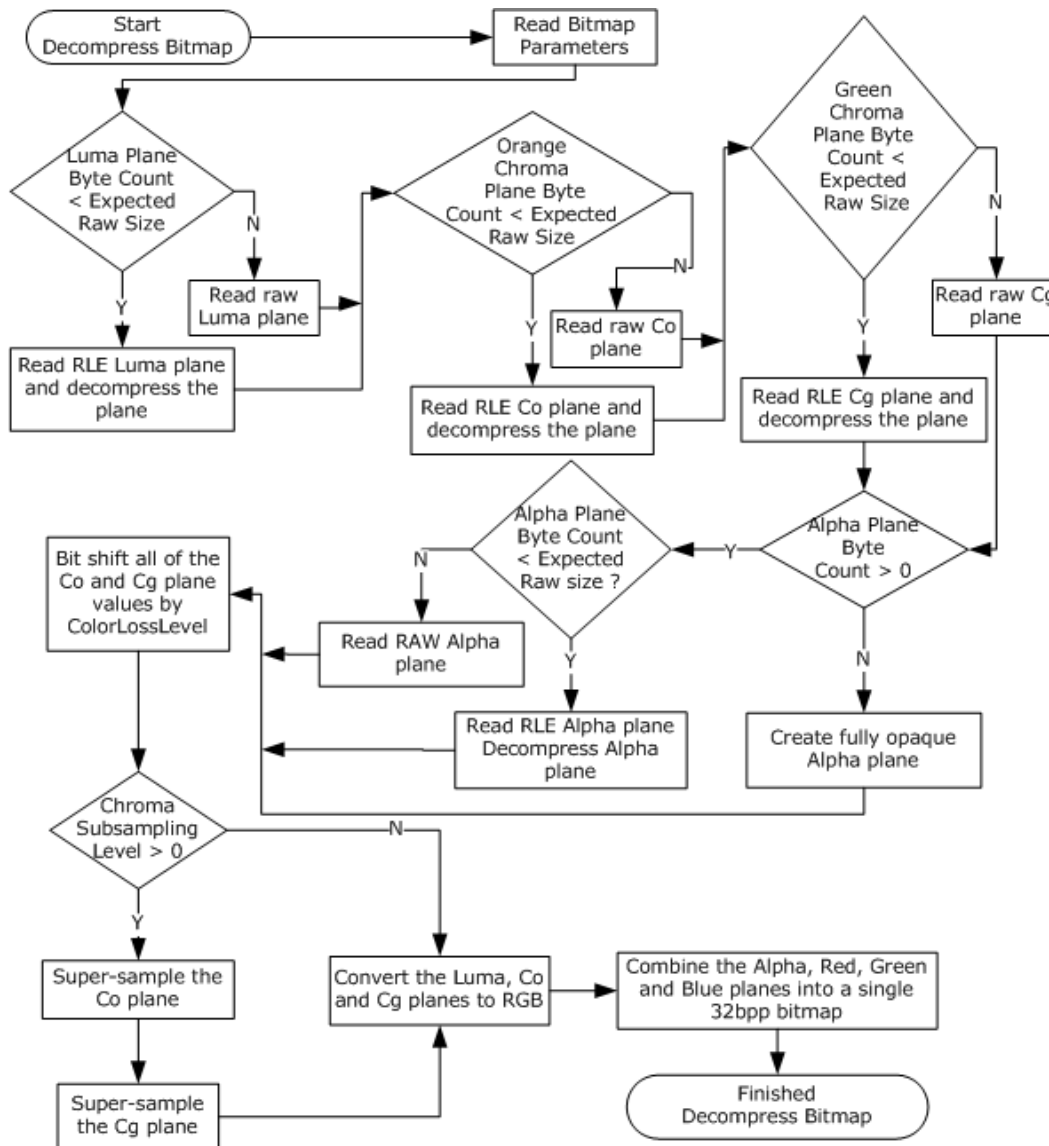
The overall scheme used to compress a bitmap with NSCodec bitmap compression is described in the following figure. The usage of color reduction and chroma subsampling is negotiated in the NSCodec capabilities set (section 2.2.1).



**Figure 5: Compressing a bitmap**

### 3.1.8.4 Decompressing a Bitmap

The following figure is a flowchart showing how to decompress a bitmap that is compressed with NSCodec bitmap compression.



**Figure 6: Decompressing a bitmap**

Execution of the flowchart tasks relies on concepts and techniques introduced in this document and [\[MS-RDPEGDI\]](#).

- **Read Bitmap Parameters:** The parameters describing the bitmap data are specified in the NSCodec Compressed Bitmap Stream (section [2.2.2](#)) which encapsulates the compressed data stream.
- **Reading an RLE compressed plane and decompressing the plane:** The compressed luma, orange chroma (Co), green chroma (Cg), and alpha planes are contained in the NSCodec Compressed Bitmap Stream. Each plane is composed of a series of RLE Segments (section [2.2.2.1](#)), each segment being either a Run Segment (section [2.2.2.2.1](#)) or a Literal Segment (section [2.2.2.2.2](#)). Examples of RLE plane decompression are presented in section [4](#).

- Bit-shifting the Co and Cg plane values by the **ColorLossLevel**: Chroma recovery is described in [\[MS-RDPEGDI\]](#) section 3.1.9.1.4.
- Super-sampling the Co and Cg planes: Chroma super-sampling is described in [\[MS-RDPEGDI\]](#) section 3.1.9.1.3.
- Color space conversion of the luma, Co, and Cg planes: The inverse AYCoCg to ARGB color space transformation is described in [\[MS-RDPEGDI\]](#) section 3.1.9.1.2.
- Combining of the alpha, red, green, and blue color planes: Color plane combining is described in [\[MS-RDPEGDI\]](#) section 3.1.9.1.1.

Refer to section [4](#) to view an example that illustrates how a compressed NSCodec bitmap stream is decompressed.





22 22 22 -> Output 0x22 36 times to the orange chroma buffer (NSCODEC\_RLE\_RUN\_SEGMENT)  
22 22 22 22 -> EndData: Output 0x22 0x22 0x22 0x22 to the orange chroma buffer

GREEN CHROMA PLANE DECODING (11 bytes):

00000000 37 37 19 36 37 37 06 37 37 37 37 77.677.7777

GreenChromaPlaneByteCount < Expected ChromaPlaneByteCount which implies that RLE was used.

Run Length decoding of the green chroma plane:

37 37 19 -> Output 0x37 27 times to the green chroma buffer (NSCODEC\_RLE\_RUN\_SEGMENT)  
36 -> Output 0x36 to the green chroma buffer (NSCODEC\_RLE\_LITERAL\_SEGMENT)  
37 37 06 -> Output 0x37 8 times to the green chroma buffer (NSCODEC\_RLE\_RUN\_SEGMENT)  
37 37 37 37 -> EndData: Output 0x37 0x37 0x37 0x37 to the green chroma buffer

ALPHA PLANE DECODING (7 bytes)

00000000 ff ff 90 ff ff ff ff .....

AlphaPlaneWidth = ImageWidth

AlphaPlaneHeight = ImageHeight

Expected AlphaPlaneByteCount = ImageWidth \* ImageHeight = 150

AlphaPlaneByteCount < expected AlphaPlaneByteCount which implies that RLE was used.

Run Length decoding of the alpha plane:

ff ff 90 -> Output 0xff 146 times to the alpha buffer (NSCODEC\_RLE\_RUN\_SEGMENT)  
ff ff ff ff -> EndData: Output 0xff 0xff 0xff 0xff to the alpha buffer

Using chroma recovery ([MS-RDPEGDI] section 3.1.9.1.4), chroma super-sampling ([MS-RDPEGDI] section 3.1.9.1.3), the inverse AYCoG to ARGB transformation ([MS-RDPEGDI] section 3.1.9.1.2), and color plane combining ([MS-RDPEGDI] section 3.1.9.1.1), obtain the ARGB image from the luma, orange chroma, green chroma, and alpha planes (see Figure 4 for details).

FINAL DECOMPRESSED BITMAP DATA (600 bytes):

00000000 fd 42 0d 00 fd 42 0d 00 fd 42 0d 00 fe 43 0e 00 .B...B...B...C..  
00000010 fe 43 0e 00 fd 42 0d 00 fd 42 0d 00 fd 42 0d 00 .C...B...B...B..  
00000020 fd 42 0d 00 fe 43 0e 00 fe 43 0e 00 fd 42 0d 00 .B...C...C...B..  
00000030 fd 42 0d 00 fe 43 0e 00 fe 43 0e 00 0d f0 ad ba .B...C...C.....  
00000040 fd 42 0d 00 fd 42 0d 00 fd 42 0d 00 fe 43 0e 00 .B...B...B...C..  
00000050 fe 43 0e 00 fe 43 0e 00 fd 42 0d 00 fd 42 0d 00 .C...C...B...B..  
00000060 fd 42 0d 00 fe 43 0e 00 fe 43 0e 00 fd 42 0d 00 .B...C...C...B..  
00000070 fd 42 0d 00 fe 43 0e 00 fe 43 0e 00 0d f0 ad ba .B...C...C.....  
00000080 fd 42 0d 00 fd 42 0d 00 fe 43 0e 00 fe 43 0e 00 .B...B...C...C..  
00000090 fe 43 0e 00 fe 43 0e 00 fe 43 0e 00 fe 43 0e 00 .C...C...C...C..  
000000a0 fe 43 0e 00 fe 43 0e 00 fe 43 0e 00 fe 43 0e 00 .C...C...C...C..  
000000b0 fe 43 0e 00 fe 43 0e 00 fe 43 0e 00 0d f0 ad ba .C...C...C.....  
000000c0 fd 42 0d 00 fd 42 0d 00 fe 43 0e 00 fe 43 0e 00 .B...B...C...C..  
000000d0 fe 43 0e 00 fe 43 0e 00 fe 43 0e 00 fe 43 0e 00 .C...C...C...C..  
000000e0 fe 43 0e 00 fe 43 0e 00 fe 43 0e 00 fe 43 0e 00 .C...C...C...C..  
000000f0 fe 43 0e 00 fe 43 0e 00 fe 43 0e 00 0d f0 ad ba .C...C...C.....  
00000100 fd 42 0d 00 fd 42 0d 00 fe 43 0e 00 fe 43 0e 00 .B...B...C...C..  
00000110 fe 43 0e 00 fe 43 0e 00 fe 43 0e 00 fe 43 0e 00 .C...C...C...C..  
00000120 fe 43 0e 00 fe 43 0e 00 fe 43 0e 00 fe 43 0e 00 .C...C...C...C..  
00000130 fe 43 0e 00 fe 43 0e 00 fe 43 0e 00 0d f0 ad ba .C...C...C.....  
00000140 fd 42 0d 00 fd 42 0d 00 fe 43 0e 00 fe 43 0e 00 .B...B...C...C..  
00000150 fe 43 0e 00 fe 43 0e 00 fe 43 0e 00 fe 43 0e 00 .C...C...C...C..  
00000160 fe 43 0e 00 fe 43 0e 00 fe 43 0e 00 fe 43 0e 00 .C...C...C...C..  
00000170 fe 43 0e 00 fe 43 0e 00 fe 43 0e 00 0d f0 ad ba .C...C...C.....  
00000180 fd 42 0d 00 fe 43 0e 00 fe 43 0e 00 fe 43 0e 00 .B...C...C...C..  
00000190 fe 43 0e 00 fe 43 0e 00 ff 3f 12 00 ff 3e 11 00 .C...C...?...>..

```
000001a0 fe 43 0e 00 fd 42 0d 00 fd 42 0d 00 fe 43 0e 00 .C...B...B...C..
000001b0 fe 43 0e 00 fe 43 0e 00 fe 43 0e 00 0d f0 ad ba .C...C...C.....
000001c0 fd 42 0d 00 fe 43 0e 00 fe 43 0e 00 fe 43 0e 00 .B...C...C...C..
000001d0 fe 43 0e 00 fe 43 0e 00 ff 3e 11 00 ff 3e 11 00 .C...C...>...>..
000001e0 fe 43 0e 00 fd 42 0d 00 fd 42 0d 00 fe 43 0e 00 .C...B...B...C..
000001f0 fe 43 0e 00 fe 43 0e 00 fe 43 0e 00 0d f0 ad ba .C...C...C.....
00000200 ff 44 0f 00 fd 42 0d 00 fe 43 0e 00 fe 43 0e 00 .D...B...C...C..
00000210 fe 43 0e 00 fd 42 0d 00 fe 43 0e 00 fe 43 0e 00 .C...B...C...C..
00000220 ff 44 0f 00 fe 43 0e 00 fe 43 0e 00 fe 43 0e 00 .D...C...C...C..
00000230 fe 43 0e 00 fe 43 0e 00 fe 43 0e 00 0d f0 ad ba .C...C...C.....
00000240 fe 43 0e 00 fd 42 0d 00 fe 43 0e 00 fe 43 0e 00 .C...B...C...C..
00000250 fd 42 0d 00 fd 42 0d 00 .B...B..
```

## **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® 7 operating system
- Windows Server® 2008 R2 operating system
- Windows Server 2008® R2 operating system with Service Pack 1 (SP1)
- Windows® 7 operating system with Service Pack 1 (SP1)

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

This section identifies changes that were made to the [MS-RDPNSC] 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](mailto:protocol@microsoft.com).

Section	Tracking number (if applicable) and description	Major change (Y or N)	Change type
<a href="#">1.1 Glossary</a>	57992 Added "ARGB", "color plane", "color space", and "AYCoCg".	Y	Content updated.
<a href="#">1.3 Protocol Overview (Synopsis)</a>	57994 Provided a diagram and description of message sequences.	Y	Content updated.
<a href="#">1.3 Protocol Overview (Synopsis)</a>	60912 Provided descriptions of how the bitmap data is encapsulated.	Y	Content updated.
<a href="#">2.2.2 NSCodec Compressed Bitmap Stream (NSCODEC_BITMAP_STREAM)</a>	58684 Added information regarding obtaining width and height of compressed bitmap.	N	Content updated.
<a href="#">2.2.2 NSCodec Compressed Bitmap Stream (NSCODEC_BITMAP_STREAM)</a>	60912 Provided descriptions of how the bitmap data is encapsulated.	Y	Content updated.
<a href="#">2.2.2 NSCodec Compressed Bitmap Stream (NSCODEC_BITMAP_STREAM)</a>	57992 Added "ARGB", "AYCoCg", "color space", and "color plane" as terms.	Y	Content updated.
<a href="#">2.2.2.1 NSCodec RLE Segments</a>	58100 Provided additional information	Y	Content updated.

<b>Section</b>	<b>Tracking number (if applicable) and description</b>	<b>Major change (Y or N)</b>	<b>Change type</b>
<a href="#">(NSCODEC_RLE_SEGMENTS)</a>	about RLE compression relative to NSCodec bitmap compression.		
<a href="#">2.2.2.2 NSCodec RLE Segment</a>	58100 Clarified the encapsulation of RLE segments.	Y	Content updated.
<a href="#">2.2.2.2.1 NSCodec RLE Run Segment (NSCODEC_RLE_RUN_SEGMENT)</a>	58100 Clarified the use of the RunValue field.	Y	Content updated.
<a href="#">3.1 Common Details</a>	58545 Added section.	Y	Content updated.
<a href="#">3.1 Common Details</a>	58545 Moved state machine information from "State Machine" section.	Y	Content updated.
<a href="#">3.1.1 Abstract Data Model</a>	58545 Added description of the section contents.	Y	Content updated.
<a href="#">3.1.1.1 Lossy Bitmap Compression Ability</a>	58735 Revised the reference for lossy bitmap compression through reduced color fidelity.	Y	Content updated.
<a href="#">3.1.5 Processing Events and Sequencing Rules</a>	58546 Moved content into new section, NSCodec Compressed Bitmap Stream.	Y	Content removed.
<a href="#">3.1.5.1 NSCodec Capability Set</a>	58546 Added processing rules for the NSCodec Capability Set.	Y	New content added.
<a href="#">3.1.5.1 NSCodec Capability Set</a>	58546 Provided additional information about the NSCodec Capability Set encapsulation.	Y	Content updated.
<a href="#">3.1.5.2 NSCodec Compressed Bitmap Stream</a>	58546 Added section and moved content from Processing Events and Sequencing Rules into this section.	Y	Protocol syntax updated.
<a href="#">3.1.5.2 NSCodec Compressed Bitmap Stream</a>	60912 Described the encapsulation of bitmap data.	Y	Content updated.
<a href="#">3.1.8.1.1 Encoding Run-Length Sequences</a>	58685 Provided additional information about the maximum length of a run.	Y	Content updated.

<b>Section</b>	<b>Tracking number (if applicable) and description</b>	<b>Major change (Y or N)</b>	<b>Change type</b>
<a href="#">3.1.8.4 Decompressing a Bitmap</a>	58829 Added description of bitmap decompression figure.	N	Content updated.
<a href="#">3.1.8.4 Decompressing a Bitmap</a>	58821 Added description of super-sampling the Co and Cg planes.	N	Content updated.
<a href="#">3.1.8.4 Decompressing a Bitmap</a>	58822 Added description of conversion to RGB.	N	Content updated.
<a href="#">3.1.8.4 Decompressing a Bitmap</a>	58823 Added description of bit-shifting the Co and Cg plane values by the ColorLossLevel.	N	Content updated.
<a href="#">3.1.8.4 Decompressing a Bitmap</a>	58824 Added description of reading an RLE compressed plane and decompressing the plane.	N	Content updated.
<a href="#">3.1.8.4 Decompressing a Bitmap</a>	58825 Added description of reading bitmap parameters.	N	Content updated.
<a href="#">4 Protocol Examples</a>	58736 Updated references to [MS-RDPEGLI] within example code.	N	Content updated.
3.1.1.1 State Machine	58545 Removed section.	Y	Content removed.



## 8 Index

### A

[Abstract data model](#) 15  
[Applicability](#) 7

### B

Bitmap  
[compressing - NSCodec](#) 20  
[compression - using - NSCodec](#) 16  
[decompressing - NSCodec](#) 21

### C

[Capability negotiation](#) 7  
[Change tracking](#) 29  
[Color planes - padding - NSCodec](#) 19

### D

[Data model - abstract](#) 15

### E

[Event processing](#) 16  
[Examples - overview](#) 24

### F

[Fields - vendor-extensible](#) 7

### G

[Glossary](#) 5

### H

[Higher-layer triggered events](#) 15

### I

[Implementer - security considerations](#) 27  
[Index of security parameters](#) 27  
[Informative references](#) 6  
[Initialization](#) 15  
[Introduction](#) 5

### L

[Local events](#) 16

### M

[Messages - transport](#) 8

### N

[Normative references](#) 5

### NSCodec

bitmap  
[compressing](#) 20  
[compression - using](#) 16  
[decompressing](#) 21  
[color planes - padding](#) 19  
[run-length encoding](#) 17  
[NSCODEC\\_BITMAP\\_STREAM\\_packet](#) 9  
[NSCODEC\\_RLE\\_LITERAL\\_SEGMENT\\_packet](#) 13  
[NSCODEC\\_RLE\\_RUN\\_SEGMENT\\_packet](#) 13  
[NSCODEC\\_RLE\\_SEGMENTS\\_packet](#) 12

### O

[Overview \(synopsis\)](#) 6

### P

[Parameters - security index](#) 27  
[Preconditions](#) 7  
[Prerequisites](#) 7  
[Product behavior](#) 28

### R

References  
[informative](#) 6  
[normative](#) 5  
[Relationship to other protocols](#) 7  
[Run-length encoding - NSCodec](#) 17

### S

Security  
[implementer considerations](#) 27  
[parameter index](#) 27  
[Sequencing rules](#) 16  
[Standards assignments](#) 7

### T

[Timer events](#) 16  
[Timers](#) 15  
[Tracking changes](#) 29  
[Transport](#) 8  
[Triggered events](#) 15  
[TS\\_NSCODEC\\_CAPABILITYSET\\_packet](#) 8

### V

[Vendor-extensible fields](#) 7  
[Versioning](#) 7