[MS-DTYP]:
Windows Data Types

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Revision Summary

Date	Revision History	Revision Class	Comments
02/14/2008	3.1.2	Editorial	Revised and edited the technical content.
03/14/2008	4.0	Major	Updated and revised the technical content.
06/20/2008	5.0	Major	Updated and revised the technical content.
07/25/2008	6.0	Major	Updated and revised the technical content.
08/29/2008	7.0	Major	Updated and revised the technical content.
10/24/2008	8.0	Major	Updated and revised the technical content.
12/05/2008	9.0	Major	Updated and revised the technical content.
01/16/2009	9.0.1	Editorial	Revised and edited the technical content.
02/27/2009	10.0	Major	Updated and revised the technical content.
04/10/2009	10.1	Minor	Updated the technical content.
05/22/2009	11.0	Major	Updated and revised the technical content.
07/02/2009	11.1	Minor	Updated the technical content.
08/14/2009	11.2	Minor	Updated the technical content.
09/25/2009	12.0	Major	Updated and revised the technical content.
11/06/2009	12.1	Minor	Updated the technical content.
12/18/2009	12.2	Minor	Updated the technical content.
01/29/2010	13.0	Major	Updated and revised the technical content.
03/12/2010	13.1	Minor	Updated the technical content.
04/23/2010	13.2	Minor	Updated the technical content.
06/04/2010	14.0	Major	Updated and revised the technical content.
07/16/2010	15.0	Major	Significantly changed the technical content.
08/27/2010	16.0	Major	Significantly changed the technical content.
10/08/2010	17.0	Major	Significantly changed the technical content.
11/19/2010	18.0	Major	Significantly changed the technical content.
01/07/2011	19.0	Major	Significantly changed the technical content.
02/11/2011	20.0	Major	Significantly changed the technical content.

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1 Introduction

This document provides a collection of commonly used data types, which are categorized into two basic types: common base types and common data types. The common base types are those types that Microsoft compilers natively support. The common data types are data types that are frequently used by many protocols. These data types are user-defined types.

1.1 Glossary

The following terms are defined in [MS-GLOS]:

American National Standards Institute (ANSI) character set
big-endian
Distributed File System (DFS)
domain
fully qualified domain name (FQDN)
globally unique identifier (GUID)
Interface Definition Language (IDL)
interface identifier (IID)
Internet host name
little-endian
marshal
Microsoft Interface Definition Language (MIDL)
NetBIOS host name
Remote Access Service (RAS) server
remote procedure call (RPC)
resource manager (RM)
share
Unicode
Unicode character
Unicode string
universally unique identifier (UUID)
unmarshal
UTF-8
UTF-16

The following terms are specific to this document:

organization: A collection of forests, including the current forest, whose TRUST_ATTRIBUTE_CROSS_ORGANIZATION bit of the Trust attribute ([MS-ADTS] section 7.1.6.7.9) of the trusted domain object (TDO) is not set.

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,

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http://msdn2.microsoft.com/en-us/library/E4BD6494-06AD-4aed-9823-445E921C9624, as an additional source.

[C706] The Open Group, "DCE 1.1: Remote Procedure Call", C706, August 1997, http://www.opengroup.org/public/pubs/catalog/c706.htm

[IEEE754] Institute of Electrical and Electronics Engineers, "Standard for Binary Floating-Point Arithmetic", IEEE 754-1985, October 1985, http://ieeexplore.ieee.org/servlet/opac?punumber=2355

[ISO/IEC-8859-1] International Organization for Standardization, "Information Technology -- 8-Bit Single-Byte Coded Graphic Character Sets -- Part 1: Latin Alphabet No. 1", ISO/IEC 8859-1, 1998, http://www.iso.org/iso/en/CatalogueDetailPage.CatalogueDetail?CSNUMBER=28245&ICS1=35&ICS2=40&ICS3=

Note There is a charge to download the specification.

[ISO/IEC-9899] International Organization for Standardization, "Programming Languages - C", ISO/IEC 9899:TC2, May 2005, http://www.open-std.org/jtc1/sc22/wg14/www/docs/n1124.pdf

[MS-ADTS] Microsoft Corporation, "Active Directory Technical Specification", July 2006.

[MS-APDS] Microsoft Corporation, "Authentication Protocol Domain Support Specification", July 2006.

[MS-ERREF] Microsoft Corporation, "Windows Error Codes", January 2007.

[MS-KILE] Microsoft Corporation, "Kerberos Protocol Extensions", July 2006.

[MS-LSAD] Microsoft Corporation, "Local Security Authority (Domain Policy) Remote Protocol Specification", July 2006.

[MS-NBTE] Microsoft Corporation, "NetBIOS over TCP (NetBT) Extensions", May 2009.

[MS-NLMP] Microsoft Corporation, "NT LAN Manager (NTLM) Authentication Protocol Specification", July 2006.

[MS-RPCE] Microsoft Corporation, "Remote Procedure Call Protocol Extensions", July 2006.

[MS-SFU] Microsoft Corporation, "Kerberos Protocol Extensions: Service for User and Constrained Delegation Protocol Specification", July 2006.

[MS-TLSP] Microsoft Corporation, "Transport Layer Security (TLS) Profile", October 2008.

[RFC1035] Mockapetris, P., "Domain Names - Implementation and Specification", STD 13, RFC 1035, November 1987, http://www.ietf.org/rfc/rfc1035.txt

[RFC1123] Braden, R., "Requirements for Internet Hosts - Application and Support", STD 3, RFC 1123, October 1989, http://www.ietf.org/rfc/rfc1123.txt

[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

[RFC4122] Leach, P., Mealling, M., and Salz, R., "A Universally Unique Identifier (UUID) URN Namespace", RFC 4122, July 2005, http://www.ietf.org/rfc/rfc4122.txt

[RFC4234] Crocker, D., Ed., and Overell, P., "Augmented BNF for Syntax Specifications: ABNF", RFC 4234, October 2005, http://www.ietf.org/rfc/rfc4234.txt

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[RFC4291] Hinden, R., and Deering, S., "IP Version 6 Addressing Architecture", RFC 4291, February 2006, http://www.ietf.org/rfc/rfc4291.txt

1.2.2 Informative References

[DALB] Dalbey, J., "Pseudocode Standard", May 2008, http://users.csc.calpoly.edu/~jdalbey/SWE/pdl_std.html

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

[MS-SMB] Microsoft Corporation, "Server Message Block (SMB) Protocol Specification", July 2006.

[MSDN-ACCTOKENS] Microsoft Corporation, "Access Tokens", http://msdn.microsoft.com/en-us/library/aa374909.aspx

[MSDN-AuthzAccessCheck] Microsoft Corporation, "AuthzAccessCheck Function", http://msdn.microsoft.com/en-us/library/aa375788%28v=VS.85%29.aspx

[MSDN-SDDLforDevObj] Microsoft Corporation, "SDDL for Device Objects", http://msdn.microsoft.com/en-us/library/ff563667.aspx

[NOVELL] Chappell, L.A. and Hakes, D.E., "Novell's Guide to NetWare LAN Analysis, 2nd Edition", Novell Press, June 1994, ISBN: 0782113621.

[RFC3530] Shepler, S., Callaghan, B., Robinson, D., et al., "Network File System (NFS) version 4 Protocol", RFC 3530, April 2003, http://www.ietf.org/rfc/rfc3530.txt

1.3 Overview

Two types of data structures are specified in this document: data structures that are specified in terms of the wire format and data structures that are RPC-marshaled as specified in [MS-RPCE]. The latter are specified by using the **Interface Definition Language (IDL)** that is defined in [MS-RPCE] section 2.2.4.

For some types of data, both formats are shown. For example, both formats are shown if some protocols use the raw wire format but other protocols use the RPC-marshaled format. Any protocol that uses a data structure name in its IDL necessarily implies the use of the IDL version of the data structure. Any other use implies the use of the wire format version unless otherwise specified by the protocol that uses the data structure.

1.4 Relationship to Protocols and Other Structures

The data structures in this document are generic data structures that are used by many protocols.

1.5 Applicability Statement

Not applicable.

1.6 Versioning and Localization

Not applicable.

1.7 Vendor-Extensible Fields

HRESULT: Vendors can choose their own values, as long as the **C** bit (0x20000000) is set, indicating it is a customer code.

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NTSTATUS: Vendors can choose their own values for this field, as long as the **C** bit (0x20000000) is set, indicating it is a customer code.

SECURITY_DESCRIPTOR: Vendors can extend **Sbz1** by setting **RM Control Valid** to 0x1.

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2 Data Types

The following sections describe data types that include common base types, data types, and data structures.

Many protocols are intended to be extensions of local programming models. Other protocols have a distinct purpose but share many common elements. This section is a discussion of data types that are common to many protocols.

In some cases, a component may not follow the typical practice and where that applies, the relevant specification specifies the actual practice.

Integer names may often have an alias, which is interchangeable with the integer name; there is no difference in using either the name or its alias.

2.1 Common Base Types

This section contains commonly used primitive data types.

The use of the Interface Definition Language (IDL) implies RPC marshaling unless custom marshaling is specified.

Unless explicitly noted in this document, any integer, either signed or unsigned, is in memory order before RPC marshalling. It is implementation dependent<1> whether the memory order is **little-endian** or **big-endian**.

For packets, the bit numbering convention followed is the same as that used in RFCs, namely: the high (most significant) bit of the first byte to hit the wire is in packet bit 0, and the low bit of the last byte to hit the wire is in packet bit 31 (so that the bits are shown from left-to-right in the order they naturally appear over the network).

Figure 1: Packet byte/bit order

Unless otherwise specified, the bytes of a multi-byte integer field are assumed to be transmitted in big-endian order, also referred to as Network Byte Order. That is, if the packet shown above represented a 32-bit integer, then Byte 1 would be its high-order byte and Byte 4 its low-order byte. Certain protocols use little-endian order, as specified in the corresponding technical documents; for example, [MS-SMB2].

2.1.1 bit

A **bit** is a single binary digit, which is the smallest primitive element of any data structure.

2.1.2 byte

The byte type specifies an 8-bit data item.

A byte is a base IDL type as specified in [C706-Ch4InterfaceDef] section 4.2.9.5. A byte item is opaque in that its contents are not interpreted, as a character data type might be.

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2.1.3 handle_t

The **handle_t** data type is used to represent an explicit RPC binding handle, as specified in [C706] and [MS-RPCE] section 2. This data type is a predefined type of the IDL and does not require an explicit declaration.

A primitive binding handle is a data object that can be used by the application to represent the binding. It can appear as a type specifier in typedef declarations, general declarations, and function declarations (as a function-return-type specifier and a parameter-type specifier).

2.1.4 Integer Types

Microsoft C/C++ supports different sizes of integer types. An 8-bit, 16-bit, 32-bit, or 64-bit integer variable can be declared by using the __int*n* type specifier, where *n* is 8, 16, 32, or 64.

The types **__int8**, **__int16**, and **__int32** are synonyms for the **ANSI**/ISO C types (as specified in [ISO/IEC-9899]) that have the same size. They are useful for writing portable code that behaves identically across multiple platforms.

2.1.4.1 __int8

An 8-bit signed integer (range: −128 to 127 decimal). The first bit, the most significant bit (MSB), is the signing bit. This type can be specified as unsigned by using the unsigned data-type modifier. As an unsigned __int8, the range is from 0 to 255 decimal.

2.1.4.2 __int16

A 16-bit signed integer (range: −32768 to 32767 decimal). The first bit (MSB) is the signing bit.

This type can be specified as unsigned by using the unsigned data-type modifier. As an unsigned __int16, the range is from 0 to 65535 decimal.

2.1.4.3 __int32

A 32-bit signed integer (range: −2147483648 to 2147483647 decimal). The first bit (MSB) is the signing bit.

This type can be specified as unsigned by using the unsigned data-type modifier. As an unsigned __int32, the range is from 0 to 4294967295 decimal.

2.1.4.4 __int64

A 64-bit signed integer (range: −9223372036854775808 to 9223372036854775807 decimal). The first bit (MSB) is the signing bit.

This type can be specified as unsigned by using the unsigned data-type modifier. As an unsigned __int64, the range is from 0 to 18446744073709551615 decimal.

2.1.4.5 hyper

The keyword **hyper** indicates a 64-bit integer that can be declared as either signed or unsigned.

2.1.5 octet

The octet type specifies an 8-bit data item.

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An **octet** is an 8-bit data type as specified in [C706-Ch14TransSyntaxNDR] section 14.2.

2.1.6 wchar_t

A **Unicode character** for use with the **Microsoft Interface Definition Language (MIDL)** compiler.

This type is declared as follows:

```
typedef unsigned short wchar_t;
```

2.2 Common Data Types

This section contains simple data types that are defined by either a C/C++ typedef or #define statement. The data types in this section are essentially aliases for C/C++ primitive data types.

2.2.1 __int3264

An alias that is resolved to either:

- An **__int32** in a 32-bit translation and execution environment, or
- An **__int64** in a 64-bit translation and execution environment. For backward compatibility, it is 32-bit on the wire. The higher 4 bytes MUST be truncated on the sender side during **marshaling** and MUST be extended appropriately (signed or unsigned) on the receiving side during **unmarshaling**.

2.2.2 ADCONNECTION_HANDLE

A handle to an ADConnection object that is used to manage the TCP connections that are used for communication between the client and Active Directory servers, as described in [MS-ADSO] section 6.2.3, ADConnection Abstract Data Model.

This type is declared as follows:

```
typedef void* ADCONNECTION_HANDLE;
```

2.2.3 BOOL

A **BOOL** is a 32-bit field that is set to 1 to indicate **TRUE**, or 0 to indicate **FALSE**.

This type is declared as follows:

```
typedef int BOOL, *PBOOL, *LPBOOL;
```


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2.2.4 BOOLEAN

A **BOOLEAN** is an 8-bit field that is set to 1 to indicate **TRUE**, or 0 to indicate **FALSE**.

This type is declared as follows:

```
typedef BYTE BOOLEAN, *PBOOLEAN;
```

2.2.5 BSTR

A **BSTR** is a pointer to a null-terminated character string in which the string length is stored with the string. Because the length is stored with the string, **BSTR** variables can contain embedded null characters. For example:

```
[4 bytes (length prefix)],
wchar_t[length], [\0]
```

This type is declared as follows:

```
typedef WCHAR* BSTR;
```

2.2.6 BYTE

A **BYTE** is an 8-bit unsigned value that corresponds to a single octet in a network protocol.

This type is declared as follows:

```
typedef unsigned char BYTE, *PBYTE, *LPBYTE;
```

2.2.7 CHAR

A **CHAR** is an 8-bit block of data that typically contains an ANSI character, as specified in [ISO/IEC-8859-1]. For information on the char keyword, see [C706] section 4.2.9.3.

This type is declared as follows:

```
typedef char CHAR, *PCHAR;
```

2.2.8 DOUBLE

A **DOUBLE** is an 8-byte, double-precision, floating-point number that represents a double-precision, 64-bit [IEEE754] value with the approximate range: $+/-5.0 \times 10^{-324}$ through $+/-1.7 \times 10^{308}$.

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The **DOUBLE** type can also represent not a number (NAN); positive and negative infinity; or positive and negative 0.

This type is declared as follows:

```
typedef double DOUBLE;
```

2.2.9 DWORD

A **DWORD** is a 32-bit unsigned integer (range: 0 through 4294967295 decimal). Because a **DWORD** is unsigned, its first bit (Most Significant Bit (MSB)) is not reserved for signing.

This type is declared as follows:

```
typedef unsigned long DWORD, *PDWORD, *LPDWORD;
```

2.2.10 DWORD_PTR

A **DWORD_PTR** is an unsigned long type used for pointer precision. It is used when casting a pointer to an unsigned long type to perform pointer arithmetic. **DWORD_PTR** is also commonly used for general 32-bit parameters that have been extended to 64 bits in 64-bit Windows. For more information, see **ULONG_PTR**.

This type is declared as follows:

```
typedef ULONG_PTR DWORD_PTR;
```

2.2.11 DWORD32

A **DWORD32** is a 32-bit unsigned integer.

This type is declared as follows:

```
typedef unsigned int DWORD32;
```

2.2.12 DWORD64

A **DWORD64** is a 64-bit unsigned integer.

This type is declared as follows:

```
typedef unsigned __int64 DWORD64;
```


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2.2.13 DWORDLONG

A **DWORDLONG** is a 64-bit unsigned integer (range: 0 through 18446744073709551615 decimal).

This type is declared as follows:

```
typedef ULONGLONG DWORDLONG, *PDWORDLONG;
```

2.2.14 error_status_t

The **error_status_t** return type is used for all methods. This is a Win32 error code.

This type is declared as follows:

```
typedef unsigned long error_status_t;
```

2.2.15 FLOAT

A **float** is a base type that is specified the IEEE Format section of [C706-Ch14TransSyntaxNDR].

This type is declared as follows:

```
typedef float FLOAT;
```

2.2.16 HANDLE

A **Handle** to an object

This type is declared as follows:

```
typedef void* HANDLE;
```

2.2.17 HCALL

An **HCALL** is an alias for a **DWORD** used to specify a **handle** to a call, typically used in telephony-related applications.

An **HCALL** is a 32-bit unsigned integer used to store a handle to a call.

This type is declared as follows:

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```
typedef DWORD HCALL;
```

2.2.18 HRESULT

An **HRESULT** is a 32-bit value that is used to describe an error or warning and contains the following fields:

- A 1-bit code that indicates severity, where 0 represents success and 1 represents failure.
- A 4-bit reserved value.
- An 11-bit code, also known as a facility code, that indicates responsibility for the error or warning.
- A 16-bit code that describes the error or warning.

For details on **HRESULT** values, see [MS-ERREF].

This type is declared as follows:

```
typedef LONG HRESULT;
```

2.2.19 INT

An **INT** is a 32-bit signed integer (range: −2147483648 through 2147483647 decimal).

This type is declared as follows:

```
typedef int INT, *LPINT;
```

2.2.20 INT8

An **INT8** is an 8-bit signed integer (range: −128 through 127 decimal). The first bit (Most Significant Bit (MSB)) is the signing bit.

This type is declared as follows:

```
typedef signed char INT8;
```

2.2.21 INT16

An **INT16** is a 16-bit signed integer (range: −32768 through 32767 decimal). The first bit (Most Significant Bit (MSB)) is the signing bit.

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This type is declared as follows:

```
typedef signed short INT16;
```

2.2.22 INT32

An **INT32** is a 32-bit signed integer (range: –2147483648 through 2147483647 decimal). The first bit (Most Significant Bit (MSB)) is the signing bit.

This type is declared as follows:

```
typedef signed int INT32;
```

2.2.23 INT64

An **INT64** is a 64-bit signed integer (range: –9223372036854775808 through 9223372036854775807 decimal). The first bit (Most Significant Bit (MSB)) is the signing bit.

This type is declared as follows:

```
typedef signed __int64 INT64;
```

2.2.24 LDAP_UDP_HANDLE

A handle to an **ADUDPHandle** object that is used to represent the parameters used for communication between the client and Active Directory servers.

This type is declared as follows:

```
typedef void* LDAP_UDP_HANDLE;
```

2.2.25 LMCSTR

A **LMCSTR** is a 32-bit pointer to a constant null-terminated string of 16-bit Unicode characters.

This type is declared as follows:

```
typedef const wchar_t* LMCSTR;
```


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2.2.26 LMSTR

A **LMSTR** is a 32-bit pointer to a null-terminated string of 16-bit Unicode characters.

This type is declared as follows:

```
typedef WCHAR* LMSTR;
```

2.2.27 LONG

A **LONG** is a 32-bit signed integer, in twos-complement format (range: –2147483648 through 2147483647 decimal). The first bit (Most Significant Bit (MSB)) is the signing bit.

This type is declared as follows:

```
typedef long LONG, *PLONG, *LPLONG;
```

2.2.28 LONGLONG

A **LONGLONG** is a 64-bit signed integer (range: –9223372036854775808 through 9223372036854775807 decimal).

This type is declared as follows:

```
typedef signed __int64 LONGLONG;
```

2.2.29 LONG_PTR

A **LONG_PTR** is a long type used for pointer precision. It is used when casting a pointer to a long type to perform pointer arithmetic.

This type is declared as follows:

```
typedef __int3264 LONG_PTR;
```

2.2.30 LONG32

A **LONG32** is a 32-bit signed integer.

This type is declared as follows:

```
typedef signed int LONG32;
```


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2.2.31 LONG64

A **LONG64** is a 64-bit signed integer.

This type is declared as follows:

```
typedef signed __int64 LONG64;
```

2.2.32 LPCSTR

An **LPCSTR** is a 32-bit pointer to a constant null-terminated string of 8-bit Windows (ANSI) characters.

This type is declared as follows:

```
typedef const char* LPCSTR;
```

2.2.33 LPCWSTR

An **LPCWSTR** is a 32-bit pointer to a constant string of 16-bit Unicode characters, which MAY be null-terminated.

This type is declared as follows:

```
typedef const wchar_t* LPCWSTR;
```

2.2.34 LPSTR

The **LPSTR** type and its alias **PSTR** specify a pointer to an array of 8-bit characters, which MAY be terminated by a null character.

In some protocols, it may be acceptable to not terminate with a null character, and this option will be indicated in the specification. In this case, the **LPSTR** or **PSTR** type MUST either be tagged with the IDL modifier [string], that indicates string semantics, or be accompanied by an explicit length specifier, for example [size_is()].

The format of the characters MUST be specified by the protocol that uses them. Two common 8-bit formats are ANSI and **UTF-8**.

A 32-bit pointer to a string of 8-bit characters, which MAY be null-terminated.

This type is declared as follows:

```
typedef char* PSTR, *LPSTR;
```


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2.2.35 LPWSTR

The **LPWSTR** type is a 32-bit pointer to a string of 16-bit Unicode characters, which MAY be null-terminated. The **LPWSTR** type specifies a pointer to a sequence of Unicode characters, which MAY be terminated by a null character (usually referred to as "null-terminated Unicode").

In some protocols, an acceptable option may be to not terminate a sequence of Unicode characters with a null character. Where this option applies, it is indicated in the protocol specification. In this situation, the **LPWSTR** or **PWSTR** type MUST either be tagged with the IDL modifier [string], which indicates string semantics, or MUST be accompanied by an explicit length specifier, as specified in the **RPC_UNICODE_STRING (section 2.3.8)** structure.

This type is declared as follows:

```
typedef wchar_t* LPWSTR, *PWSTR;
```

2.2.36 NET_API_STATUS

The **NET_API_STATUS** type is commonly used as the return value of **RPC** methods in Microsoft network protocols. See the Win32 error codes as specified in [MS-ERREF] for details.

This type is declared as follows:

```
typedef DWORD NET_API_STATUS;
```

2.2.37 NTSTATUS

NTSTATUS is a standard 32-bit datatype for system-supplied status code values.

NTSTATUS values are used to communicate system information. They are of four types: success values, information values, warnings, and error values, as specified in [MS-ERREF].

This type is declared as follows:

```
typedef long NTSTATUS;
```

2.2.38 PCONTEXT_HANDLE

The **PCONTEXT_HANDLE** type keeps state information associated with a given client on a server. The state information is called the server's context. Clients can obtain a context handle to identify the server's context for their individual RPC sessions.

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A context handle must be of the void * type, or a type that resolves to void *. The server program casts it to the required type.

The IDL attribute **[context_handle]**, as specified in [C706], is used to declare **PCONTEXT_HANDLE**.

An interface that uses a context handle must have a binding handle for the initial binding, which has to take place before the server can return a context handle. The **handle_t** type is one of the predefined types of the interface definition language (IDL), which is used to create a binding handle.

```
typedef [context_handle] void* PCONTEXT_HANDLE;

typedef [ref] PCONTEXT_HANDLE* PPCONTEXT_HANDLE;
```

2.2.39 QWORD

A **QWORD** is a 64-bit unsigned integer.

This type is declared as follows:

```
typedef unsigned __int64 QWORD;
```

2.2.40 RPC_BINDING_HANDLE

An **RPC_BINDING_HANDLE** is an untyped 32-bit pointer containing information that the RPC run-time library uses to access binding information. It is directly equivalent to the type **rpc_binding_handle_t** described in [C706] section 3.1.4.

The **RPC_BINDING_HANDLE** data type declares a binding handle containing information that the RPC run-time library uses to access binding information.

The run-time library uses binding information to establish a client/server relationship that allows the execution of remote procedure calls. Based on the context in which a binding handle is created, it is considered a server-binding handle or a client-binding handle.

A server-binding handle contains the information necessary for a client to establish a relationship with a specific server. Any number of RPC API run-time routines return a server-binding handle that can be used for making a remote procedure call.

A client-binding handle cannot be used to make a remote procedure call. The RPC run-time library creates and provides a client-binding handle to a called-server procedure (also called a server-manager routine) as the **RPC_BINDING_HANDLE** parameter. The client-binding handle contains information about the calling client.

This type is declared as follows:

```
typedef void* RPC_BINDING_HANDLE;
```


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2.2.41 SHORT

A **SHORT** is a 16-bit signed integer(range: –32768 through 32767 decimal). The first bit (Most Significant Bit (MSB)) is the signing bit.

This type is declared as follows:

```
typedef short SHORT;
```

2.2.42 SIZE_T

SIZE_T is a **ULONG_PTR** representing the maximum number of bytes to which a pointer can point.

This type is declared as follows:

```
typedef ULONG_PTR SIZE_T;
```

2.2.43 STRING

Unless otherwise noted, a **STRING** is a **UCHAR** buffer that represents a null-terminated **string** of 8-bit characters.

This type is declared as follows:

```
typedef UCHAR* STRING;
```

2.2.44 UCHAR

A **UCHAR** is an 8-bit integer with the range: 0 through 255 decimal. Because a **UCHAR** is unsigned, its first bit (Most Significant Bit (MSB)) is not reserved for signing.

This type is declared as follows:

```
typedef unsigned char UCHAR, *PUCHAR;
```

2.2.45 UINT

A **UINT** is a 32-bit unsigned integer (range: 0 through 4294967295 decimal). Because a **UINT** is unsigned, its first bit (Most Significant Bit (MSB)) is not reserved for signing.

This type is declared as follows:

```
typedef unsigned int UINT;
```


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2.2.46 UINT8

A **UINT8** is an 8-bit unsigned integer (range: 0 through 255 decimal). Because a **UINT8** is unsigned, its first bit (Most Significant Bit (MSB)) is not reserved for signing.

This type is declared as follows:

```
typedef unsigned char UINT8;
```

2.2.47 UINT16

A **UINT16** is a 16-bit unsigned integer (range: 0 through 65535 decimal). Because a **UINT16** is unsigned, its first bit (Most Significant Bit (MSB)) is not reserved for signing.

This type is declared as follows:

```
typedef unsigned short UINT16;
```

2.2.48 UINT32

A **UINT32** is a 32-bit unsigned integer (range: 0 through 4294967295 decimal). Because a **UINT32** is unsigned, its first bit (Most Significant Bit (MSB)) is not reserved for signing.

This type is declared as follows:

```
typedef unsigned int UINT32;
```

2.2.49 UINT64

A **UINT64** is a 64-bit unsigned integer (range: 0 through 18446744073709551615 decimal). Because a **UINT64** is unsigned, its first bit (Most Significant Bit (MSB)) is not reserved for signing.

This type is declared as follows:

```
typedef unsigned __int64 UINT64;
```

2.2.50 ULONG

A **ULONG** is a 32-bit unsigned integer (range: 0 through 4294967295 decimal). Because a **ULONG** is unsigned, its first bit (Most Significant Bit (MSB)) is not reserved for signing.

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This type is declared as follows:

```
typedef unsigned long ULONG, *PULONG;
```

2.2.51 ULONG_PTR

A **ULONG_PTR** is an unsigned long type used for pointer precision. It is used when casting a pointer to a long type to perform pointer arithmetic.

This type is declared as follows:

```
typedef unsigned __int3264 ULONG_PTR;
```

2.2.52 ULONG32

A **ULONG32** is an unsigned **LONG32**.

This type is declared as follows:

```
typedef unsigned int ULONG32;
```

2.2.53 ULONG64

A **ULONG64** is a 64-bit unsigned integer (range: 0 through 18446744073709551615 decimal). Because a **ULONG64** is unsigned, its first bit (Most Significant Bit (MSB)) is not reserved for signing.

This type is declared as follows:

```
typedef unsigned __int64 ULONG64;
```

2.2.54 ULONGLONG

A **ULONGLONG** is a 64-bit unsigned integer (range: 0 through 18446744073709551615 decimal). Because a **ULONGLONG** is unsigned, its first bit (Most Significant Bit (MSB)) is not reserved for signing.

This type is declared as follows:

```
typedef unsigned __int64 ULONGLONG;
```


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2.2.55 UNICODE

A single Unicode character.

This type is declared as follows:

```
typedef wchar_t UNICODE;
```

2.2.56 UNC

A **Universal Naming Convention (UNC)** string is used to specify the location of resources such as shared files or devices.

This type is declared as follows:

```
typedef STRING UNC;
```

There are three **UNC** schemes based on namespace selectors: filespace selector, Win32API selector, and device selector. Only the filespace selector is parsed for on-wire traffic, the other two pass opaque blobs to the consuming entity. The filespace selector is a null-terminated Unicode character string of the following format:

```
UNC =  \\<hostname>\<sharename>[\<objectname>]*
```

<hostname>: Represents the host name of a server or the **domain** name of a domain hosting resource; the string MUST be a NetBIOS name as specified in **[MS-NBTE]** section 2.2.1, a **fully qualified domain name (FQDN)** as specified in [RFC1035] and [RFC1123], or a textual IPv4 as specified in [RFC1123] section 2.1 or IPv6 address as specified in [RFC4291] section 2.2.

<sharename>: Represents the name of a **share** or a resource to be accessed. The format of this name depends on the actual file server protocol that is used to access the share. Examples of file server protocols include SMB (as referenced in [MS-SMB]), NFS (as referenced in [RFC3530]), and NCP (as referenced in [NOVELL]).

<objectname>: Represents the name of an object; this name depends on the actual resource accessed.

The notation "[\<objectname>]*" indicates that zero or more object names may exist in the path, and each <objectname> is separated from the immediately preceding <objectname> with a backslash path separator. In a **UNC** path used to access files and directories in an SMB share, for example, <objectname> may be the name of a file or a directory. The <hostname>, <sharename>, and <objectname> are referred to as "pathname components" or "path components". A valid **UNC** path consists of two or more path components. The <hostname> is referred to as the "first pathname component", the <sharename> as the "second pathname component", and so on. The last component of the path is also referred to as the "leaf component". The protocol that is used to access the resource, and the type of resource that is being accessed, define the size and valid characters for a path component.

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The only limitations that a **Distributed File System (DFS)** places on path components are that they MUST be at least one character in length and MUST NOT contain a backslash or null.

2.2.57 USHORT

A **USHORT** is a 16-bit unsigned integer (range: 0 through 65535 decimal). Because a **USHORT** is unsigned, its first bit (Most Significant Bit (MSB)) is not reserved for signing.

This type is declared as follows:

```
typedef unsigned short USHORT;
```

2.2.58 VOID

VOID is an alias for **void**.

This type is declared as follows:

```
typedef void VOID, *PVOID, *LPVOID;
```

2.2.59 WCHAR

A **WCHAR** is a 16-bit Unicode character.

This type is declared as follows:

```
typedef wchar_t WCHAR, *PWCHAR;
```

2.2.60 WORD

A **WORD** is a 16-bit unsigned integer (range: 0 through 65535 decimal). Because a **WORD** is unsigned, its first bit (Most Significant Bit (MSB)) is not reserved for signing.

This type is declared as follows:

```
typedef unsigned short WORD, *PWORD, *LPWORD;
```

2.3 Common Data Structures

This section contains common data structures that are defined in either C, C++, or ABNF.

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2.3.1 FILETIME

The **FILETIME** structure is a 64-bit value that represents the number of 100-nanosecond intervals that have elapsed since January 1, 1601, Coordinated Universal Time (UTC).

```
typedef struct {
  DWORD dwLowDateTime;
  DWORD dwHighDateTime;
} FILETIME,
 *PFILETIME,
 *LPFILETIME;
```

dwLowDateTime: A 32-bit unsigned integer that contains the low-order bits of the file time.

dwHighDateTime: A 32-bit unsigned integer that contains the high-order bits of the file time.

2.3.2 GUID and UUID

A **GUID**, also known as a **UUID**, is a 16-byte structure, intended to serve as a unique identifier for an object. There are three representations of a GUID, as described in the following sections.

2.3.2.1 GUID--RPC IDL representation

The following structure is an IDL representation of GUID equivalent to and compatible with a DCE UUID ([C706] section A.1) according to the following mappings.

```
typedef struct {
  unsigned long Data1;
  unsigned short Data2;
  unsigned short Data3;
  byte Data4[8];
} GUID,
 UUID,
 *PGUID;
```

Data1: This member is generally treated as an opaque value. This member is equivalent to the time_low field of a DCE UUID ([C706] section A.1).

Data2: This member is generally treated as an opaque value. This member is equivalent to the time_mid field of a DCE UUID ([C706] section A.1).

Data3: This member is generally treated as an opaque value. This member is equivalent to the time_hi_and_version field of a DCE UUID ([C706] section A.1).

Data4: This array is generally treated as a sequence of opaque values. This member is equivalent to the following sequence of fields of a DCE UUID ([C706] section A.1) in this order: clock_seq_hi_and_reserved, clock_seq_low, and the sequence of bytes in the node field.

2.3.2.2 GUID--Packet Representation

The packet version is used within block protocols. The following diagram represents a GUID as an opaque sequence of bytes.

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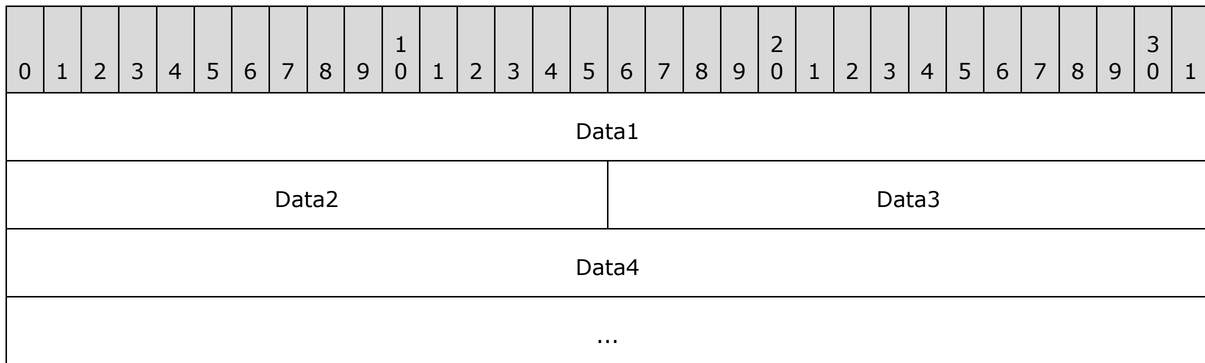

Data1 (4 bytes): The value of the **Data1** member (section 2.3.2), in little-endian byte order.

Data2 (2 bytes): The value of the **Data2** member (section 2.3.2), in little-endian byte order.

Data3 (2 bytes): The value of the **Data3** member (section 2.3.2), in little-endian byte order.

Data4 (8 bytes): The value of the **Data4** member (section 2.3.2), in little-endian byte order.

2.3.2.3 GUID--Curly Braced String Representation

The curly braced GUID string representation is a format commonly used for a string representation of the GUID type (as specified in section 2.3.2.1) is described by the following ABNF syntax, as specified in [RFC4234].

```
CurlyBraceGuidString  =  "{" UUID "}"
```

Where UUID represents the string form of a UUID, as specified in [RFC4122] section 3. The non-terminal symbol CurlyBraceGuidString represents (that is, generates) strings that satisfy the definition of **curly braced GUID string**.

By way of illustration, the UUID string specified in [RFC4122] section 3 as an example would have the following representation as a curly braced GUID string.

```
{f81d4fae-7dec-11d0-a765-00a0c91e6bf6}
```

2.3.3 LARGE_INTEGER

The **LARGE_INTEGER** structure is used to represent a 64-bit signed integer value.

```
typedef struct _LARGE_INTEGER {
  signed __int64 QuadPart;
} LARGE_INTEGER,
 *PLARGE_INTEGER;
```

2.3.4 LCID

A language code identifier (**LCID**) structure is stored as a **DWORD**. The lower word contains the language identifier, and the upper word contains both the sorting identifier (ID) and a reserved

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value. For additional details about the structure and possible values, see the Windows Language Code Identifier (LCID) Reference.

This type is declared as follows:

```
typedef DWORD LCID;
```

2.3.5 LUID

The LUID structure is 64-bit value guaranteed to be unique only on the system on which it was generated. The uniqueness of a locally unique identifier (LUID) is guaranteed only until the system is restarted.

```
typedef struct _LUID {
  DWORD LowPart;
  LONG HighPart;
} LUID,
 *PLUID;
```

LowPart: The low-order bits of the structure.

HighPart: The high-order bits of the structure.

2.3.6 MULTI_SZ

The **MULTI_SZ** structure defines an implementation-specific<2> type that contains a sequence of null-terminated strings, terminated by an empty string (\0) so that the last two characters are both null terminators.

```
typedef struct _MULTI_SZ {
  wchar_t* Value;
  DWORD nChar;
} MULTI_SZ;
```

Value: A data buffer, which is a string literal containing multiple null-terminated strings serially.

nChar: The length, in characters, including the two terminating nulls.

2.3.7 OBJECT_TYPE_LIST

The **OBJECT_TYPE_LIST** structure identifies an object type element in a hierarchy of object types. The Access Check Algorithm Pseudocode functions (section 2.5.3.2) use an array of **OBJECT_TYPE_LIST** structures to define a hierarchy of an object and its sub-objects, such as property sets and properties.

```
typedef struct _OBJECT_TYPE_LIST {
  WORD Level;
  ACCESS_MASK Remaining;
  GUID* ObjectType;
```


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```
} OBJECT_TYPE_LIST,
 *POBJECT_TYPE_LIST;
```

Level: Specifies the level of the object type in the hierarchy of an object and its sub-objects. Level zero indicates the object itself. Level one indicates a sub-object of the object, such as a property set. Level two indicates a sub-object of the level one sub-object, such as a property. There can be a maximum of five levels numbered zero through four.

Value	Meaning
ACCESS_OBJECT_GUID 0x0	Indicates the object itself at level zero.
ACCESS_PROPERTY_SET_GUID 0x1	Indicates a property set at level one.
ACCESS_PROPERTY_GUID 0x2	Indicates a property at level two.
ACCESS_MAX_LEVEL 0x4	Maximum level.

Remaining: Remaining access bits for this element, used by the access check algorithm, as specified in section 2.5.3.2.

ObjectType: A pointer to the **GUID** for the object or sub-object.

2.3.8 RPC_UNICODE_STRING

The **RPC_UNICODE_STRING** structure specifies a **Unicode string**. This structure is defined in IDL as follows:

```
typedef struct _RPC_UNICODE_STRING {
  unsigned short Length;
  unsigned short MaximumLength;
  [size_is(MaximumLength/2), length_is(Length/2)]
    WCHAR* Buffer;
} RPC_UNICODE_STRING,
 *PRPC_UNICODE_STRING;
```

Length: The length, in bytes, of the string pointed to by the **Buffer** member, not including the terminating null character if any. The length MUST be a multiple of 2. The length SHOULD equal the entire size of the **Buffer**, in which case there is no terminating null character. Any method that accesses this structure MUST use the **Length** specified instead of relying on the presence or absence of a null character.

MaximumLength: The maximum size, in bytes, of the string pointed to by **Buffer**. The size MUST be a multiple of 2. If not, the size MUST be decremented by 1 prior to use. This value MUST not be less than **Length**.

Buffer: A pointer to a string buffer. If **MaximumLength** is greater than zero, the buffer MUST contain a non-null value.

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2.3.9 SERVER_INFO_100

The **SERVER_INFO_100** structure contains information about the specified server, including the name and platform.

```
typedef struct _SERVER_INFO_100 {
  DWORD sv100_platform_id;
  [string] wchar_t* sv100_name;
} SERVER_INFO_100,
 *PSERVER_INFO_100,
 *LPSERVER_INFO_100;
```

sv100_platform_id: Specifies the information level to use for platform-specific information.

Name	Value
PLATFORM_ID_DOS	300
PLATFORM_ID_OS2	400
PLATFORM_ID_NT	500
PLATFORM_ID_OSF	600
PLATFORM_ID_VMS	700

sv100_name: A pointer to a null-terminated **Unicode UTF-16 Internet host name** or **NetBIOS host name** of a server.

2.3.10 SERVER_INFO_101

The **SERVER_INFO_101** structure contains information about the specified server, including the name, platform, type of server, and associated software.

```
typedef struct _SERVER_INFO_101 {
  DWORD sv101_platform_id;
  [string] wchar_t* sv101_name;
  DWORD sv101_version_major;
  DWORD sv101_version_minor;
  DWORD sv101_version_type;
  [string] wchar_t* sv101_comment;
} SERVER_INFO_101,
 *PSERVER_INFO_101,
 *LPSERVER_INFO_101;
```

sv101_platform_id: Specifies the information level to use for platform-specific information.

Name	Value
PLATFORM_ID_DOS	300
PLATFORM_ID_OS2	400

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Name	Value
PLATFORM_ID_NT	500
PLATFORM_ID_OSF	600
PLATFORM_ID_VMS	700

sv101_name: A pointer to a null-terminated Unicode UTF-16 Internet host name or NetBIOS host name of a server.

sv101_version_major: Specifies the major release version number of the operating system. The server MUST set this field to an implementation-specific major release version number that corresponds to the host operating system as specified below.

Operating System	Major version
Windows NT 4.0	4
Windows 2000	5
Windows XP	5
Windows Server 2003	5
Windows Vista	6
Windows Server 2008	6
Windows Server 2008 R2	6

sv101_version_minor: Specifies the minor release version number of the operating system. The server MUST set this field to an implementation-specific minor release version number that corresponds to the host operating system as specified below.

Operating System	Minor version
Windows NT 4.0	0
Windows 2000	0
Windows XP	1
Windows Server 2003	2
Windows Vista	0
Windows Server 2008	0
Windows Server 2008 R2	1

sv101_version_type: Specifies the SV_TYPE of software the computer is running. This member MUST be a combination of one or more of the values that are listed below. The SV_TYPE flags indicate the services that are available (but not necessarily running) on the server.

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Constant/Value	Description
SV_TYPE_WORKSTATION 0x00000001	A server running the WorkStation Service.
SV_TYPE_SERVER 0x00000002	A server running the Server Service.
SV_TYPE_SQLSERVER 0x00000004	A server running SQL Server.
SV_TYPE_DOMAIN_CTRL 0x00000008	A primary domain controller.
SV_TYPE_DOMAIN_BAKCTRL 0x00000010	A backup domain controller.
SV_TYPE_TIME_SOURCE 0x00000020	A server is available as a time source for network time synchronization.
SV_TYPE_AFP 0x00000040	An Apple File Protocol server.
SV_TYPE_NOVELL 0x00000080	A Novell server.
SV_TYPE_DOMAIN_MEMBER 0x00000100	A LAN Manager 2.x domain member.
SV_TYPE_PRINTQ_SERVER 0x00000200	A server sharing print queue.
SV_TYPE_DIALIN_SERVER 0x00000400	A server running a dial-in service.
SV_TYPE_XENIX_SERVER 0x00000800	A Xenix server.
SV_TYPE_NT 0x00001000	Windows Server 2003, Windows XP, Windows 2000, or Windows NT.
SV_TYPE_WFW 0x00002000	A server running Windows for Workgroups.
SV_TYPE_SERVER_MFPN 0x00004000	Microsoft File and Print for NetWare.
SV_TYPE_SERVER_NT 0x00008000	Windows Server 2003, Windows 2000 Server, or a server that is not a domain controller.
SV_TYPE_POTENTIAL_BROWSER 0x00010000	A server that can run the browser service.
SV_TYPE_BACKUP_BROWSER	A server running a browser service as backup.

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Constant/Value	Description
0x00020000	
SV_TYPE_MASTER_BROWSER 0x00040000	A server running the master browser service.
SV_TYPE_DOMAIN_MASTER 0x00080000	A server running the domain master browser.
SV_TYPE_WINDOWS 0x00400000	Windows Millennium Edition, Windows 98, or Windows 95.
SV_TYPE_TERMINALSERVER 0x02000000	Terminal Server.
SV_TYPE_CLUSTER_VS_NT 0x04000000	Cluster virtual servers available in the domain.
SV_TYPE_LOCAL_LIST_ONLY 0x40000000	Servers maintained by the browser.
SV_TYPE_DOMAIN_ENUM 0x80000000	Primary domain.
SV_TYPE_ALL 0xFFFFFFFF	All servers.

sv101_comment: A pointer to a null-terminated Unicode UTF-16 string that specifies a comment that describes the server.

2.3.11 SYSTEMTIME

The **SYSTEMTIME** structure is a date and time, in Coordinated Universal Time (UTC), represented by using individual **WORD**-sized structure members for the month, day, year, day of week, hour, minute, second, and millisecond.

```
typedef struct _SYSTEMTIME {
  WORD wYear;
  WORD wMonth;
  WORD wDayOfWeek;
  WORD wDay;
  WORD wHour;
  WORD wMinute;
  WORD wSecond;
  WORD wMilliseconds;
} SYSTEMTIME,
 *PSYSTEMTIME;
```

2.3.12 UINT128

The **UINT128** structure is intended to hold 128-bit unsigned integers, such as an IPv6 destination address.

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```
typedef struct _UINT128 {
  UINT64 lower;
  UINT64 upper;
} UINT128,
 *PUINT128;
```

2.3.13 ULARGE_INTEGER

The **ULARGE_INTEGER** structure is used to represent a 64-bit unsigned integer value.

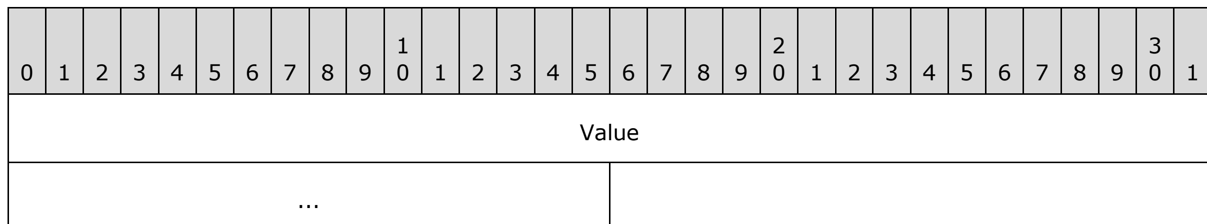
```
typedef struct _ULARGE_INTEGER {
  unsigned __int64 QuadPart;
} ULARGE_INTEGER,
 *PULARGE_INTEGER;
```

2.4 Constructed Security Types

The following types are used to specify structures that are specific to the Microsoft Windows® security model.

2.4.1 SID_IDENTIFIER_AUTHORITY

The SID_IDENTIFIER_AUTHORITY structure represents the top-level authority of a security identifier (SID).



Value (6 bytes): Six element arrays of 8-bit unsigned integers that specify the top-level authority of a **SID**, **RPC_SID**, and **LSAPR_SID_INFORMATION**.

The identifier authority value identifies the domain security authority that issued the SID. The following identifier authorities are predefined.

Identifier Authority	Meaning
NULL_SID_AUTHORITY {0x00, 0x00, 0x00, 0x00, 0x00, 0x00}	Specifies the **NULL** SID authority. It defines only the **NULL** well-known-SID: S-1-0-0.
WORLD_SID_AUTHORITY {0x00, 0x00, 0x00, 0x00, 0x00, 0x01}	Specifies the World SID authority. It only defines the **Everyone** well-known-SID: S-1-1-0.
LOCAL_SID_AUTHORITY {0x00, 0x00, 0x00, 0x00, 0x00, 0x02}	Specifies the Local SID authority. It defines only the **Local** well-known-SID: S-1-2-0.
CREATOR_SID_AUTHORITY	Specifies the Creator SID authority. It defines the

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Identifier Authority	Meaning
{0x00, 0x00, 0x00, 0x00, 0x00, 0x03}	**Creator Owner**, **Creator Group**, and **Creator Owner Server** well-known-SIDs: S-1-3-0, S-1-3-1, and S-1-3-2. These SIDs are used as placeholders in an access control list (ACL) and are replaced by the user, group, and machine SIDs of the security principal.
NON_UNIQUE_AUTHORITY {0x00, 0x00, 0x00, 0x00, 0x00, 0x04}	Not used.
SECURITY_NT_AUTHORITY {0x00, 0x00, 0x00, 0x00, 0x00, 0x05}	Specifies the Windows NT security subsystem SID authority. It defines all other SIDs in the forest.
SECURITY_MANDATORY_LABEL_AUTHORITY {0x00, 0x00, 0x00, 0x00, 0x00, 0x10}	Specifies the Mandatory label authority. It defines the integrity level SIDs.

2.4.1.1 RPC_SID_IDENTIFIER_AUTHORITY

The **RPC_SID_IDENTIFIER_AUTHORITY** structure is a representation of a security identifier (SID) authority, as specified by the SID_IDENTIFIER_AUTHORITY structure. This structure is defined in IDL as follows.

```
typedef struct _RPC_SID_IDENTIFIER_AUTHORITY {
  byte Value[6];
} RPC_SID_IDENTIFIER_AUTHORITY;
```

For individual member semantics of the SID_IDENTIFIER_AUTHORITY structure, see section 2.4.1.

2.4.2 SID

A security identifier **(SID)** uniquely identifies a security principal. Each security principal has a unique **SID** that is issued by a security agent. The agent can be a Microsoft Windows® local system or domain. The agent generates the **SID** when the security principal is created. The **SID** can be represented as a character string or as a structure. When represented as strings, for example in documentation or logs, **SIDs** are expressed as follows:

```
S-1-IdentifierAuthority-SubAuthority1-SubAuthority2-...-SubAuthorityn
```

The top-level issuer is the authority. Each issuer specifies, in an implementation-specific manner, how many integers identify the next issuer.

A newly created account store is assigned a 96-bit identifier (a cryptographic strength (pseudo) random number).

A newly created security principal in an account store is assigned a 32-bit identifier that is unique within the store.

The last item in the series of **SubAuthority** values is known as the **relative identifier (RID)**. Differences in the **RID** are what distinguish the different **SIDs** generated within a domain.

Consumers of **SIDs** SHOULD NOT rely on anything more than that the **SID** has the appropriate structure.

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The formal string syntax is given in section 2.4.2.1.

The packet representation of the SID structure used by block protocols is defined in section 2.4.2.2.

The RPC marshaled version of the SID structure is defined in section 2.4.2.3.

2.4.2.1 SID String Format Syntax

The SID string format syntax, a format commonly used for a string representation of the SID type (as specified in section 2.4.2), is described by the following ABNF syntax, as specified in [RFC4234].

```
SID= "S-1-" IdentifierAuthority 1*SubAuthority
IdentifierAuthority= IdentifierAuthorityDec / IdentifierAuthorityHex
  ; If the identifier authority is < 2^32, the
  ; identifier authority is represented as a decimal
  ; number
  ; If the identifier authority is >= 2^32,
  ; the identifier authority is represented in
  ; hexadecimal
IdentifierAuthorityDec =  1*10DIGIT
  ; IdentifierAuthorityDec, top level authority of a
  ; security identifier is represented as a decimal number
IdentifierAuthorityHex = "0x" 12HEXDIG
  ; IdentifierAuthorityHex, the top-level authority of a
  ; security identifier is represented as a hexadecimal number
SubAuthority= "-" 1*10DIGIT
  ; Sub-Authority is always represented as a decimal number
  ; No leading "0" characters are allowed when IdentifierAuthority
  ; or SubAuthority is represented as a decimal number
  ; All hexadecimal digits must be output in string format,
  ; pre-pended by "0x"
```

2.4.2.2 SID--Packet Representation

This is a packet representation of the SID type (as specified in section 2.4.2) for use by block protocols. Multiple-byte fields are transmitted on the wire with an endianness specified by the protocol in question.

<table>
<tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>1
0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>2
0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>3
0</td><td>1</td></tr>
<tr><td colspan="8">Revision</td><td colspan="8">SubAuthorityCount</td><td colspan="16">IdentifierAuthority</td></tr>
<tr><td colspan="32">...</td></tr>
<tr><td colspan="32">SubAuthority (variable)</td></tr>
<tr><td colspan="32">...</td></tr>
</table>

Revision (1 byte): An 8-bit unsigned integer that specifies the revision level of the **SID**. This value MUST be set to 0x01.

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SubAuthorityCount (1 byte): An 8-bit unsigned integer that specifies the number of elements in the **SubAuthority** array. The maximum number of elements allowed is 15.

IdentifierAuthority (6 bytes): A SID_IDENTIFIER_AUTHORITY structure that indicates the authority under which the SID was created. It describes the entity that created the SID. The Identifier Authority value {0,0,0,0,0,5} denotes **SIDs** created by the NT SID authority.

SubAuthority (variable): A variable length array of unsigned 32-bit integers that uniquely identifies a principal relative to the **IdentifierAuthority**. Its length is determined by **SubAuthorityCount**.

2.4.2.3 RPC_SID

The **RPC_SID** structure is an IDL representation of the **SID** type (as specified in section 2.4.2) for use by RPC-based protocols.

```
typedef struct _RPC_SID {
  unsigned char Revision;
  unsigned char SubAuthorityCount;
  RPC_SID_IDENTIFIER_AUTHORITY IdentifierAuthority;
  [size_is(SubAuthorityCount)] unsigned long SubAuthority[];
} RPC_SID,
 *PRPC_SID,
 *PSID;
```

Revision: An 8-bit unsigned integer that specifies the revision level of the **SID**. This value MUST be set to 0x01.

SubAuthorityCount: An 8-bit unsigned integer that specifies the number of elements in the **SubAuthority** array. The maximum number of elements allowed is 15.

IdentifierAuthority: An RPC_SID_IDENTIFIER_AUTHORITY structure that indicates the authority under which the SID was created. It describes the entity that created the SID. The Identifier Authority value {0,0,0,0,0,5} denotes **SIDs** created by the NT SID authority.

SubAuthority: A variable length array of unsigned 32-bit integers that uniquely identifies a principal relative to the **IdentifierAuthority**. Its length is determined by **SubAuthorityCount**.

2.4.2.4 Well-Known SID Structures

Well-known SID structures are a group of SIDs that identify generic users or generic groups. Their values remain constant across all operating systems.

The *<root-domain>* identifier represents the three sub-authority values associated with the root domain, which is the first domain that is created in an Active Directory forest infrastructure. The *<domain>* identifier represents the three sub-authority values associated with any domain. Root domain–based groups like the Enterprise and Schema administrators have forestwide permissions.

For example, given a SID defined in the table below as S-1-5-21-<domain>-513, and the actual instance of the domain having the three sub authority values of 1, 2, and 3:

S-1: Indicates a revision or version 1 SID.

5: SECURITY_NT_AUTHORITY, indicates it's a Windows specific **SID**.

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21: SECURITY_NT_NON_UNIQUE, indicates a domain id will follow.

1-2-3: The next three **SubAuthority** arrays contain 32-bit random numbers to uniquely identify the domain.

RID: Indicates a unique object ID within the domain.

, the actual constructed SID would be S-1-5-21-1-2-3-513.

The following table lists well-known **SID** structure values and their matching descriptions.

Constant/value	Description
NULL S-1-0-0	No Security principal.
EVERYONE S-1-1-0	A group that includes all users.
LOCAL S-1-2-0	A group that includes all users who have logged on locally.
CONSOLE_LOGON S-1-2-1	A group that includes users who are logged on to the physical console. This SID can be used to implement security policies that grant different rights based on whether a user has been granted physical access to the console.<3>
CREATOR_OWNER S-1-3-0	A placeholder in an inheritable access control entry (ACE). When the ACE is inherited, the system replaces this **SID** with the **SID** for the object's creator.
CREATOR_GROUP S-1-3-1	A placeholder in an inheritable ACE. When the ACE is inherited, the system replaces this **SID** with the **SID** for the primary group of the object's creator.
OWNER_SERVER S-1-3-2	A placeholder in an inheritable ACE. When the ACE is inherited, the system replaces this **SID** with the **SID** for the object's owner server.<4>
GROUP_SERVER S-1-3-3	A placeholder in an inheritable ACE. When the ACE is inherited, the system replaces this **SID** with the **SID** for the object's group server.<5>
OWNER_RIGHTS S-1-3-4	A group that represents the current owner of the object. When an ACE that carries this **SID** is applied to an object, the system ignores the implicit READ_CONTROL and WRITE_DAC permissions for the object owner.
NT_AUTHORITY S-1-5	A **SID** containing only the SECURITY_NT_AUTHORITY identifier authority.
DIALUP S-1-5-1	A group that includes all users who have logged on through a dial-up connection.
NETWORK S-1-5-2	A group that includes all users who have logged on through a network connection.

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Constant/value	Description
BATCH S-1-5-3	A group that includes all users who have logged on through a batch queue facility.
INTERACTIVE S-1-5-4	A group that includes all users who have logged on interactively.
LOGON_ID S-1-5-5-x-y	A logon session. The X and Y values for these **SIDs** are different for each logon session and are recycled when the operating system is restarted.
SERVICE S-1-5-6	A group that includes all security principals that have logged on as a service.
ANONYMOUS S-1-5-7	A group that represents an anonymous logon.
PROXY S-1-5-8	Identifies a SECURITY_NT_AUTHORITY Proxy.<6>
ENTERPRISE_DOMAIN_CONTROLLERS S-1-5-9	A group that includes all domain controllers in a forest that uses an Active Directory directory service.
PRINCIPAL_SELF S-1-5-10	A placeholder in an inheritable ACE on an account object or group object in Active Directory. When the ACE is inherited, the system replaces this **SID** with the **SID** for the security principal that holds the account.
AUTHENTICATED_USERS S-1-5-11	A group that includes all users whose identities were authenticated when they logged on.
RESTRICTED_CODE S-1-5-12	This SID is used to control access by untrusted code. **ACL** validation against tokens with RC consists of two checks, one against the token's normal list of SIDs and one against a second list (typically containing RC - the "RESTRICTED_CODE" token - and a subset of the original token SIDs). Access is granted only if a token passes both tests. Any **ACL** that specifies RC must also specify WD - the "EVERYONE" token. When RC is paired with WD in an **ACL**, a superset of "EVERYONE", including untrusted code, is described.
TERMINAL_SERVER_USER S-1-5-13	A group that includes all users who have logged on to a Terminal Services server.
REMOTE_INTERACTIVE_LOGON S-1-5-14	A group that includes all users who have logged on through a terminal services logon.
THIS_ORGANIZATION S-1-5-15	A group that includes all users from the same **organization**. If this **SID** is present, the OTHER_ORGANIZATION **SID** MUST NOT be present.<7>
IUSR S-1-5-17	An account that is used by the default Internet Information Services (IIS) user.
LOCAL_SYSTEM	An account that is used by the operating system.

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Constant/value	Description
S-1-5-18	
LOCAL_SERVICE S-1-5-19	A local service account.
NETWORK_SERVICE S-1-5-20	A network service account.
DOMAIN_USERS S-1-5-21-<*domain*>-513	A global group that includes all user accounts in a domain.
DOMAIN_GUESTS S-1-5-21-<*domain*>-514	A global group that has only one member, which is the built-in Guest account of the domain.
DOMAIN_COMPUTERS S-1-5-21-<*domain*>-515	A global group that includes all clients and servers that have joined the domain.
DOMAIN_DOMAIN_CONTROLLERS S-1-5-21-<*domain*>-516	A global group that includes all domain controllers in the domain.
CERT_PUBLISHERS S-1-5-21-<*domain*>-517	A global group that includes all computers that are running an enterprise certification authority. Cert Publishers are authorized to publish certificates for User objects in Active Directory.
SCHEMA_ADMINISTRATORS S-1-5-21-<*root-domain*>-518	A universal group in a native-mode domain, or a global group in a mixed-mode domain. The group is authorized to make schema changes in Active Directory.
ENTERPRISE_ADMINS S-1-5-21-<*root-domain*>-519	A universal group in a native-mode domain, or a global group in a mixed-mode domain. The group is authorized to make forestwide changes in Active Directory, such as adding child domains.
RAS_SERVERS S-1-5-21-<*domain*>-553	A domain local group for **Remote Access Services (RAS) servers**. Servers in this group have Read Account Restrictions and Read Logon Information access to User objects in the Active Directory domain local group.
GROUP_POLICY_CREATOR_OWNERS S-1-5-21-<*domain*>-520	A global group that is authorized to create new Group Policy objects in Active Directory.
BUILTIN_ADMINISTRATORS S-1-5-32-544	A built-in group. After the initial installation of the operating system, the only member of the group is the Administrator account. When a computer joins a domain, the Domain Administrators group is added to the Administrators group. When a server becomes a domain controller, the Enterprise Administrators group also is added to the Administrators group.
BUILTIN_USERS S-1-5-32-545	A built-in group. After the initial installation of the operating system, the only member is the Authenticated Users group. When a computer joins a domain, the Domain Users group is added to the Users group on the computer.

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Constant/value	Description
BUILTIN_GUESTS S-1-5-32-546	A built-in group. The Guests group allows users to log on with limited privileges to a computer's built-in Guest account.
POWER_USERS S-1-5-32-547	A built-in group. Power users can perform the following actions: ▪ Create local users and groups. ▪ Modify and delete accounts that they have created. ▪ Remove users from the Power Users, Users, and Guests groups. ▪ Install programs. ▪ Create, manage, and delete local printers. ▪ Create and delete file shares.
ACCOUNT_OPERATORS S-1-5-32-548	A built-in group that exists only on domain controllers. Account Operators have permission to create, modify, and delete accounts for users, groups, and computers in all containers and organizational units of Active Directory except the Built-in container and the Domain Controllers OU. Account Operators do not have permission to modify the Administrators and Domain Administrators groups, nor do they have permission to modify the accounts for members of those groups.
SERVER_OPERATORS S-1-5-32-549	A built-in group that exists only on domain controllers. Server Operators can perform the following actions: ▪ Log on to a server interactively. ▪ Create and delete network shares. ▪ Start and stop services. ▪ Back up and restore files. ▪ Format the hard disk of a computer. ▪ Shut down the computer.
PRINTER_OPERATORS S-1-5-32-550	A built-in group that exists only on domain controllers. Print Operators can manage printers and document queues.
BACKUP_OPERATORS S-1-5-32-551	A built-in group. Backup Operators can back up and restore all files on a computer, regardless of the permissions that protect those files.
REPLICATOR S-1-5-32-552	A built-in group that is used by the File Replication Service (FRS) on domain controllers.
ALIAS_PREW2KCOMPACC	A backward compatibility group that allows read access

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Constant/value	Description
S-1-5-32-554	on all users and groups in the domain.<8>
REMOTE_DESKTOP S-1-5-32-555	An alias. Members of this group are granted the right to log on remotely.<9>
NETWORK_CONFIGURATION_OPS S-1-5-32-556	An alias. Members of this group can have some administrative privileges to manage configuration of networking features.<10>
INCOMING_FOREST_TRUST_BUILDERS S-1-5-32-557	An alias. Members of this group can create incoming, one-way trusts to this forest.<11>
PERFMON_USERS S-1-5-32-558	An alias. Members of this group have remote access to monitor this computer.<12>
PERFLOG_USERS S-1-5-32-559	An alias. Members of this group have remote access to schedule the logging of performance counters on this computer.<13>
WINDOWS_AUTHORIZATION_ACCESS_GROUP S-1-5-32-560	An alias. Members of this group have access to the computed tokenGroupsGlobalAndUniversal attribute on User objects.<14>
TERMINAL_SERVER_LICENSE_SERVERS S-1-5-32-561	An alias. A group for Terminal Server License Servers.<15>
DISTRIBUTED_COM_USERS S-1-5-32-562	An alias. A group for **COM** to provide computer-wide access controls that govern access to all call, activation, or launch requests on the computer.<16>
IIS_IUSRS S-1-5-32-568	A built-in group account for IIS users.
CRYPTOGRAPHIC_OPERATORS S-1-5-32-569	A built-in group account for cryptographic operators.<17>
EVENT_LOG_READERS S-1-5-32-573	A built-in local group. Members of this group can read event logs from the local machine.<18>
CERTIFICATE_SERVICE_DCOM_ACCESS S-1-5-32-574	A built-in local group. Members of this group are allowed to connect to Certification Authorities in the enterprise.<19>
WRITE_RESTRICTED S-1-5-33	A **SID** that allows objects to have an **ACL** that lets any service process with a write-restricted token to write to the object.
NTLM_AUTHENTICATION S-1-5-64-10	A **SID** that is used when the NTLM authentication package authenticated the client.
SCHANNEL_AUTHENTICATION S-1-5-64-14	A **SID** that is used when the SChannel authentication package authenticated the client.
DIGEST_AUTHENTICATION S-1-5-64-21	A **SID** that is used when the Digest authentication package authenticated the client.

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Constant/value	Description
NT_SERVICE S-1-5-80	An NT Service account prefix.
OTHER_ORGANIZATION S-1-5-1000	A group that includes all users and computers from another organization. If this **SID** is present, THIS_ORGANIZATION **SID** MUST NOT be present.<20>
ML_UNTRUSTED S-1-16-0	An untrusted integrity level.
ML_LOW S-1-16-4096	A low integrity level.
ML_MEDIUM S-1-16-8192	A medium integrity level.
ML_MEDIUM_PLUS S-1-16-8448	A medium-plus integrity level.
ML_HIGH S-1-16-12288	A high integrity level.
ML_SYSTEM S-1-16-16384	A system integrity level.
ML_PROTECTED_PROCESS S-1-16-20480	A protected-process integrity level.

2.4.3 ACCESS_MASK

An **ACCESS_MASK** is a 32-bit set of flags that are used to encode the user rights to an object. An access mask is used both to encode the rights to an object assigned to a principal and to encode the requested access when opening an object.

The bits with an X value in the table below are used for object-specific user rights. A file object would encode, for example, Read Access and Write Access. A registry key object would encode Create Subkey and Read Value, for example.

Note The bits with a value of X are reserved for use by specific protocols that make use of the **ACCESS_MASK** data type. The nature of this usage differs according to each protocol and is implementation-specific.

The bits in positions 0 through 3 in the following table are generic rights that can be mapped to object-specific user rights by the **resource manager** for the requested object. The mapping of these rights is implementation-specific.

The bits with an R value in the table below are reserved.

The bits in positions 6 and 7 are for maximum allowed and access system security rights.

The bits in positions 11 through 15 are standard rights that are common to all objects.

If the **GR**/**GW**/**GX**/**GA** bits are set in an ACE structure that is already attached to an object, requesting access may produce unintended results. This is because the Access Check algorithm does

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not perform this type of translation for ACE structures. This type of translation is only made for a requested **ACCESS_MASK**.

```
typedef DWORD ACCESS_MASK;

typedef ACCESS_MASK* PACCESS_MASK;
```

0	1	2	3	4	5	6	7	8	9	1 0	1	2	3	4	5	6	7	8	9	2 0	1	2	3	4	5	6	7	8	9	3 0	1
G R	G W	G X	G A	R	R	M A	A S	R	R	R	S Y	W O	W D	R C	D E	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X

Figure 2: Access mask bitmap table

Where the bits are defined as shown in the following table.

Value	Description
GR GENERIC_READ 0x80000000L	**When used in an Access Request operation:** When read access to an object is requested, this bit is translated to a combination of bits. These are most often set in the lower 16 bits of the **ACCESS_MASK**. (Individual protocol specifications MAY specify a different configuration.) The bits that are set are implementation dependent. During this translation, the **GR** bit is cleared. The resulting **ACCESS_MASK** bits are the actual permissions that are checked against the ACE structures in the security descriptor that attached to the object. **When used to set the Security Descriptor on an object:** When the **GR** bit is set in an ACE that is to be attached to an object, it is translated into a combination of bits, which are usually set in the lower 16 bits of the **ACCESS_MASK**. (Individual protocol specifications MAY specify a different configuration.) The bits that are set are implementation dependent. During this translation, the **GR** bit is cleared. The resulting **ACCESS_MASK** bits are the actual permissions that are granted by this ACE.
GW GENERIC_WRITE 0x4000000L	**When used in an Access Request operation:** When write access to an object is requested, this bit is translated to a combination of bits, which are usually set in the lower 16 bits of the **ACCESS_MASK**. (Individual protocol specifications MAY specify a different configuration.) The bits that are set are implementation dependent. During this translation, the **GW** bit is cleared. The resulting **ACCESS_MASK** bits are the actual permissions that are checked against the ACE structures in the security descriptor

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Value	Description
	that attached to the object. **When used to set the Security Descriptor on an object:** When the **GW** bit is set in an ACE that is to be attached to an object, it is translated into a combination of bits, which are usually set in the lower 16 bits of the **ACCESS_MASK**. (Individual protocol specifications MAY specify a different configuration.) The bits that are set are implementation dependent. During this translation, the **GW** bit is cleared. The resulting **ACCESS_MASK** bits are the actual permissions that are granted by this ACE.
GX GENERIC_EXECUTE 0x20000000L	**When used in an Access Request operation:** When execute access to an object is requested, this bit is translated to a combination of bits, which are usually set in the lower 16 bits of the **ACCESS_MASK**. (Individual protocol specifications MAY specify a different configuration.) The bits that are set are implementation dependent. During this translation, the **GX** bit is cleared. The resulting **ACCESS_MASK** bits are the actual permissions that are checked against the ACE structures in the security descriptor that attached to the object. **When used to set the Security Descriptor on an object:** When the **GX** bit is set in an ACE that is to be attached to an object, it is translated into a combination of bits, which are usually set in the lower 16 bits of the **ACCESS_MASK**. (Individual protocol specifications MAY specify a different configuration.) The bits that are set are implementation dependent. During this translation, the **GX** bit is cleared. The resulting **ACCESS_MASK** bits are the actual permissions that are granted by this ACE.
GA GENERIC_ALL 0x10000000L	**When used in an Access Request operation:** When all access permissions to an object are requested, this bit is translated to a combination of bits, which are usually set in the lower 16 bits of the **ACCESS_MASK**. (Individual protocol specifications MAY specify a different configuration.) Objects are free to include bits from the upper 16 bits in that translation as required by the objects semantics. The bits that are set are implementation dependent. During this translation, the **GA** bit is cleared. The resulting **ACCESS_MASK** bits are the actual permissions that are checked against the ACE structures in the security descriptor that attached to the object. **When used to set the Security Descriptor on an object:** When the **GA** bit is set in an ACE that is to be attached to an object, it is translated into a combination of bits, which are usually set in the lower 16 bits of the **ACCESS_MASK**. (Individual protocol specifications MAY specify a different

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Value	Description
	configuration.) Objects are free to include bits from the upper 16 bits in that translation, if required by the objects semantics. The bits that are set are implementation dependent. During this translation, the **GA** bit is cleared. The resulting **ACCESS_MASK** bits are the actual permissions that are granted by this ACE.
MA MAXIMUM_ALLOWED 0x02000000L	**When used in an Access Request operation:** When requested, this bit grants the requestor the maximum permissions allowed to the object through the Access Check Algorithm. This bit can only be requested, it cannot be set in an ACE. **When used to set the Security Descriptor on an object:** Specifying the Maximum Allowed bit in the **SECURITY_DESCRIPTOR** has no meaning. The MA bit SHOULD NOT be set and SHOULD be ignored when part of a **SECURITY_DESCRIPTOR** structure.
AS ACCESS_SYSTEM_SECURITY 0x01000000L	**When used in an Access Request operation:** When requested, this bit grants the requestor the right to change the SACL of an object. This bit MUST NOT be set in an ACE that is part of a DACL. When set in an ACE that is part of a SACL, this bit controls auditing of accesses to the SACL itself.
SY SYNCHRONIZE 0x00100000L	Specifies access to the object sufficient to synchronize or wait on the object.
WO WRITE_OWNER 0x00080000L	Specifies access to change the owner of the object as listed in the security descriptor.
WD WRITE_DACL 0x00040000L	Specifies access to change the discretionary access control list of the security descriptor of an object.
RC READ_CONTROL 0x00020000L	Specifies access to read the security descriptor of an object.
DE DELETE 0x00010000L	Specifies access to delete an object.

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2.4.4 ACE

An access control entry (ACE) is used to encode the user rights afforded to a principal, either a user or group. This is generally done by combining an **ACCESS_MASK** and the **SID** of the principal. There are some variations to accommodate other groupings, which are specified in the following sections.

2.4.4.1 ACE_HEADER

The ACE_HEADER structure defines the type and size of an access control entry (ACE).

0	1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	20	1	2	3	4	5	6	7	8	9	30	1
AceType								AceFlags								AceSize															

AceType (1 byte): An unsigned 8-bit integer that specifies the ACE types. This field MUST be one of the following values.

Value	Meaning
ACCESS_ALLOWED_ACE_TYPE 0x00	Access-allowed ACE that uses the ACCESS_ALLOWED_ACE (section 2.4.4.2) structure.
ACCESS_DENIED_ACE_TYPE 0x01	Access-denied ACE that uses the ACCESS_DENIED_ACE (section 2.4.4.4) structure.
SYSTEM_AUDIT_ACE_TYPE 0x02	System-audit ACE that uses the SYSTEM_AUDIT_ACE (section 2.4.4.9) structure.
SYSTEM_ALARM_ACE_TYPE 0x03	Reserved for future use.
ACCESS_ALLOWED_COMPOUND_ACE_TYPE 0x04	Reserved for future use.
ACCESS_ALLOWED_OBJECT_ACE_TYPE 0x05	Object-specific access-allowed ACE that uses the ACCESS_ALLOWED_ACE (section 2.4.4.2) structure.<21>
ACCESS_DENIED_OBJECT_ACE_TYPE 0x06	Object-specific access-denied ACE that uses the ACCESS_DENIED_ACE (section 2.4.4.4) structure.<22>
SYSTEM_AUDIT_OBJECT_ACE_TYPE 0x07	Object-specific system-audit ACE that uses the SYSTEM_AUDIT_ACE (section 2.4.4.9) structure.<23>
SYSTEM_ALARM_OBJECT_ACE_TYPE 0x08	Reserved for future use.
ACCESS_ALLOWED_CALLBACK_ACE_TYPE 0x09	Access-allowed callback ACE that uses the ACCESS_ALLOWED_CALLBACK_ACE (section

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Value	Meaning
	2.4.4.5) structure.<24>
ACCESS_DENIED_CALLBACK_ACE_TYPE 0x0A	Access-denied callback ACE that uses the ACCESS_DENIED_CALLBACK_ACE (section 2.4.4.6) structure.<25>
ACCESS_ALLOWED_CALLBACK_OBJECT_ACE_TYPE 0x0B	Object-specific access-allowed callback ACE that uses the ACCESS_ALLOWED_CALLBACK_OBJECT_ACE (section 2.4.4.7) structure.<26>
ACCESS_DENIED_CALLBACK_OBJECT_ACE_TYPE 0x0C	Object-specific access-denied callback ACE that uses the ACCESS_DENIED_CALLBACK_OBJECT_ACE (section 2.4.4.8) structure.<27>
SYSTEM_AUDIT_CALLBACK_ACE_TYPE 0x0D	System-audit callback ACE that uses the SYSTEM_AUDIT_CALLBACK_ACE (section 2.4.4.10) structure.<28>
SYSTEM_ALARM_CALLBACK_ACE_TYPE 0x0E	Reserved for future use.
SYSTEM_AUDIT_CALLBACK_OBJECT_ACE_TYPE 0x0F	Object-specific system-audit callback ACE that uses the SYSTEM_AUDIT_CALLBACK_OBJECT_ACE (section 2.4.4.12) structure.
SYSTEM_ALARM_CALLBACK_OBJECT_ACE_TYPE 0x10	Reserved for future use.
SYSTEM_MANDATORY_LABEL_ACE_TYPE 0x11	Mandatory label ACE that uses the SYSTEM_MANDATORY_LABEL_ACE (section 2.4.4.11) structure.

The term "callback" in this context does not relate to RPC call backs. <29>

AceFlags (1 byte): An unsigned 8-bit integer that specifies a set of ACE type-specific control flags. This field can be a combination of the following values.

Value	Meaning
CONTAINER_INHERIT_ACE (string form "CI") 0x02	Child objects that are containers, such as directories, inherit the ACE as an effective ACE. The inherited ACE is inheritable unless the NO_PROPAGATE_INHERIT_ACE bit flag is also set.
FAILED_ACCESS_ACE_FLAG (string form "FA") 0x80	Used with system-audit ACEs in a system access control list (SACL) to generate audit messages for failed access attempts.
INHERIT_ONLY_ACE (string form "IO") 0x08	Indicates an inherit-only ACE, which does not control access to the object to which it is attached. If this flag is not set, the ACE is an effective ACE that controls access to the object to which it is attached. Both effective and inherit-only ACEs can be inherited

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Value	Meaning
	depending on the state of the other inheritance flags.
INHERITED_ACE (string form "ID") 0x10	Indicates that the ACE was inherited. The system sets this bit when it propagates an inherited ACE to a child object.<30>
NO_PROPAGATE_INHERIT_ACE (string form "NP") 0x04	If the ACE is inherited by a child object, the system clears the OBJECT_INHERIT_ACE and CONTAINER_INHERIT_ACE flags in the inherited ACE. This prevents the ACE from being inherited by subsequent generations of objects.
OBJECT_INHERIT_ACE (string form "OI") 0x01	Noncontainer child objects inherit the ACE as an effective ACE. For child objects that are containers, the ACE is inherited as an inherit-only ACE unless the NO_PROPAGATE_INHERIT_ACE bit flag is also set.
SUCCESSFUL_ACCESS_ACE_FLAG (string form "SA") 0x40	Used with system-audit ACEs in a SACL to generate audit messages for successful access attempts.

AceSize (2 bytes): An unsigned 16-bit integer that specifies the size, in bytes, of the ACE. The **AceSize** field can be greater than the sum of the individual fields. In cases where the **AceSize** field encompasses additional data for the callback ACEs types, that data is implementation-specific. Otherwise, this additional data is not interpreted and MUST be ignored.

2.4.4.1.1 ACE_HEADER--RPC representation

The RPC representation of the ACE_HEADER defines the type and size of an ACE. The members and values are as specified in section 2.4.4.1.

```
typedef struct _ACE_HEADER {
  UCHAR AceType;
  UCHAR AceFlags;
  USHORT AceSize;
} ACE_HEADER,
 *PACE_HEADER;
```

2.4.4.2 ACCESS_ALLOWED_ACE

The ACCESS_ALLOWED_ACE structure defines an ACE for the discretionary access control list (DACL) that controls access to an object. An access-allowed ACE allows access to an object for a specific trustee identified by a security identifier (SID).

<table>
<tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>1
0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>2
0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>3
0</td><td>1</td></tr>
<tr><td colspan="32">Header</td></tr>
<tr><td colspan="32">Mask</td></tr>
</table>

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Sid (variable)
...

Header (4 bytes): An ACE_HEADER structure that specifies the size and type of ACE. It also contains flags that control inheritance of the ACE by child objects.

Mask (4 bytes): An **ACCESS_MASK** that specifies the user rights allowed by this ACE.

Sid (variable): The SID of a trustee. The length of the SID MUST be a multiple of 4.

2.4.4.3 ACCESS_ALLOWED_OBJECT_ACE

The ACCESS_ALLOWED_OBJECT_ACE structure defines an ACE that controls allowed access to an object, a property set, or property. The ACE contains a set of access rights, a GUID that identifies the type of object, and a SID that identifies the trustee to whom the system will grant access. The ACE also contains a GUID and a set of flags that control inheritance of the ACE by child objects.

0	1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	20	1	2	3	4	5	6	7	8	9	30	1
Header																															
Mask																															
Flags																															
ObjectType																															
...																															
...																															
...																															
InheritedObjectType																															
...																															
...																															
...																															
Sid (variable)																															
...																															

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Header (4 bytes): An ACE_HEADER structure that specifies the size and type of ACE. It also contains flags that control inheritance of the ACE by child objects.

Mask (4 bytes): An **ACCESS_MASK** that specifies the user rights allowed by this ACE.

Value	Meaning
ADS_RIGHT_DS_CONTROL_ACCESS 0X00000100	The **ObjectType** GUID identifies an extended access right.
ADS_RIGHT_DS_CREATE_CHILD 0X00000001	The **ObjectType** GUID identifies a type of child object. The ACE controls the trustee's right to create this type of child object.
ADS_RIGHT_DS_DELETE_CHILD 0X00000002	The **ObjectType** GUID identifies a type of child object. The ACE controls the trustee's right to delete this type of child object.
ADS_RIGHT_DS_READ_PROP 0x00000010	The **ObjectType** GUID identifies a property set or property of the object. The ACE controls the trustee's right to read the property or property set.
ADS_RIGHT_DS_WRITE_PROP 0x00000020	The **ObjectType** GUID identifies a property set or property of the object. The ACE controls the trustee's right to write the property or property set.
ADS_RIGHT_DS_SELF 0x00000008	The **ObjectType** GUID identifies a validated write.

Flags (4 bytes): A 32-bit unsigned integer that specifies a set of bit flags that indicate whether the **ObjectType** and **InheritedObjectType** fields contain valid data. This parameter can be one or more of the following values.

Value	Meaning
0x00000000	Neither **ObjectType** nor **InheritedObjectType** are valid.
ACE_OBJECT_TYPE_PRESENT 0x00000001	**ObjectType** is valid.
ACE_INHERITED_OBJECT_TYPE_PRESENT 0x00000002	**InheritedObjectType** is valid. If this value is not specified, all types of child objects can inherit the ACE.

ObjectType (16 bytes): A GUID that identifies a property set, property, extended right, or type of child object. The purpose of this GUID depends on the user rights specified in the **Mask** field. This field is valid only if the ACE _OBJECT_TYPE_PRESENT bit is set in the **Flags** field. Otherwise, the **ObjectType** field is ignored. For information on access rights and for a mapping of the control access rights to the corresponding GUID value that identifies each right, see [MS-ADTS] sections 5.1.3.2 and 5.1.3.2.1.

ACCESS_MASK bits are not mutually exclusive. Therefore, the **ObjectType** field can be set in an ACE with any ACCESS_MASK. If the AccessCheck algorithm calls this ACE and does not find an appropriate GUID, then that ACE will be ignored. For more information on access checks and object access, see [MS-ADTS] section 5.1.3.3.3.

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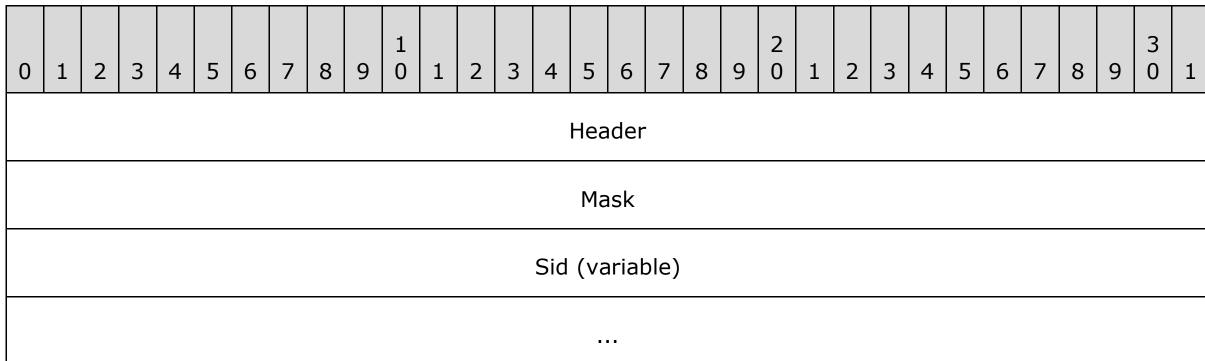
InheritedObjectType (16 bytes): A GUID that identifies the type of child object that can inherit the ACE. Inheritance is also controlled by the inheritance flags in the ACE_HEADER, as well as by any protection against inheritance placed on the child objects. This field is valid only if the ACE_INHERITED_OBJECT_TYPE_PRESENT bit is set in the Flags member. Otherwise, the **InheritedObjectType** field is ignored.

Sid (variable): The SID of a trustee. The length of the SID MUST be a multiple of 4.

2.4.4.4 ACCESS_DENIED_ACE

The ACCESS_DENIED_ACE structure defines an ACE for the DACL that controls access to an object. An access-denied ACE denies access to an object for a specific trustee identified by a SID.



0	1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	20	1	2	3	4	5	6	7	8	9	30	1
Header																															
Mask																															
Sid (variable)																															
...																															

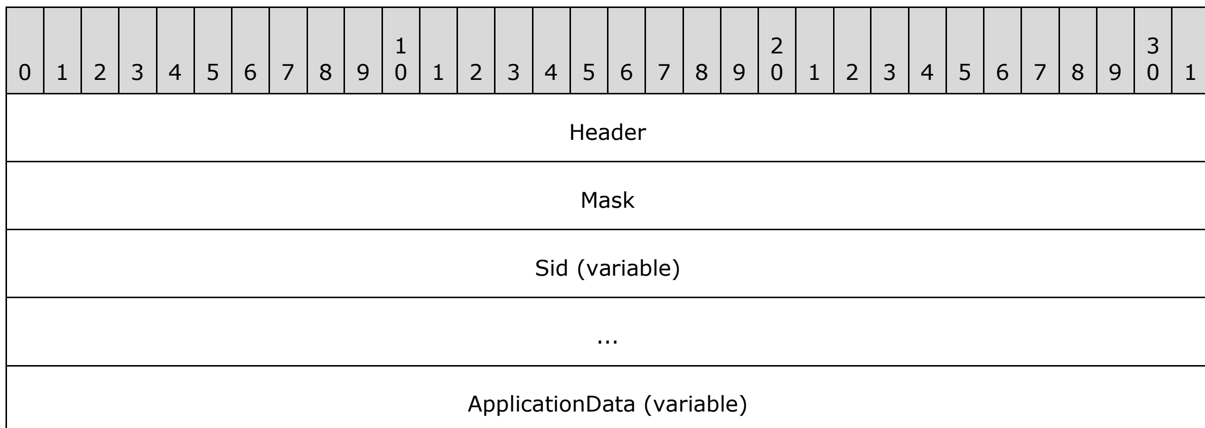
Header (4 bytes): An ACE_HEADER structure that specifies the size and type of ACE. It also contains flags that control inheritance of the ACE by child objects.

Mask (4 bytes): An **ACCESS_MASK** that specifies the user rights denied by this ACE.

Sid (variable): The SID of a trustee. The length of the SID MUST be a multiple of 4.

2.4.4.5 ACCESS_ALLOWED_CALLBACK_ACE

The ACCESS_ALLOWED_CALLBACK_ACE structure defines an ACE for the DACL that controls access to an object. An access-allowed ACE allows access to an object for a specific trustee identified by a SID.



0	1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	20	1	2	3	4	5	6	7	8	9	30	1
Header																															
Mask																															
Sid (variable)																															
...																															
ApplicationData (variable)																															

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...

Header (4 bytes): An ACE_HEADER structure that specifies the size and type of ACE. It also contains flags that control inheritance of the ACE by child objects.

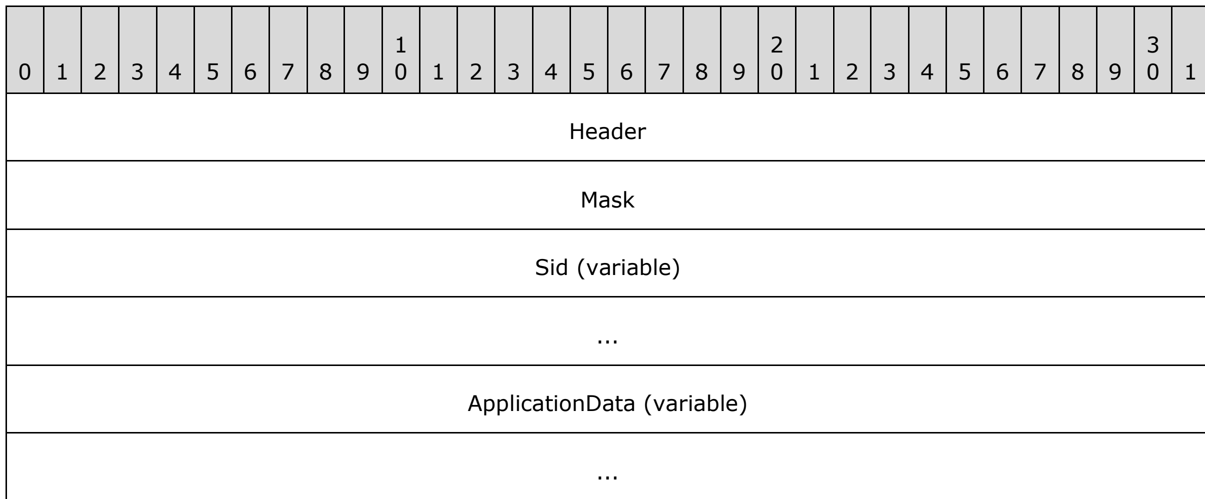
Mask (4 bytes): An **ACCESS_MASK** that specifies the user rights allowed by this ACE.

Sid (variable): The SID of a trustee. The length of the SID MUST be a multiple of 4.

ApplicationData (variable): Optional application data. The size of the application data is determined by the **AceSize** field of the ACE_HEADER.

2.4.4.6 ACCESS_DENIED_CALLBACK_ACE

The ACCESS_DENIED_CALLBACK_ACE structure defines an ACE for the DACL that controls access to an object. An access-denied ACE denies access to an object for a specific trustee identified by a SID.



Header (4 bytes): An ACE_HEADER structure that specifies the size and type of ACE. It also contains flags that control inheritance of the ACE by child objects.

Mask (4 bytes): An **ACCESS_MASK** that specifies the user rights denied by this ACE.

Sid (variable): The SID of a trustee. The length of the SID MUST be a multiple of 4.

ApplicationData (variable): Optional application data. The size of the application data is determined by the **AceSize** field of the ACE_HEADER.

2.4.4.7 ACCESS_ALLOWED_CALLBACK_OBJECT_ACE

The ACCESS_ALLOWED_CALLBACK_OBJECT_ACE structure defines an ACE that controls allowed access to an object, property set, or property. The ACE contains a set of user rights, a GUID that identifies the type of object, and a SID that identifies the trustee to whom the system will grant access. The ACE also contains a GUID and a set of flags that control inheritance of the ACE by child objects.

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0	1	2	3	4	5	6	7	8	9	1 0	1	2	3	4	5	6	7	8	9	2 0	1	2	3	4	5	6	7	8	9	3 0	1
Header																															
Mask																															
Flags																															
ObjectType																															
...																															
...																															
...																															
InheritedObjectType																															
...																															
...																															
...																															
Sid (variable)																															
...																															
ApplicationData (variable)																															
...																															

Header (4 bytes): An ACE_HEADER structure that specifies the size and type of ACE. It also contains flags that control inheritance of the ACE by child objects.

Mask (4 bytes): An **ACCESS_MASK** structure that specifies the user rights allowed by this ACE.

Value	Meaning
ADS_RIGHT_DS_CONTROL_ACCESS 0X00000100	The **ObjectType** GUID identifies an extended access right.
ADS_RIGHT_DS_CREATE_CHILD 0X00000001	The **ObjectType** GUID identifies a type of child object. The ACE controls the trustee's right to create this type of child object.
ADS_RIGHT_DS_READ_PROP	The **ObjectType** GUID identifies a property set or property

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Value	Meaning
0x00000010	of the object. The ACE controls the trustee's right to read the property or property set.
ADS_RIGHT_DS_WRITE_PROP 0x00000020	The **ObjectType** GUID identifies a property set or property of the object. The ACE controls the trustee's right to write the property or property set.
ADS_RIGHT_DS_SELF 0x00000008	The **ObjectType** GUID identifies a validated write.

Flags (4 bytes): A 32-bit unsigned integer that specifies a set of bit flags that indicate whether the **ObjectType** and **InheritedObjectType** fields contain valid data. This parameter can be one or more of the following values.

Value	Meaning
0x00000000	Neither **ObjectType** nor **InheritedObjectType** are valid.
ACE_OBJECT_TYPE_PRESENT 0x00000001	**ObjectType** is valid.
ACE_INHERITED_OBJECT_TYPE_PRESENT 0x00000002	**InheritedObjectType** is valid. If this value is not specified, all types of child objects can inherit the ACE.

ObjectType (16 bytes): A GUID that identifies a property set, property, extended right, or type of child object. The purpose of this GUID depends on the user rights specified in the **Mask** field. This field is valid only if the ACE _OBJECT_TYPE_PRESENT bit is set in the **Flags** field. Otherwise, the **ObjectType** field is ignored.

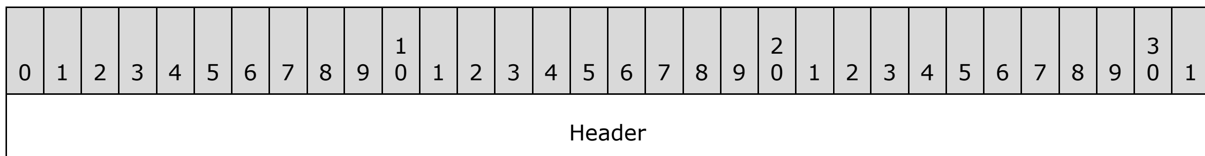
InheritedObjectType (16 bytes): A GUID that identifies the type of child object that can inherit the ACE. Inheritance is also controlled by the inheritance flags in the ACE_HEADER, as well as by any protection against inheritance placed on the child objects. This field is valid only if the ACE_INHERITED_OBJECT_TYPE_PRESENT bit is set in the Flags member. Otherwise, the **InheritedObjectType** field is ignored.

Sid (variable): The SID of a trustee. The length of the SID MUST be a multiple of 4.

ApplicationData (variable): Optional application data. The size of the application data is determined by the **AceSize** field of the ACE_HEADER.

2.4.4.8 ACCESS_DENIED_CALLBACK_OBJECT_ACE

The ACCESS_DENIED_CALLBACK_OBJECT_ACE structure defines an ACE that controls denied access to an object, a property set, or property. The ACE contains a set of user rights, a GUID that identifies the type of object, and a SID that identifies the trustee to whom the system will deny access. The ACE also contains a GUID and a set of flags that control inheritance of the ACE by child objects.



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Mask
Flags
ObjectType
...
...
...
InheritedObjectType
...
...
...
Sid (variable)
...
ApplicationData (variable)
...

Header (4 bytes): An ACE_HEADER structure that specifies the size and type of ACE. It also contains flags that control inheritance of the ACE by child objects.

Mask (4 bytes): An **ACCESS_MASK** structure that specifies the user rights denied by this ACE.

Value	Meaning
ADS_RIGHT_DS_CONTROL_ACCESS 0X00000100	The **ObjectType** GUID identifies an extended access right.
ADS_RIGHT_DS_CREATE_CHILD 0X00000001	The **ObjectType** GUID identifies a type of child object. The ACE controls the trustee's right to create this type of child object.
ADS_RIGHT_DS_READ_PROP 0x00000010	The **ObjectType** GUID identifies a property set or property of the object. The ACE controls the trustee's right to read the property or property set.
ADS_RIGHT_DS_WRITE_PROP 0x00000020	The **ObjectType** GUID identifies a property set or property of the object. The ACE controls the trustee's right to write the property or property set.

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Value	Meaning
ADS_RIGHT_DS_SELF 0x00000008	The **ObjectType** GUID identifies a validated write.

Flags (4 bytes): A 32-bit unsigned integer that specifies a set of bit flags that indicate whether the **ObjectType** and **InheritedObjectType** fields contain valid data. This parameter can be one or more of the following values.

Value	Meaning
0x00000000	Neither **ObjectType** nor **InheritedObjectType** are valid.
ACE_OBJECT_TYPE_PRESENT 0x00000001	**ObjectType** is valid.
ACE_INHERITED_OBJECT_TYPE_PRESENT 0x00000002	**InheritedObjectType** is valid. If this value is not specified, all types of child objects can inherit the ACE.

ObjectType (16 bytes): A GUID that identifies a property set, property, extended right, or type of child object. The purpose of this GUID depends on the user rights specified in the **Mask** field. This field is valid only if the ACE _OBJECT_TYPE_PRESENT bit is set in the **Flags** field. Otherwise, the **ObjectType** field is ignored.

InheritedObjectType (16 bytes): A GUID that identifies the type of child object that can inherit the ACE. Inheritance is also controlled by the inheritance flags in the ACE_HEADER, as well as by any protection against inheritance placed on the child objects. This field is valid only if the ACE_INHERITED_OBJECT_TYPE_PRESENT bit is set in the Flags member. Otherwise, the **InheritedObjectType** field is ignored.

Sid (variable): The SID of a trustee. The length of the SID MUST be a multiple of 4.

ApplicationData (variable): Optional application data. The size of the application data is determined by the **AceSize** field of the ACE_HEADER.

2.4.4.9 SYSTEM_AUDIT_ACE

The SYSTEM_AUDIT_ACE structure defines an access ACE for the system access control list (SACL) that specifies what types of access cause system-level notifications. A system-audit ACE causes an audit message to be logged when a specified trustee attempts to gain access to an object. The trustee is identified by a SID.

<table>
<tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>1
0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>2
0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>3
0</td><td>1</td></tr>
<tr><td colspan="32">Header</td></tr>
<tr><td colspan="32">Mask</td></tr>
<tr><td colspan="32">Sid (variable)</td></tr>
<tr><td colspan="32">...</td></tr>
</table>

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Header (4 bytes): An ACE_HEADER structure that specifies the size and type of ACE. It also contains flags that control inheritance of the ACE by child objects.

Mask (4 bytes): An **ACCESS_MASK** structure that specifies the user rights that cause audit messages to be generated.

Sid (variable): The SID of a trustee. The length of the SID MUST be a multiple of 4. An access attempt of a kind specified by the **Mask** field by any trustee whose SID matches the **Sid** field causes the system to generate an audit message. If an application does not specify a SID for this field, audit messages are generated for the specified access rights for all trustees.

2.4.4.10 SYSTEM_AUDIT_CALLBACK_ACE

The SYSTEM_AUDIT_CALLBACK_ACE structure defines an ACE for the SACL that specifies what types of access cause system-level notifications. A system-audit ACE causes an audit message to be logged when a specified trustee attempts to gain access to an object. The trustee is identified by a SID.

0	1	2	3	4	5	6	7	8	9	1 0	1	2	3	4	5	6	7	8	9	2 0	1	2	3	4	5	6	7	8	9	3 0	1
Header																															
Mask																															
Sid (variable)																															
...																															
ApplicationData (variable)																															
...																															

Header (4 bytes): An ACE_HEADER structure that specifies the size and type of ACE. It also contains flags that control inheritance of the ACE by child objects.

Mask (4 bytes): An **ACCESS_MASK** structure that specifies the user rights that cause audit messages to be generated.

Sid (variable): The SID of a trustee. The length of the SID MUST be a multiple of 4. An access attempt of a kind specified by the **Mask** field by any trustee whose SID matches the **Sid** field causes the system to generate an audit message. If an application does not specify a SID for this field, audit messages are generated for the specified access rights for all trustees.

ApplicationData (variable): Optional application data. The size of the application data is determined by the **AceSize** field of the ACE_HEADER.

2.4.4.11 SYSTEM_MANDATORY_LABEL_ACE

The SYSTEM_MANDATORY_LABEL_ACE structure defines an ACE for the SACL that specifies the mandatory access level and policy for a securable object.<31>

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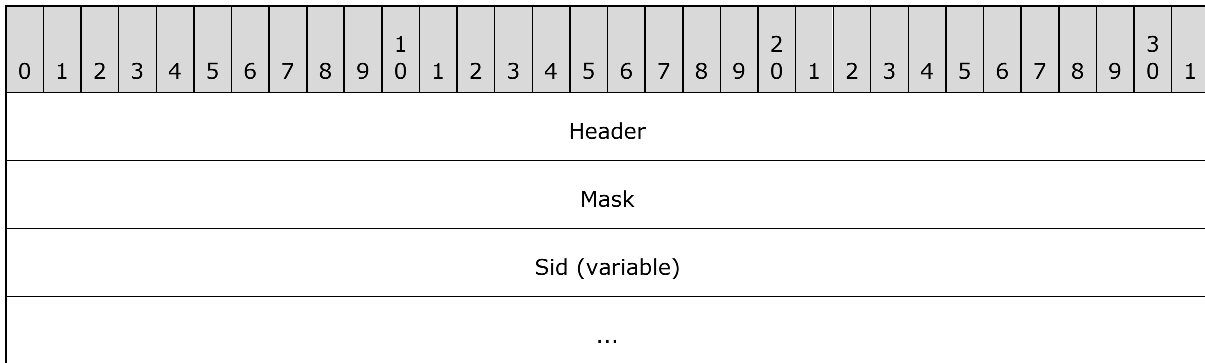

Header (4 bytes): An ACE_HEADER structure that specifies the size and type of ACE. It also contains flags that control inheritance of the ACE by child objects.

Mask (4 bytes): An **ACCESS_MASK** structure that specifies the access policy for principals with a mandatory integrity level lower than the object associated with the SACL that contains this ACE.

Value	Meaning
SYSTEM_MANDATORY_LABEL_NO_WRITE_UP 0x00000001	A principal with a lower mandatory level than the object cannot write to the object.
SYSTEM_MANDATORY_LABEL_NO_READ_UP 0x00000002	A principal with a lower mandatory level than the object cannot read the object.
SYSTEM_MANDATORY_LABEL_NO_EXECUTE_UP 0x00000004	A principal with a lower mandatory level than the object cannot execute the object.

Sid (variable): The SID of a trustee. The length of the SID MUST be a multiple of 4. The identifier authority of the SID must be SECURITY_MANDATORY_LABEL_AUTHORITY. The RID of the SID specifies the mandatory integrity level of the object associated with the SACL that contains this ACE. The RID must be one of the following values.

Value	Meaning
0x00000000	Untrusted integrity level.
0x00001000	Low integrity level.
0x00002000	Medium integrity level.
0x00003000	High integrity level.
0x00004000	System integrity level.
0x00005000	Protected process integrity level.

2.4.4.11.1 SYSTEM_MANDATORY_LABEL_ACE--RPC Representation

The RPC representation of the SYSTEM_MANDATORY_LABEL_ACE type defines an access control entry (ACE) for the **system access control list (SACL)** that specifies the mandatory access level and policy for a securable object.

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```
typedef struct _SYSTEM_MANDATORY_LABEL_ACE {
  ACE_HEADER Header;
  ACCESS_MASK Mask;
  DWORD SidStart;
} SYSTEM_MANDATORY_LABEL_ACE,
 *PSYSTEM_MANDATORY_LABEL_ACE;
```

Header: An ACE_HEADER structure, as specified in section 2.4.4.11.

Mask: An **ACCESS_MASK** as specified in section 2.4.4.11.

SidStart: Specifies the first **DWORD** of the SID. The remaining bytes of the SID are stored in contiguous memory after the **SidStart** member. The **IdentifierAuthority** and **RID** MUST be as specified 2.4.4.11.

2.4.4.12 SYSTEM_AUDIT_CALLBACK_OBJECT_ACE

The SYSTEM_AUDIT_CALLBACK_OBJECT_ACE structure defines an ACE for a SACL. The ACE can audit access to an object or subobjects, such as property sets or properties. The ACE contains a set of user rights, a GUID that identifies the type of object or subobject, and a SID that identifies the trustee for whom the system will audit access. The ACE also contains a GUID and a set of flags that control inheritance of the ACE by child objects.

0	1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	20	1	2	3	4	5	6	7	8	9	30	1
Header																															
Mask																															
Flags																															
ObjectType																															
...																															
...																															
...																															
InheritedObjectType																															
...																															
...																															
...																															
Sid (variable)																															

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...
ApplicationData (variable)
...

Header (4 bytes): An ACE_HEADER structure that specifies the size and type of ACE. It contains flags that control inheritance of the ACE by child objects.

Mask (4 bytes): An **ACCESS_MASK** structure that specifies the user rights that cause audit messages to be generated.

Value	Meaning
ADS_RIGHT_DS_CONTROL_ACCESS 0X00000100	The **ObjectType** GUID identifies an extended access right.
ADS_RIGHT_DS_CREATE_CHILD 0X00000001	The **ObjectType** GUID identifies a type of child object. The ACE controls the trustee's right to create this type of child object.
ADS_RIGHT_DS_READ_PROP 0x00000010	The **ObjectType** GUID identifies a property set or property of the object. The ACE controls the trustee's right to read the property or property set.
ADS_RIGHT_DS_WRITE_PROP 0x00000020	The **ObjectType** GUID identifies a property set or property of the object. The ACE controls the trustee's right to write the property or property set.
ADS_RIGHT_DS_SELF 0x00000008	The **ObjectType** GUID identifies a validated write.

Flags (4 bytes): A 32-bit unsigned integer that specifies a set of bit flags that indicate whether the **ObjectType** and **InheritedObjectType** fields contain valid data. This parameter can be one or more of the following values.

Value	Meaning
0x00000000	Neither **ObjectType** nor **InheritedObjectType** are valid.
ACE_OBJECT_TYPE_PRESENT 0x00000001	**ObjectType** is valid.
ACE_INHERITED_OBJECT_TYPE_PRESENT 0x00000002	**InheritedObjectType** is valid. If this value is not specified, all types of child objects can inherit the ACE.

ObjectType (16 bytes): A GUID that identifies a property set, property, extended right, or type of child object. The purpose of this GUID depends on the user rights specified in the **Mask** field. This field is valid only if the ACE_OBJECT_TYPE_PRESENT bit is set in the **Flags** field. Otherwise, the **ObjectType** field is ignored.

InheritedObjectType (16 bytes): A GUID that identifies the type of child object that can inherit the ACE. Inheritance is also controlled by the inheritance flags in the ACE_HEADER, as

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well as by any protection against inheritance placed on the child objects. This field is valid only if the ACE_INHERITED_OBJECT_TYPE_PRESENT bit is set in the Flags member. Otherwise, the **InheritedObjectType** field is ignored.

Sid (variable): The SID of a trustee. The length of the SID MUST be a multiple of 4.

ApplicationData (variable): Optional application data. The size of the application data is determined by the **AceSize** field of the ACE_HEADER.

2.4.5 ACL

The access control list (ACL) packet is used to specify a list of individual access control entries (ACEs). An ACL packet and an array of ACEs comprise a complete access control list.

The individual ACEs in an ACL are numbered from 0 to n, where n+1 is the number of ACEs in the ACL. When editing an ACL, an application refers to an ACE within the ACL by the ACE index.

In the absence of implementation-specific functions to access the individual ACEs, access to each ACE MUST be computed by using the **AclSize** and **AceCount** fields to parse the wire packets following the ACL to identify each ACE_HEADER, which in turn contains the information needed to obtain the specific ACEs.

An ACL is said to be in canonical form if:

- All explicit ACEs are placed before inherited ACEs.
- Within the explicit ACEs, deny ACEs come before grant ACEs.
- Deny ACEs on the object come before deny ACEs on a child or property.
- Grant ACEs on the object come before grant ACEs on a child or property.
- Inherited ACEs are placed in the order in which they were inherited.

There are two types of ACL:

- A **DACL** is controlled by the owner of an object or anyone granted WRITE_DAC access to the object. It specifies the access particular users and groups can have to an object. For example, the owner of a file can use a DACL to control which users and groups can and cannot have access to the file.
- A SACL is similar to the DACL, except that the SACL is used to audit rather than control access to an object. When an audited action occurs, the operating system records the event in the security log. Each ACE in a SACL has a header that indicates whether auditing is triggered by success, failure, or both; a SID that specifies a particular user or security group to monitor; and an access mask that lists the operations to audit.

  The SACL also MAY contain<32> a label ACE that defines the integrity level of the object.

  The only valid ACE types for a SACL are the auditing types (SYSTEM_AUDIT_ACE_TYPE, SYSTEM_AUDIT_OBJECT_ACE_TYPE, SYSTEM_AUDIT_CALLBACK_ACE_TYPE, and SYSTEM_AUDIT_CALLBACK_OBJECT_ACE_TYPE) and the label type (SYSTEM_MANDATORY_LABEL_ACE_TYPE), as specified in section 2.4.4.1.

  The SACL MUST NOT contain ACEs that belong in the DACL, and the DACL MUST NOT contain ACE types that belong in the SACL. Doing so results in unspecified behavior.

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0	1	2	3	4	5	6	7	8	9	1 0	1	2	3	4	5	6	7	8	9	2 0	1	2	3	4	5	6	7	8	9	3 0	1
AclRevision								Sbz1								AclSize															
AceCount																Sbz2															

AclRevision (1 byte): An unsigned 8-bit value that specifies the revision of the ACL. The only two legitimate forms of ACLs supported for on-the-wire management or manipulation are type 2 and type 4. No other form is valid for manipulation on the wire. Therefore this field MUST be set to one of the following values.

Value	Meaning
ACL_REVISION 0x02	When set to 0x02, only **AceTypes** 0x00, 0x01, 0x02, 0x03, and 0x11 can be present in the ACL. An **AceType** of 0x11 is used for SACLs but not for DACLs. For more information about ACE types, see section 2.4.4.1.
ACL_REVISION_DS 0x04	When set to 0x04, **AceTypes** 0x05, 0x06, 0x07, 0x08, and 0x11 are allowed. ACLs of revision 0x04 are applicable only to directory service objects. An **AceType** of 0x11 is used for SACLs but not for DACLs.

Sbz1 (1 byte): An unsigned 8-bit value. This field is reserved and MUST be set to zero.

AclSize (2 bytes): An unsigned 16-bit integer that specifies the size, in bytes, of the complete ACL, including all ACEs.

AceCount (2 bytes): An unsigned 16-bit integer that specifies the count of the number of ACE records in the ACL.

Sbz2 (2 bytes): An unsigned 16-bit integer. This field is reserved and MUST be set to zero.

2.4.5.1 ACL--RPC Representation

The RPC representation of the ACL data type specifies the elements needed to access a complete access control list, including both the ACL header structure and the array of ACEs. The individual members are as specified in section 2.4.5.

The ACL structure MUST be aligned on a 32-bit boundary.

In the absence of implementation-specific functions to access the individual ACEs, access to each ACE MUST be computed by using the **AclSize** and **AceCount** members to parse the memory following the ACL to identify each ACE_HEADER, which in turn contains the information needed to obtain the specific ACEs.

```
typedef struct _ACL {
  unsigned char AclRevision;
  unsigned char Sbz1;
  unsigned short AclSize;
  unsigned short AceCount;
  unsigned short Sbz2;
} ACL,
 *PACL;
```


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2.4.6 SECURITY_DESCRIPTOR

The SECURITY_DESCRIPTOR structure defines the security attributes of an object. These attributes specify who owns the object; who can access the object and what they can do with it; what level of audit logging should be applied to the object; and what kind of restrictions apply to the use of the security descriptor.

Security descriptors appear in one of two forms, absolute or self-relative.

A security descriptor is said to be in absolute format if it stores all of its security information via pointer fields, as specified in the RPC representation in section 2.4.6.

A security descriptor is said to be in self-relative format if it stores all of its security information in a contiguous block of memory and expresses all of its pointer fields as offsets from its beginning. The order of appearance of pointer target fields is not required to be in any particular order; locating the OwnerSid, GroupSid, Sacl, and/or Dacl should only be based on OffsetOwner, OffsetGroup, OffsetSacl, and OffsetDacl pointers found in the fixed portion of the relative security descriptor.<33>

The self-relative form of the security descriptor is required if one wants to transmit the SECURITY_DESCRIPTOR structure as an opaque data structure for transmission in communication protocols over a wire, or for storage on secondary media; the absolute form cannot be transmitted because it contains pointers to objects that are generally not accessible to the recipient.

When a self-relative security descriptor is transmitted over a wire, it is sent in little-endian format and requires no padding.

<table>
<tr><th>0</th><th>1</th><th>2</th><th>3</th><th>4</th><th>5</th><th>6</th><th>7</th><th>8</th><th>9</th><th>10</th><th>1</th><th>2</th><th>3</th><th>4</th><th>5</th><th>6</th><th>7</th><th>8</th><th>9</th><th>20</th><th>1</th><th>2</th><th>3</th><th>4</th><th>5</th><th>6</th><th>7</th><th>8</th><th>9</th><th>30</th><th>1</th></tr>
<tr><td colspan="8">Revision</td><td colspan="8">Sbz1</td><td colspan="16">Control</td></tr>
<tr><td colspan="32">OffsetOwner</td></tr>
<tr><td colspan="32">OffsetGroup</td></tr>
<tr><td colspan="32">OffsetSacl</td></tr>
<tr><td colspan="32">OffsetDacl</td></tr>
<tr><td colspan="32">OwnerSid (variable)</td></tr>
<tr><td colspan="32">...</td></tr>
<tr><td colspan="32">GroupSid (variable)</td></tr>
<tr><td colspan="32">...</td></tr>
<tr><td colspan="32">Sacl (variable)</td></tr>
<tr><td colspan="32">...</td></tr>
</table>

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Dacl (variable)
...

Revision (1 byte): An unsigned 8-bit value that specifies the revision of the SECURITY_DESCRIPTOR structure. This field MUST be set to one.

Sbz1 (1 byte): An unsigned 8-bit value with no meaning unless the **Control** RM bit is set to 0x1. If the RM bit is set to 0x1, **Sbz1** is interpreted as the resource manager control bits that contain specific information<34> for the specific resource manager that is accessing the structure. The permissible values and meanings of these bits are determined by the implementation of the resource manager.

Control (2 bytes): An unsigned 16-bit field that specifies control access bit flags. The Self Relative (SR) bit MUST be set when the security descriptor is in self-relative format.

0	1	2	3	4	5	6	7	8	9	1 0	1	2	3	4	5
S R	R M	P S	P D	S I	D I	S C	D C	D T	S S	S D	S P	D D	D P	G D	O D

SR (Self-Relative): Set when the security descriptor is in self-relative format. Cleared when the security descriptor is in absolute format.

RM (RM Control Valid): Set to 0x1 when the **Sbz1** field is to be interpreted as resource manager control bits.

PS (SACL Protected): Set when the SACL should be protected from inherit operations.

PD (DACL Protected): Set when the DACL should be protected from inherit operations.

SI (SACL Auto-Inherited): Set when the SACL was created through inheritance.

DI (DACL Auto-Inherited): Set when the DACL was created through inheritance.

SC (SACL Computed Inheritance Required): Set when the SACL is to be computed through inheritance. When both SC and SI are set, the resulting security descriptor should set SI; the SC setting is not preserved.

DC (DACL Computed Inheritance Required): Set when the DACL is to be computed through inheritance. When both DC and DI are set, the resulting security descriptor should set DI; the DC setting is not preserved.

DT (DACL Trusted): Set when the ACL that is pointed to by the **DACL** field was provided by a trusted source and does not require any editing of compound ACEs.

SS (Server Security): Set when the caller wants the system to create a Server ACL based on the input ACL, regardless of its source (explicit or defaulting).

SD (SACL Defaulted): Set when the SACL was established by default means.

SP (SACL Present): Set when the SACL is present on the object.

DD (DACL Defaulted): Set when the DACL was established by default means.

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DP (DACL Present): Set when the DACL is present on the object.

GD (Group Defaulted): Set when the group was established by default means.

OD (Owner Defaulted): Set when the owner was established by default means.

OffsetOwner (4 bytes): An unsigned 32-bit integer that specifies the offset to the SID. This SID specifies the owner of the object to which the security descriptor is associated. This must be a valid offset if the OD flag is not set. If this field is set to zero, the **OwnerSid** field MUST not be present.

OffsetGroup (4 bytes): An unsigned 32-bit integer that specifies the offset to the SID. This SID specifies the group of the object to which the security descriptor is associated. This must be a valid offset if the GD flag is not set. If this field is set to zero, the **GroupSid** field MUST not be present.

OffsetSacl (4 bytes): An unsigned 32-bit integer that specifies the offset to the ACL that contains system ACEs. Typically, the system ACL contains auditing ACEs (such as SYSTEM_AUDIT_ACE, SYSTEM_AUDIT_CALLBACK_ACE, or SYSTEM_AUDIT_CALLBACK_OBJECT_ACE), and at most one Label ACE (as specified in section 2.4.4.11). This must be a valid offset if the SP flag is set; if the SP flag is not set, this field MUST be set to zero. If this field is set to zero, the **Sacl** field MUST not be present.

OffsetDacl (4 bytes): An unsigned 32-bit integer that specifies the offset to the ACL that contains ACEs that control access. Typically, the DACL contains ACEs that grant or deny access to principals or groups. This must be a valid offset if the DP flag is set; if the DP flag is not set, this field MUST be set to zero. If this field is set to zero, the **Dacl** field MUST not be present.

OwnerSid (variable): The SID of the owner of the object. The length of the SID MUST be a multiple of 4. This field MUST be present if the **OffsetOwner** field is not zero.

GroupSid (variable): The SID of the group of the object. The length of the SID MUST be a multiple of 4. This field MUST be present if the **GroupOwner** field is not zero.

Sacl (variable): The SACL of the object. The length of the SID MUST be a multiple of 4. This field MUST be present if the SP flag is set.

Dacl (variable): The DACL of the object. The length of the SID MUST be a multiple of 4. This field MUST be present if the DP flag is set.

2.4.6.1 SECURITY_DESCRIPTOR--RPC Representation

The RPC representation of the **SECURITY_DESCRIPTOR** structure defines the in-memory representation of the SECURITY_DESCRIPTOR message. The individual member semantics for the **Revision**, **Sbz1**, **Control**, **Owner**, **Group**, **Sacl** and **Dacl** members are as specified in section 2.4.6, with the exceptions that Owner corresponds to OwnerSid, and Group corresponds to GroupSid, respectively.

```
typedef struct _SECURITY_DESCRIPTOR {
  UCHAR Revision;
  UCHAR Sbz1;
  USHORT Control;
  PSID Owner;
  PSID Group;
  PACL Sacl;
  PACL Dacl;
```


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```
} SECURITY_DESCRIPTOR,
 *PSECURITY_DESCRIPTOR;
```

Revision: As specified in section 2.4.6.

Sbz1: As specified in section 2.4.6.

Control: As specified in section 2.4.6.

Owner: Pointer to the Owner SID (OwnerSid), as specified in section 2.4.6.

Group: Pointer to the Group SID (GroupSid), as specified in section 2.4.6.

Sacl: Pointer to the Sacl, as specified in section 2.4.6.

Dacl: Pointer to the Dacl, as specified in section 2.4.6.

2.4.7 SECURITY_INFORMATION

The **SECURITY_INFORMATION** data type identifies the object-related security information being set or queried. This security information includes:

- The owner of an object.
- The primary group of an object.
- The discretionary access control list (DACL) of an object.
- The system access control list (SACL) of an object.

An unsigned 32-bit integer specifies portions of a **SECURITY_DESCRIPTOR** by means of bit flags. Individual bit values (combinable with the bitwise OR operation) are as shown in the following table.

Value	Meaning
OWNER_SECURITY_INFORMATION 0x00000001	The owner identifier of the object is being referenced.
GROUP_SECURITY_INFORMATION 0x00000002	The primary group identifier of the object is being referenced.
DACL_SECURITY_INFORMATION 0x00000004	The DACL of the object is being referenced.
SACL_SECURITY_INFORMATION 0x00000008	The SACL of the object is being referenced.
LABEL_SECURITY_INFORMATION 0x00000010	The mandatory integrity label is being referenced.
UNPROTECTED_SACL_SECURITY_INFORMATION 0x10000000	The SACL inherits access control entries (ACEs) from the parent object.
UNPROTECTED_DACL_SECURITY_INFORMATION	The DACL inherits ACEs from the parent object.

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Value	Meaning
0x20000000	
PROTECTED_SACL_SECURITY_INFORMATION 0x40000000	The SACL cannot inherit ACEs.
PROTECTED_DACL_SECURITY_INFORMATION 0x80000000	The DACL cannot inherit ACEs.

This type is declared as follows:

```
typedef DWORD SECURITY_INFORMATION, *PSECURITY_INFORMATION;
```

2.4.8 TOKEN_MANDATORY_POLICY

The TOKEN_MANDATORY_POLICY structure specifies the mandatory integrity policy for a token.

```
typedef struct _TOKEN_MANDATORY_POLICY {
  DWORD Policy;
} TOKEN_MANDATORY_POLICY,
 *PTOKEN_MANDATORY_POLICY;
```

Policy: The **Policy** member contains a value denoting the mandatory integrity policy of the token.

Value	Meaning
TOKEN_MANDATORY_POLICY_OFF 0x00000000	No mandatory integrity policy is enforced for the token.
TOKEN_MANDATORY_POLICY_NO_WRITE_UP 0x00000001	A process associated with the token cannot write to objects that have a greater mandatory integrity level.
TOKEN_MANDATORY_POLICY_NEW_PROCESS_MIN 0x00000002	A process created with the token has an integrity level that is the lesser of the parent-process integrity level and the executable-file integrity level.
TOKEN_MANDATORY_POLICY_VALID_MASK 0x00000003	A combination of TOKEN_MANDATORY_POLICY_NO_WRITE_UP and TOKEN_MANDATORY_POLICY_NEW_PROCESS_MIN.

2.4.9 MANDATORY_INFORMATION

The MANDATORY_INFORMATION structure defines mandatory security information for a securable object.

```
typedef struct _MANDATORY_INFORMATION {
```


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```
  ACCESS_MASK AllowedAccess;
  BOOLEAN WriteAllowed;
  BOOLEAN ReadAllowed;
  BOOLEAN ExecuteAllowed;
  TOKEN_MANDATORY_POLICY MandatoryPolicy;
} MANDATORY_INFORMATION,
 *PMANDATORY_INFORMATION;
```

AllowedAccess: The **AllowedAccess** member specifies the access mask that is used to encode the user rights to an object.

WriteAllowed: Specifies write properties for the object.

ReadAllowed: Specifies read properties for the object.

ExecuteAllowed: Specifies execution properties for the object.

MandatoryPolicy: Specifies the integrity policy for the object.

2.5 Additional Information for Security Types

2.5.1 Security Descriptor Description Language

The **SECURITY_DESCRIPTOR** structure is a compact binary representation of the security associated with an object in a directory or on a file system, or in other stores. It is not, however, convenient for use in tools that operate primarily on text strings. Therefore, a text-based form of the security descriptor is available for situations when a security descriptor must be carried by a text method. This format is the Security Descriptor Description Language (SDDL).<35>

For more information on SDDL for Device Objects, see [MSDN-SDDLforDevObj].

2.5.1.1 Syntax

An SDDL string is a single sequence of characters. The format may be ANSI or Unicode; the actual protocol MUST specify the character set that is used. Regardless of the character set used, the possible characters that may be used are alphanumeric and punctuation.

The format for an SDDL string is described by the following ABNF grammar, as specified in [RFC4234], where the elements are as shown here.

```
sddl = [owner-string]  [group-string]  [dacl-string]  [sacl-string]

owner-string = "O:"  sid-string

group-string = "G:"  sid-string

dacl-string = "D:"  [acl-flag-string]  [acl-string]

sacl-string = "S:"  [acl-flag-string]  [acl-string]

sid-string:= sid-token / sid-value

sid-value = <SID string representation>

sid-token = <selection from table below>
```


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```
acl-flag-string = *acl-flag

acl-flag = "P" / "AR" / "AI"

acl-string = *ace

ace = "(" ace-type ";" [ace-flag-string] ";" ace-rights ";"
[object-guid] ";" [inherit-object-guid] ";" sid-string ")"

ace-type = "A" / "D" / "OA" / "OD" / "AU" / "AL" / "OU" / "OL" / "ML"

ace-flag-string = ace-flag  ace-flag-string / ""

ace-flag = "CI" / "OI" / "NP" / "IO" / "ID" / "SA" / "FA"

ace-rights = absolute-rights / text-rights-string

absolute-rights = %x00000000 - %xFFFFFFFF ; 32 bit hexadecimal number
indicating access right bits as specified by ACCESS_MASK (section 2.4.3)
bit values

text-rights-string = text-right  text-rights-string / ""

text-right = "RP" / "WP" / "CC" / "DC" / "LC" / "SW" / "LO" /
"DT" / "CR" / "RC" / "WD" / "WO" / "SD" / "GA" / "GW" / "GR" /
"GX" / "FA" / "FR" / "FW" / "FX" / "KA" / "KR" / "KW" / "KX"

object-guid = "" / ((%x30-39 / %x41-46) (%x30-39 / %x41-46)
(%x30-39 / %x41-46) (%x30-39 / %x41-46) (%x30-39 / %x41-46)
(%x30-39 / %x41-46) (%x30-39 / %x41-46) (%x30-39 / %x41-46) "-"
(%x30-39 / %x41-46) (%x30-39 / %x41-46) (%x30-39 / %x41-46)
(%x30-39 / %x41-46) "-" (%x30-39 / %x41-46) (%x30-39 / %x41-46)
(%x30-39 / %x41-46) (%x30-39 / %x41-46) "-" (%x30-39 / %x41-46)
(%x30-39 / %x41-46) (%x30-39 / %x41-46) (%x30-39 / %x41-46) "-"
(%x30-39 / %x41-46) (%x30-39 / %x41-46) (%x30-39 / %x41-46)
(%x30-39 / %x41-46) (%x30-39 / %x41-46) (%x30-39 / %x41-46)
(%x30-39 / %x41-46) (%x30-39 / %x41-46) (%x30-39 / %x41-46)
(%x30-39 / %x41-46) (%x30-39 / %x41-46) (%x30-39 / %x41-46)) ;
The second option is the GUID of the object in the form
"XXXXXXXX-XXXX-XXXX-XXXX-XXXXXXXXXXXX" Where each "X" is a Hex digit

inherit-object-guid = "" / ((%x30-39 / %x41-46) (%x30-39 / %x41-
46) (%x30-39 / %x41-46) (%x30-39 / %x41-46) (%x30-39 / %x41-46)
(%x30-39 / %x41-46) (%x30-39 / %x41-46) (%x30-39 / %x41-46) "-"
(%x30-39 / %x41-46) (%x30-39 / %x41-46) (%x30-39 / %x41-46)
(%x30-39 / %x41-46) "-" (%x30-39 / %x41-46) (%x30-39 / %x41-46)
(%x30-39 / %x41-46) (%x30-39 / %x41-46) "-" (%x30-39 / %x41-46)
(%x30-39 / %x41-46) (%x30-39 / %x41-46) (%x30-39 / %x41-46) "-"
(%x30-39 / %x41-46) (%x30-39 / %x41-46) (%x30-39 / %x41-46)
(%x30-39 / %x41-46) (%x30-39 / %x41-46) (%x30-39 / %x41-46)
(%x30-39 / %x41-46) (%x30-39 / %x41-46) (%x30-39 / %x41-46)
(%x30-39 / %x41-46) (%x30-39 / %x41-46) (%x30-39 / %x41-46)) ;
The second option is the GUID of the object in the form
"XXXXXXXX-XXXX-XXXX-XXXX-XXXXXXXXXXXX" Where each "X" is a Hex digit
```


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acl-flag: Flags for the **SECURITY_DESCRIPTOR** structure, context dependent on whether a SACL or DACL is being processed. These flags are derived from the SECURITY_DESCRIPTOR **Control** flags specified in section 2.4.6. "P" indicates Protected, the PS or PD flags above. "AR" corresponds to SC or DC. "AI" indicates SI or DI.

ace-type: String that indicates the type of ACE that is being presented.

String	ACE type	Numeric value
A	Access Allowed	0
D	Access Denied	1
AU	Audit	2
AL	Alarm	3
OA	Object Access Allowed	5
OD	Object Access Denied	6
OU	Object Audit	7
OL	Object Alarm	8
ML	Mandatory Label	17

ace-flag-string: A set of ACE flags that define the behavior of the ACE. The strings correlate exactly to the flags as specified in section 2.4.4.1.

text-rights-string: A set of individual user rights.

String	Access right
GA	Generic All
GX	Generic Execute
GR	Generic Read
GW	Generic Write
RC	Read Control
SD	Delete
WD	Write DAC
WO	Write Owner
FA	File All Access
FR	File Read
FW	File Write
FX	File Execute
KA	Key All Access

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String	Access right
KR	Key Read
KW	Key Write
KX	Key Execute
RP	Read Property
WP	Write Property
CC	Create Child
DC	Delete Child
LC	List Children
SW	Self Write
LO	List Object
DT	Delete Tree
CR	Control Access

sid-token: An abbreviated form of a well-known SID, per the following table.

Well-Known SID name	SDDL alias
EVERYONE	"WD"
CREATOR_OWNER	"CO"
CREATOR_GROUP	"CG"
OWNER_RIGHTS	"OW"
NETWORK	"NU"
INTERACTIVE	"IU"
SERVICE	"SU"
ANONYMOUS	"AN"
ENTERPRISE_DOMAIN_CONTROLLERS	"ED"
PRINCIPAL_SELF	"PS"
AUTHENTICATED_USERS	"AU"
RESTRICTED_CODE	"RC"
LOCAL_SYSTEM	"SY"
LOCAL_SERVICE	"LS"
NETWORK_SERVICE	"NS"

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Well-Known SID name	SDDL alias
DOMAIN_ADMINISTRATORS	"DA"
DOMAIN_USERS	"DU"
DOMAIN_GUESTS	"DG"
DOMAIN_COMPUTERS	"DC"
DOMAIN_DOMAIN_CONTROLLERS	"DD"
SCHEMA_ADMINISTRATORS	"SA"
ENTERPRISE_ADMINS	"EA"
RAS_SERVERS	"RS"
BUILTIN_ADMINISTRATORS	"BA"
BUILTIN_USERS	"BU"
BUILTIN_GUESTS	"BG"
POWER_USERS	"PU"
ACCOUNT_OPERATORS	"AO"
SERVER_OPERATORS	"SO"
PRINTER_OPERATORS	"PO"
BACKUP_OPERATORS	"BO"
REPLICATOR	"RE"
ALIAS_PREW2KCOMPACC	"RU"
REMOTE_DESKTOP	"RD"
NETWORK_CONFIGURATION_OPS	"NO"
WRITE_RESTRICTED_CODE	"WR"
MANDATORY_LABEL	"ML"
ML_LOW	"LW"
ML_MEDIUM	"ME"
ML_HIGH	"HI"
ML_SYSTEM	"SI"

The following string:
"O:BAG:BAD:P(A;CIOI;GRGX;;;BU)(A;CIOI;GA;;;BA)(A;CIOI;GA;;;SY)(A;CIOI;GA;;;CO)S:P(AU;FA;GR;;;WD)"

Yields the following, which is an encoded output of the security descriptor ordered as little-endian.

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```
00000000  01 00 14 b0 90 00 00 00 a0 00 00 00 14 00 00 00  ................
00000010  30 00 00 00 02 00 1c 00 01 00 00 00 02 80 14 00  0...............
00000020  00 00 00 80 01 01 00 00 00 00 00 01 00 00 00 00  ................
00000030  02 00 60 00 04 00 00 00 00 03 18 00 00 00 00 a0  ..'.............
00000040  01 02 00 00 00 00 00 05 20 00 00 00 21 02 00 00  ........ ...!...
00000050  00 03 18 00 00 00 00 10 01 02 00 00 00 00 00 05  ................
00000060  20 00 00 00 20 02 00 00 00 03 14 00 00 00 00 10   ... ...........
00000070  01 01 00 00 00 00 00 05 12 00 00 00 00 03 14 00  ................
00000080  00 00 00 10 01 01 00 00 00 00 00 03 00 00 00 00  ................
00000090  01 02 00 00 00 00 00 05 20 00 00 00 20 02 00 00  ........ ... ...
000000a0  01 02 00 00 00 00 00 05 20 00 00 00 20 02 00 00  ........ ... ...
```

The **SECURITY_DESCRIPTOR** starts with the SD revision number (1 byte long) at address 0x00, followed by reserved bits and the SD control flags (2 bytes long). As mentioned previously, this is followed by owner, group, SACL, and DACL offsets.

```
01 00 14 b0 90 00 00 00-a0 00 00 00 14 00 00 00
```

01	00	14	B0	90	00	00	00	a0	00	00	00	14	00	00	00
Revision Number	Reserved	Control flags		Owner offset				Group offset				SACL offset			

Figure 3: Security descriptor field offsets example

Control Flags

Control flags for the DACL are represented as a bitmask and the resultant set of flags is computed by a logical OR of the flags. In this case, the control flag value is set to the following.

```
1011000000010100
```

This control flag value maps to the meaning that is shown in the following table.

BIT	Meaning
0	OD Owner defaulted
0	GD Group defaulted
1	DP DACL present
0	DD DACL defaulted
1	SP SACL present
0	SD SACL defaulted

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BIT	Meaning
0	SS Server Security
0	DT DACL Trusted
0	DR DACL Inheritance Required
0	SR Inheritance Required
0	DI DACL auto-inherited
0	SI SACL auto-inherited
1	PD DACL-protected
1	PS SACL-protected
0	RM Control Valid
1	SR Self-Relative

SACL

This is followed by the SACL, in this example -"S:P(AU;FA;GR;;;WD)"

DACL

This is followed by the **SECURITY_DESCRIPTOR** DACL, in this example.

```
(A;CIOI;GRGX;;;BU)(A;CIOI;GA;;;BA)(A;CIOI;GA;;;SY)(A;CIOI;GA;;;CO)
```

Note The string representation for the DACL (D:) and the DACL control flags are consumed as not part of the DACL structure in the SD, but instead, as the security descriptor control flags. The same applies for SACL.

```
02 00 60 00 04 00 00 00-00 03 18 00 00 00 00 a0
01 02 00 00 00 00 00 05-20 00 00 00 21 02 00 00
00 03 18 00 00 00 00 10-01 02 00 00 00 00 00 05
20 00 00 00 20 02 00 00-00 03 14 00 00 00 00 10
01 01 00 00 00 00 00 05-12 00 00 00 00 03 14 00
00 00 00 10 01 01 00 00-00 00 00 03 00 00 00 00
```

DACL

Figure 4: Security access control list data example

The ACL can be further dissected into the ACL header and the individual ACEs. For more information, see section 2.4.5.

ACL HEADER

```
02 00 60 00 04 00 00 00
AclRevision (1 byte): 0x02
```


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```
Reserved              : 0x00
AclSize               : 0x0060
AceCount              : 0x0004
Reserved              : 0x0000
```

ACE Structure

This is followed by the ACES in the ACL. For more information about the ACE structure, see section 2.4.4.1.

In this example, there are four ACEs for the DACL.

```
(A;CIOI;GRGX;;;BU)(A;CIOI;GA;;;BA)(A;CIOI;GA;;;SY)(A;CIOI;GA;;;CO)
```

First, look at the first access control entry (ACE) as an example. "(A;CIOI;GRGX;;;BU)" maps to the following in the binary structure (in little-endian order).

```
00 03 18 00 00 00 00 a0 01 02 00 00 00 00 00 05-20 00 00 00 21 02 00 00
```

01	03	18 00	00 00 00 a0	01 02 00 00 00 00 00 05 20 00 00 00 21 02 00 00
Access Allowed ACE Type	Ace Flags – CI OI	Ace Size	Access Mask	SID S-1-5-32-545

Figure 5: ACE field offsets

Owner

The owner begins at offset 0x90. In our example, owner is set to "BA" (Built-in Admin).

01	02	00	00	00	00	00	05	20	00	00	00	20	02	00	00
Owner															

Figure 6: ACE owner field offsets example

Group

The group begins at offset 0xA0. In our example, group is set to "BA" (Built in Admin).

01	02	00	00	00	00	00	05	20	00	00	00	20	02	00	00
Group															

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Figure 7: ACE group field offsets example

2.5.2 Token/Authorization Context

For a server implementation of an authenticated protocol, the result of the authentication produces a variety of data. Some of the data is related to the authentication protocol, such as keys for encrypted communication, and is covered in the relevant authentication protocol specification. Additionally, after the identity of the client is determined, additional data corresponding to authorization of the client to the server is derived. This additional information can be from the domain controller, server-local information, or a combination of the two, depending on implementation choices. This additional information is termed an authorization context.

The authorization context, also referred to as a Token, is a collection of the groups associated with the client principal, as well as additional optional policy information. The authorization context is central to determining access through the evaluation of a security descriptor, as shown in section 2.5.3. Note that the Token is never passed directly across the network; tokens are local information and the actual representation is up to the implementation. This Token is represented as an abstract data structure as follows:

- **Sids[]**: An array of SIDs that indicate the SID of the user account, and the SIDs of all groups to which the user belongs. The Sids[] array always contains at least the SID of the account; it is an error to have an empty set. The order of the SIDs is not specified nor required the array should be treated logically as a set of SIDs. For the purposes of this document, the SIDs can be considered instances of the **RPC_SID** structure.
- **Privileges[]**: An array of **LUIDs** that is a set of administrative or security-relevant privileges associated with this authorization context. A set of logical privileges associated with the user, the privileges are administrative or security relevant in nature. It may be convenient to an implementation to represent a privilege as a **LUID**.
- **UserIndex**: An unsigned __int32 that is an index into the **Sids[]** array that indicates which SID is the SID that represents the user account.
- **OwnerIndex**: An unsigned __int32 that is an index into the **Sids[]** array that indicates which SID should be assigned as the owner for new objects. This value is determined by local policy in an implementation-specific manner. Ownership is often used, by way of example, for accounting for file storage space on a file server. This value may be the same as the UserIndex attribute, but is not required to be; this allows, for example, quota or ownership of objects to be assigned to groups rather than individuals.<36>
- **PrimaryGroup**: An unsigned __int32 that is an index into the **Sids[]** array that indicates which SID should be used as the primary group of the user.
- **DefaultDACL**: A **DACL**, as defined in section 2.4.5, that can be applied to new objects when there is no parent security descriptor for inheritance and no explicit new security descriptor was supplied by the client.

An Authorization context may optionally include mandatory integrity information and policy. This is not required for all instances, and may depend on the ability of the authentication protocol used to carry the necessary information. If an implementation also chooses to implement mandatory integrity in the same way as Microsoft Windows® does, the following additional fields are necessary.

- **IntegrityLevelSID**: A separate SID, not used for general access decisions like the Sids[] array above, that indicates the mandatory integrity level of this principal.

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- **MandatoryPolicy**: An unsigned __int32, the access policy for principals with a mandatory integrity level lower than the object associated with the **SACL** that contains this ACE. The possible values of this field are the same as those specified for the **Policy** field of **TOKEN_MANDATORY_POLICY (section 2.4.8)**.

Note For more information about tokens in Windows, see [MSDN-ACCTOKENS].

2.5.3 Security Descriptor Algorithms

The security descriptor is the basis for specifying the security associated with an object. The client makes a request to the server that indicates a particular requested access, and the server that "owns" the object is responsible for verifying that a client has sufficient access to the object in order to open or manipulate the object. In order to create a server that maintains the same guarantees of authorization to clients, the access check algorithm should produce the same results.

The algorithms are straightforward, but are best served by extracting certain support functions out of the main path of the algorithm for clarity. These support functions are documented in the first section.

Note For more information about tokens in Microsoft Windows®, see [MSDN-ACCTOKENS].

When creating new objects, the security descriptor from the parent container of the new object is used as the template for the security descriptor of the new object.

2.5.3.1 Support Functions

The following pseudo-functions are used in the main access check and new security descriptor algorithms below.

2.5.3.1.1 SidInToken

A support function, SidInToken, takes the authorization context, a **SID** (referenced below as the *SidToTest* parameter), and an optional *PrincipalSelfSubstitute* parameter, and returns TRUE if the **SidToTest** is present in the authorization context; otherwise, it returns FALSE. The well-known SID PRINCIPAL_SELF, if passed as **SidToTest**, is replaced by the *PrincipalSelfSubstitute* **SID** prior to the examination of the authorization context.

Any plug-in replacement is required to use this exact algorithm, which is described using the pseudocode syntax as specified in [DALB].

```
BOOLEAN SidInToken(
    Token,
    SidToTest,
    PrincipalSelfSubstitute )
    --
    -- On entry
    --    Token is an authorization context containing all SIDs
    --       that represent the security principal
    --    SidToTest, the SID for which to search in Token
    --    PrincipalSelfSubstitute, a SID with which SidToTest may be
    --       replaced

    IF SidToTest is the Well Known SID PRINCIPAL_SELF THEN
        set SidToTest to be PrincipalSelfSubstitute
    END IF
```


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```
    FOR EACH SID s in Token.Sids[] DO
        IF s equals SidToTest THEN
            return TRUE
        END IF
    END FOR

    Return FALSE

END-SUBROUTINE
```

2.5.3.1.2 SidDominates

A support function, SidDominates, compares the mandatory integrity levels expressed in two SIDs. The function returns TRUE if the first SID dominates the second SID or is equal to the second SID, or FALSE if the first SID is subordinate to the second SID. This function can be used only on SIDs that encode integrity levels (the SID_IDENTIFIER_AUTHORITY field is SECURITY_MANDATORY_LABEL_AUTHORITY); any other use is unsupported.

Any plug-in replacement is required to use this exact algorithm, which is described using the pseudocode syntax as specified in [DALB].

```
BOOLEAN
SidDominates(
   SID sid1,
   SID sid2)
-- On entrance, both sid1 and sid2 MUST be SIDs representing integrity levels
-- as specified in section 2.4.4.11. Use of any other SID is a logic error.
-- On exit, a value of TRUE indicates that sid1 dominates or is equivalent to sid2.
-- A value of FALSE indicates that sid1 is dominated by sid2. Dominance in
-- this context is determination of the dominance of one integrity level over
-- another in a manner as broadly described, for example, in the Biba Integrity Model.

IF sid1 equals sid2 THEN
    Return TRUE
END IF

-- If Sid2 has more SubAuthorities than Sid1, Sid1 cannot dominate.
IF sid2.SubAuthorityCount GREATER THAN sid1.SubAuthorityCount THEN
    Return FALSE
END IF

--on entry, index is zero and is incremented for each iteration of the loop.
FOR each SubAuthority in sid1
    IF sid1.SubAuthority[ index ] GREATER THAN or EQUAL TO sid2.SubAuthority[ index ] THEN
        Return TRUE
    END IF
END FOR

Return FALSE
```


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2.5.3.2 Access Check Algorithm Pseudocode

In overview, the Access Check algorithm takes an access request and a security descriptor. It iterates through the **DACL** of the security descriptor, processing each ACE. If the ACE contains a SID that is also in the Token authorization context, then the ACE is processed, otherwise it is skipped. If an ACE grants access to that SID, then those access rights from the Access Request Mask are considered satisfied, and removed from the mask. If the ACE denies access to that SID, and the access rights in the ACE are present in the request mask, the whole request is denied. At the end of the algorithm, if there are any access rights still pending in the Access Request Mask, then the request is considered denied.

There are two noteworthy configurations of the security descriptor in light of the access check algorithm: an empty **DACL**, and a NULL (or absent) **DACL**. No **DACL** in the security descriptor implies that there is no policy in place to govern access to the object; any access check will succeed. An empty **DACL**, where the **DACL** is marked as being present but contains no ACEs, means that no principal should gain access to the object, except through the implied access of the owner.

The detailed processing of the list is shown below.

On entrance:

- SecurityDescriptor: **SECURITY_DESCRIPTOR** structure that is assigned to the object.
- Token: Authorization context as described above.
- Access Request mask: Set of permissions requested on the object.
- Object Tree: An array of OBJECT_TYPE_LIST structures representing a hierarchy of objects for which to check access. Each node represents an object with three values: A GUID that represents the object itself; a value called Remaining, which can be zero, and which specifies the user rights requests for that node that have not yet been satisfied; and a value called Level, which indicates the level of the object type in the hierarchy.
- PrincipalSelfSubst SID: A **SID** that logically replaces the SID in any ACE that contains the well-known PRINCIPAL_SELF SID. It can be null.

```
Set DACL to SecurityDescriptor Dacl field
Set RemainingAccess to Access Request mask
Dim OBJECT_TYPE_LIST LocalTree

IF RemainingAccess contains ACCESS_SYSTEM_SECURITY access flag THEN

    IF Token.Privileges contains SeSecurityPrivilege THEN
        Remove ACCESS_SYSTEM_SECURITY access bit from RemainingAccess
    END IF
END IF

IF RemainingAccess contains WRITE_OWNER access bit THEN
    IF  Token.Privileges contains SeTakeOwnershipPrivilege THEN
      Remove WRITE_OWNER access bit from RemainingAccess
   END IF
END IF

-- the owner of an object is always granted READ_CONTROL and WRITE_DAC.
CALL SidInToken( Token, SecurityDescriptor.Owner, PrincipalSelfSubst)
IF SidInToken returns True THEN
    Remove READ_CONTROL and WRITE_DAC from RemainingAccess
```


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```
END IF

IF Object Tree is not NULL THEN
    Set LocalTree to Object Tree
-- node is of type OBJECT_TYPE_LIST
    FOR each node in LocalTree DO
        Set node.Remaining to RemainingAccess
    END FOR
END IF

FOR each ACE in DACL DO
    IF ACE.flag does not contain INHERIT_ONLY_ACE THEN

        CASE ACE.Type OF

            CASE Allow Access:

                CALL SidInToken( Token, ACE.Sid, and PrincipalSelfSubst )
                IF SidInToken returns True THEN
                    Remove ACE.AccessMask from RemainingAccess
                    FOR each node in LocalTree DO
                        Remove ACE.AccessMask from node.Remaining
                    END FOR
                END IF

            CASE Deny Access:

                CALL SidInToken( Token, ACE.Sid, PrincipalSelfSubst )
                IF SidInToken returns True THEN
                    IF any bit of RemainingAccess is in ACE.AccessMask THEN
                        Return access_denied
                    END IF
                END IF

            CASE Object Allow Access:

                CALL SidInToken( Token, ACE.Sid, PrincipalSelfSubst )
                IF SidInToken returns True THEN
                    IF ACE.Object is contained in LocalTree THEN
                        Locate node n in LocalTree such that
                          n.GUID is the same as ACE.Object
                        Remove ACE.AccessMask from n.Remaining
                        FOR each node ns such that ns is a descendent of n DO
                            Remove ACE.AccessMask from ns.Remaining
                        END FOR
                        FOR each node np such that np is an ancestor of n DO
                          Set np.Remaining = np.Remaining or np-1.Remaining

                          --  the 'or' above is a logical bitwise OR operator.  For
                          --  Some uses (like Active Directory), a hierarchical list
                          --  of types can be passed in; if the requestor is granted
                          --  access to a specific node, this will grant access to
                          --  all its children. The preceding lines implement this by
                          --  removing, from each child, the permissions just found for
                          --  the parent. The change is propagated upwards in
                          --  the tree: once a permission request has been satisfied
                          --  we can tell the next-higher node that we do not need
                          --  to inherit it from the higher node (we already have it
                          --  in the current node). And since we must not blindly
```


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```
                    --  replace the parent's RemainingAccess, we BIT_OR the
                    --  parent's RemainingAccess with the current node's. This
                    --  way, if the parent needs, say, READ_CONTROL, and the
                    --  current node was just granted that, the parent's
                    --  RemainingAccess still contains this bit since satisfying
                    --  the request at a lower level does nothing to affect
                    --  the higher level node.

                  END FOR
              END IF
          END IF

      CASE Object Deny Access:

          CALL SidInToken( Token, ACE.Sid, PrincipalSelfSubst )
          IF SidInToken returns True THEN
              Locate node n in LocalTree such that
                n.GUID is the same as ACE.Object
              IF n exists THEN
                  If any bit of n.Remaining is in ACE.AccessMask THEN
                      Return access_denied
                  END IF
              END IF
          END IF

  END CASE

    END IF
END FOR

IF RemainingAccess = 0 THEN
    Return success
Else
    Return access_denied
END IF
```

2.5.3.3 MandatoryIntegrityCheck Algorithm Pseudocode

The Microsoft Windows® integrity mechanism extends the security architecture by defining a new ACE type to represent an integrity level in an object's security descriptor.[37]The new ACE represents the object integrity level. An integrity level is also assigned to the security access token when the access token is initialized. The integrity level in the access token represents a subject integrity level. The integrity level in the access token is compared against the integrity level in the security descriptor when the security reference monitor performs an access check. The Access Check algorithm determines what access rights are allowed to a securable object. Windows restricts the allowed access rights depending on whether the subject's integrity level is equal to, higher than, or lower than the object, and depending on the integrity policy flags in the new access control ACE. The security subsystem implements the integrity level as a mandatory label to distinguish it from the discretionary access (under user control) that DACLs provide.

The MandatoryIntegrityCheck Algorithm examines the global Mandatory Integrity Check policy and applies the policy to the passed token and security descriptor of a securable object. It determines the set of access bits that can be granted by the DACL to a security principal.

```
--On entrance to the MandatoryIntegrityCheck Algorithm
```


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```
-- IN IntegrityLevelSID Mandatory Integrity SID of the Token
-- IN AceIntegritySID Mandatory Integrity SID of the Security Descriptor of the securable
object
-- OUT MandatoryInformation MANDATORY_INFORMATION value, output of the
MandatoryIntegrityCheck
-- Algorithm describing the allowable bits for the caller
-- Token  Security Context for the calling security principal
-- IN ObjectSecurityDescriptor SECURITY_DESCRIPTOR structure that is assigned to the object

Dim Boolean TokenDominates
-- TokenDominates value indicating that the IntegrityLevelSID is higher than the
AceIntegritySID

Dim TOKEN_MANDATORY_POLICY TokenPolicy
Set TokenPolicy to Token.MandatoryPolicy field

Dim SYSTEM_MANDATORY_LABEL_ACE ObjectIntegrityACE
-- Find the Manadatory ACE of ObjectSecurityDescriptor in the Sacl
Call FindAceByType WITH ObjectSecurityDescriptor.Sacl,
      SYSTEM_MANDATORY_LABEL_ACE_TYPE, 0
   RETURNING MandatoryACE, FoundIndex

Set ObjectIntegrityACE = MandatoryACE

Dim ACCESS_MASK ObjectIntegrityAceMask
--Set ObjectIntegrityAceMask to the Access Mask field of the
--SYSTEM_MANDATORY_LABEL_ACE of the ObjectSecurityDescriptor
Set ObjectIntegrityAceMask to MandatoryACE.Mask

IF TokenPolicy.Policy EQUAL  TOKEN_MANDATORY_POLICY_OFF OR
    TokenPolicy.Policy EQUAL TOKEN_MANDATORY_POLICY_NEW_PROCESS_MIN THEN
    Set MandatoryInformation.AllowedAccess to GENERIC_ALL
    Return success
END IF

Dim PACE_HEADER ACE
Set ACE to the ObjectSecurityDescriptor SACL of the
    SYSTEM_MANDATORY_LABEL_ACE
Dim ACCESS_MASK AceMask
Set AceMask to zero

IF ACE.AceFlags NOT EQUAL INHERIT_ONLY_ACE THEN
    Set AceMask to ObjectIntegrityAceMask
    Set AceIntegritySID to the SID whose first DWORD is given by
       ObjectIntegrityACE SidStart
ELSE
     Set AceMask to SYSTEM_MANDATORY_LABEL_NO_WRITE_UP
     --The DefaultMandatorySID is derived from policy managed in an
     --implementation-specific manner.  The SID for ML_MEDIUM is used by
     --Windows S-1-16-8192.
     Set AceIntegritySID to DefaultMandatorySID
END IF

IF CALL CompareSid (IntegrityLevelSID, AceIntegritySID,)returns TRUE
THEN
    Set TokenDominates to TRUE
ELSE
    CALL SidDominates (IntegrityLevelSID, AceIntegritySID)
```


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```
    IF SidDominates returns TRUE THEN
        Set TokenDominates to TRUE
    ELSE
        Set TokenDominates to FALSE
    END IF
END IF

IF TokenPolicy EQUAL TOKEN_MANDATORY_POLICY_NO_WRITE_UP THEN
    Add GENERIC_READ to MandatoryInformation.AllowedAccess
    Add GENERIC_EXECUTE to MandatoryInformation.AllowedAccess
    IF TokenDominates is TRUE THEN
        Add GENERIC_WRITE to MandatoryInformation.AllowedAccess
    END IF
END IF


IF TokenDominates is FALSE THEN
    IF AceMask & SYSTEM_MANDATORY_LABEL_NO_READ_UP THEN
        Remove GENERIC_READ from MandatoryInformation.AllowedAccess
    END IF

    IF AceMask & SYSTEM_MANDATORY_LABEL_NO_WRITE_UP THEN
        Remove GENERIC_WRITE from MandatoryInformation.AllowedAccess
    END IF

    IF AceMask & SYSTEM_MANDATORY_LABEL_NO_EXECUTE_UP THEN
        Remove GENERIC_EXECUTE from MandatoryInformation.AllowedAccess
    END IF
END IF

-- SeRelabelPrivilege see [MS-LSAD] 3.1.1.2.1 Privilege Data Model
IF Token.Privileges contains SeRelabelPrivilege THEN
    Add WRITE_OWNER to MandatoryInformation.AllowedAccess
END IF

---------------------------
BOOLEAN CompareSid (
SID Sid1,
SID Sid2 )

-- On entrance, both sid1 and sid2 MUST be SIDs representing integrity levels

IF Sid1 Revision does not equal Sid2 Revision
   return (false);
END IF

Dim integer SidLength = 0;
SidLength = (8 + (4 *(Sid1 SubAuthorityCount)))

-- Compare the Sidlength bytes of Sid1 to Sidlength bytes of Sid2
-- Return TRUE if Sid1 equals Sid2
return(!memcmp( Sid1, Sid2, SidLength))
```

2.5.3.3.1 FindAceByType

The FindAceByType support function finds an ACE based on the given ACE type and index and returns it along with the index of its location.

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Parameters

- *Acl*: the ACL on which to search.
- *AceType*: the type of ACE to search.
- *Index*: the index at which to start searching.

Returns

- *FoundAce*: The first instance of the specified ACE type to appear at or after the given index.
- *FoundIndex*: The index of *FoundAce* or -1 if no such ACE exists.

```
    Initialize NewACE to Empty ACE
    Initialize FoundIndex to Index

      FOR each ACE in Acl DO
        IF  ACE.AceType = AceType
        THEN
         RETURN ACE, FoundIndex
        ELSE
         FoundIndex = FoundIndex +1
        ENDIF // End If AceType
      END FOR // End of FOR each Ace in Acl

      RETURN NULL, -1
  // END FindAceByType
```

2.5.3.4 Algorithm for Creating a Security Descriptor

An important element of the overall security model is the manner in which security descriptors are created for new objects. In the trivial case, the creator of a new object simply supplies a new security descriptor for the new object, and the two are associated by the resource manager or server that owns the object. The trivial case is not the common case, however, and the security model has specific behavior involved in deriving the security descriptor for a new object from the security descriptors for existing objects.

The derivation of a new security descriptor in this security model is called inheritance, and refers to the concept that the new security descriptor inherits some or all of its characteristics from the security descriptor of a parent or container object. Individual ACEs can contain indicators that specify whether it should be passed on to child objects, this indicator is called inheritable. Additionally, they can have an indicator as to whether the ACE was derived from a parent during its creation, this indicator is called inherited.

In overview, the process is fairly straightforward. During the creation of a new security descriptor where inheritance is possible, the parent security descriptor is examined. For each ACE in the parent security descriptor, the process checks whether it is marked as inheritable. If so, it is included in the new security descriptor. This is done for both the **DACL** and **SACL** portions of the security descriptor.

The algorithm for computing the system and discretionary **ACL** (**SACL** and **DACL** respectively) in the security descriptor for the new object is governed by the logic that is illustrated in the following figure.

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	Explicit (non default) ACL specified by creator	Explicit default ACL specified by creator	No ACL specified by the creator
Inheritable ACL from parent	Assign specified ACL (1) (2)	Assigned inherited ACL	Assign inherited ACL
No inheritable ACL from parent	Assign specified ACL (1)	Assigned default ACL	Assign no ACL

Figure 8: ACL inheritance logic

1. Any ACEs with the INHERITED_ACE bit set are NOT copied to the assigned security descriptor.
2. If *AutoInheritFlags*, as specified in section 2.5.3.4.1, is set to automatically inherit ACEs from the parent (DACL_AUTO_INHERIT or SACL_AUTO_INHERIT), inherited ACEs from the parent are appended after explicit ACEs from the *CreatorDescriptor*. For further details, see the parameter list for CreateSecurityDescriptor (section 2.5.3.4.1).

Note An explicitly specified ACL, whether a default ACL or not, may be empty or null.<38>

The remainder of this section documents the details of the algorithm outlined above as a set of nested subprocedures.

2.5.3.4.1 CreateSecurityDescriptor

This is the top-level routine that assembles the contributions from the parent security descriptor and the creator descriptor and possibly the default **DACL** from the token. This is fairly high-level, and relies primarily upon the subroutine ComputeACL, specified in section 2.5.3.4.2.

Parameters

- *ParentDescriptor*: Security descriptor for the parent (container) object of the new object. If the object has no parent, this parameter is null.
- *CreatorDescriptor*: Security descriptor for the new object provided by the creator of the object. Caller can pass null.
- *IsContainerObject*: **BOOLEAN**: TRUE when the object is a container; otherwise, FALSE.
- *ObjectTypes*: An array of pointers to GUID structures that identify the object types or classes of the object associated with NewDescriptor (the return value). For Active Directory objects, this array contains pointers to the class GUIDs of the object's structural class and all attached auxiliary classes. If the object for which this descriptor is being created does not have a GUID, this field MUST be set to null.
- *AutoInheritFlags*: A set of bit flags that control how access control entries (ACEs) are inherited from *ParentDescriptor*. This parameter can be a combination of the following values:
  - DACL_AUTO_INHERIT: If set, inheritable ACEs from the parent security descriptor **DACL** are merged with the explicit ACEs in the *CreatorDescriptor*.
  - SACL_AUTO_INHERIT: If set, inheritable ACEs from the parent security descriptor **SACL** are merged with the explicit ACEs in the *CreatorDescriptor*.

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- DEFAULT_DESCRIPTOR_FOR_OBJECT: Selects the *CreatorDescriptor* as the default security descriptor provided that no object type specific ACEs are inherited from the parent. If such ACEs do get inherited, *CreatorDescriptor* is ignored.
- DEFAULT_OWNER_FROM_PARENT: Relevant only when the owner field is not specified in *CreatorDescriptor*. If this flag is set, the owner field in *NewDescriptor* is set to the owner of *ParentDescriptor*. If not set, the owner from the token is selected.
- DEFAULT_GROUP_FROM_PARENT: Relevant only when the primary group field is not specified in *CreatorDescriptor*. If this flag is set, the primary group of *NewDescriptor* is set to the primary group of *ParentDescriptor*. If not set, the default group from the token is selected.

- *Token*: Authorization context supplied that contains the ownership information as well as the default **DACL** if the default **DACL** is necessary.
- *GenericMapping*: Mapping of generic permissions to resource manager-specific permissions supplied by the caller.

Returns

- *NewDescriptor*: Output security descriptor for the object computed by the algorithm.

```
// Step 1:Compute the Owner field. If there is no specified owner,
// then determine an appropriate owner.
IF CreatorDescriptor.Owner is NULL THEN

    IF AutoInheritFlags contains DEFAULT_OWNER_FROM_PARENT THEN
        Set NewDescriptor.Owner to ParentDescriptor.Owner
    ELSE
        Set NewDescriptor.Owner to Token.SIDs[Token.OwnerIndex]
    ENDIF

ELSE
    Set NewDescriptor.Owner to CreatorDescriptor.Owner
ENDIF

// Step 2:Compute the Group field. If there is no specified groups,
// then determine the appropriate group.

IF CreatorDescriptor.Group is NULL THEN

    IF AutoInheritFlags contains DEFAULT_GROUP_FROM_PARENT THEN
        Set NewDescriptor.Group to ParentDescriptor.Group
    ELSE
        Set NewDescriptor.Group to Token.SIDs[Token.PrimaryGroup]
    ENDIF

ELSE
    Set NewDescriptor.Group to CreatorDescriptor.Group
ENDIF

// Step 3:Compute the DACL

CALL ComputeACL WITH
      ComputeType set to COMPUTE_DACL,
      ParentACL set to ParentDescriptor.DACL,
      AuthoInheritFlags set to AutoInheritFlags,
      ParentControl set to ParentDescriptor.Control,
```


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```
        CreatorACL set to CreatorDescriptor.DACL,
        CreatorControl set to CreatorDescriptor.Control
        IsContainerObject set to IsContainerObject,
        ObjectTypes set to ObjectTypes,
        GenericMapping set to GenericMapping,
        Owner set to NewDescriptor.Owner,
        Group set to NewDescriptor.Group,
        Token set to Token
  RETURNING NewDACL, NewControl

  Set NewDescriptor.DACL to NewDACL
  Set NewDescriptor.Control to NewControl

  // Step 4:Compute the SACL

  CALL ComputeACL WITH

  ComputeType set to COMPUTE_SACL,
        ParentACL set to ParentDescriptor.SACL,
        AutoInheritFlags set to AutoInheritFlags,
        ParentControl set to ParentDescriptor.Control,
        CreatorACL set to CreatorDescriptor.SACL,
        CreatorControl set to CreatorDescriptor.Control,
        IsContainerObject set to IsContainerObject,
        ObjectTypes set to ObjectTypes,
        GenericMapping set to GenericMapping,
        Owner set to NewDescriptor.Owner,
        Group set to NewDescriptor.Group,
        Token set to Token
   RETURNING NewSACL, NewControl

  Set NewDescriptor.SACL to NewSACL
  Set NewDescriptor.Control to (NewDescriptor.Control OR NewControl)

  RETURN NewDescriptor
  // END CreateSecurityDescriptor
```

2.5.3.4.2 ComputeACL

The ComputeACL subroutine determines the new **ACL** based on supplied Parent ACL, Creator ACL, and possibly the Token's DefaultDACL, depending on the supplied parameters and policy. This function is generally applicable to both the **DACL** and **SACL** portions of the security descriptor, although there are some specific behaviors that differ between the two types of **DACL**, so care should be taken during implementation to honor the ComputeType parameter.

Parameters

- *ComputeType*: Enumeration of COMPUTE_DACL and COMPUTE_SACL.
- *ParentACL*: **ACL** from the parent security descriptor.
- *AutoInheritFlags*: as specified in section 2.5.3.4.1. Note that it is possible to have the DACL_AUTO_INHERIT flag set when *ComputeType* is set to COMPUTE_SACL (or vice-versa).
- *ParentControl*: Control flags from the parent security descriptor.

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- *CreatorACL*: **ACL** supplied in the security descriptor by the creator.
- *CreatorControl*: Control flags supplied in the security descriptor by the creator.
- *IsContainerObject*: TRUE if the object is a container; otherwise, FALSE.
- *ObjectTypes*: Array of GUIDs for the object type being created.
- *GenericMapping*: Mapping of generic permissions to resource manager-specific permissions supplied by the caller.
- *Owner*: Owner to use in substituting the *CreatorOwner* SID.
- *Group*: Group to use in substituting the *CreatorGroup* SID.
- *Token*: Token for default values.

Returns

- Computed ACL
- ComputedControl

```
// The details of the algorithm to merge the parent ACL and the supplied ACL.
// The Control flags computed are slightly different based on whether it is the
// ACL in the DACL or the SACL field of the descriptor.
// The caller specifies whether it is a DACL or a SACL using the parameter,
// ComputeType.
Set ComputedACL to NULL
Set ComputedControl to NULL

CALL ContainsInheritableACEs WITH ParentACL RETURNING ParentHasInheritableACEs

IF ParentHasInheritableACEs = TRUE THEN

    // The Parent ACL has inheritable ACEs.  The Parent ACL should be used if no Creator
    // ACL is supplied, or if the Creator ACL was supplied AND it is a default ACL based
    // on object type information

    IF(CreatorACL is not present) OR
      ((CreatorACL is present) AND
      (AutoInheritFlags contains DEFAULT_DESCRIPTOR_FOR_OBJECT))
    THEN
        // Use only the inherited ACEs from the parent.  First compute the ACL from the
        // parent ACL, then clean it up by resolving the generic mappings etc.

        CALL ComputeInheritedACLFromParent WITH
          ACL set to ParentACL,
          IsContainerObject set to IsContainerObject,
          ObjectTypes set to ObjectTypes

        RETURNING NextACL
        CALL PostProcessACL WITH
          ACL set to NextACL,
          CopyFilter set to CopyInheritedAces,
          Owner set to Owner,
          Group set to Group,
          GenericMapping set to GenericMapping
```


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```
        RETURNING FinalACL

        Set ComputedACL to FinalACL
        RETURN
    ENDIF

    IF ((CreatorACL is present) AND
      (AutoInheritFlags does not contain DEFAULT_DESCRIPTOR_FOR_OBJECT))
    THEN
        // Since a creator ACL is present, and we're not defaulting the
        // descriptor, determine which ACEs are inherited and compute the new ACL
        CALL PreProcessACLFromCreator WITH
           ACL set to CreatorACL
        RETURNING PreACL

        CALL ComputeInheritedACLFromCreator WITH
           ACL set to PreACL,
           IsContainerObject set to IsContainerObject,
           ObjectTypes set to ObjectTypes
        RETURNING TmpACL


        //  Special handling for DACL types of ACLs

        IF (ComputeType = DACL_COMPUTE) THEN

            // DACL-specific operations

            IF (CreatorControl does not have DACL_PROTECTED flag set) AND
               (AutoInheritFlags contains DACL_AUTO_INHERIT)
            THEN

                //  We're not working from a protected DACL, and we're supposed to
                //  allow automatic inheritance.  Compute the inherited ACEs from
                //  Parent ACL this time, and append that to the ACL that we're building

                CALL ComputeInheritedACLFromParent WITH
                  ACL set to ParentACL,
                  IsContainerObject set to IsContainerObject,
                  ObjectTypes set to ObjectTypes
                RETURNING InheritedParentACL

                Append InheritedParentACL.ACEs to TmpACL.ACE
                Set DACL_AUTO_INHERITED flag in ComputedControl

            ENDIF

        ENDIF  // DACL-Specific behavior
        IF (ComputeType = SACL_COMPUTE) THEN

            // Similar to the above, perform SACL-specific operations

            IF (CreatorControl does not have SACL_PROTECTED flag set) AND
               (AutoInheritFlags contains SACL_AUTO_INHERIT flag)
            THEN

                //  We're not working from a protected SACL, and we're supposed to
                //  allow automatic inheritance.  Compute the inherited ACEs from
                //  Parent ACL this time, and append that to the ACL that we're building
```


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```
                CALL ComputeInheritedACLFromParent WITH
                  ACL set to ParentACL,
                  IsContainerObject set to IsContainerObject,
                  ObjectTypes set to ObjectTypes
                RETURNING InheritedParentACL

                Append InheritedParentACL.ACEs to TmpACL.ACE
                Set SACL_AUTO_INHERITED flag in ComputedControl

            ENDIF

        ENDIF  // SACL-Specific behavior




        CALL PostProcessACL WITH
          ACL set to TmpACL,
          CopyFilter set to CopyInheritedAces,
          Owner set to Owner,
          Group set to Group,
          GenericMapping set to GenericMapping
        RETURNING ProcessedACL

        Set ComputedACL to ProcessedACL
        RETURN
    ENDIF  // CreatorACL is present


ELSE // ParentACL does not contain inheritable ACEs

    IF CreatorACL = NULL THEN
        // No ACL supplied for the object
        IF (ComputeType = DACL_COMPUTE) THEN
            Set TmpACL to Token.DefaultDACL
        ELSE
            // No default for SACL; left as NULL
        ENDIF

    ELSE
        // Explicit ACL was supplied for the object - either default or not.
        // In either case, use it for the object, since there are no inherited ACEs.
        CALL PreProcessACLFromCreator WITH CreatorACL
        RETURNING TmpACL
    ENDIF

    CALL PostProcessACL WITH
      ACL set to TmpACL,
      CopyFilter set to CopyAllAces,
      Owner set to Owner,
      Group set to Group,
      GenericMapping set to GenericMapping

        RETURNING ProcessedACL
        Set ComputedACL to ProcessedACL

ENDIF
```


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```
// END ComputeACL
```

2.5.3.4.3 ContainsInheritableACEs

Parameters

- *ACL*

Returns

- TRUE or FALSE

```
// Computes whether the ACL parameter contains any ACEs that are inheritable
// by a child
// True: if it contains any inheritable ACEs
// False: otherwise

FOR each ACE in ACL DO
    IF(ACE.AceFlags contains CONTAINER_INHERIT_ACE) OR
      (ACE.AceFlags contains OBJECT_INHERIT_ACE)
    THEN
        RETURN TRUE
    ENDIF
END FOR

RETURN FALSE
// END ContainsInheritableACEs
```

2.5.3.4.4 ComputeInheritedACLfromParent

This subroutine copies the ACEs from an **ACL** that are marked as inheritable. These ACEs are assembled into a new **ACL** that is returned.

Parameters

- *ACL*: An **ACL** that contains the parent's ACEs from which to compute the inherited **ACL**.
- *IsContainerObject*: TRUE if the object is a container; otherwise, FALSE.
- *ObjectTypes*: An array of GUIDs for the object type being created.

Returns

- The computed **ACL** that also includes the inherited ACEs.

```
// Computes the inheritable and inherited ACEs to propagate to the new object
// from the inheritable ACEs in the parent container object

Initialize ExplicitACL to Empty ACL

FOR each ACE in ACL DO

    IF ACE.AceFlags contains INHERIT_ONLY_ACE
    THEN
```


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```
            CONTINUE
        ENDIF

        IF(((ACE.AceFlags contains CONTAINER_INHERIT_ACE) AND
          (IsContainerObject = TRUE))OR
          ((ACE.AceFlags contains OBJECT_INHERIT_ACE) AND
          (IsContainerObject = FALSE)))
        THEN

            CASE ACE.Type OF

                ACCESS_ALLOWED_ACE_TYPE:
                ACCESS_DENIED_ACE_TYPE:
                    Create empty NewACE
                    Copy ACE to NewACE
                    Clear NewACE.AceFlags -- no flags set
                    NewACE.AceFlags = INHERITED_ACE
                    Append NewACE to ExplicitACL

                ACCESS_ALLOWED_OBJECT_ACE_TYPE:
                ACCESS_DENIED_OBJECT_ACE_TYPE:
                    IF (ObjectTypes contains ACE.ObjectGUID) THEN
                        Create empty NewACE
                        Copy ACE to NewACE
                        Clear NewACE.AceFlags -- no flags set
                        NewACE.AceFlags = INHERITED_ACE
                        Append NewACE to ExplicitACL
                    ENDIF
            ENDCASE
        ENDIF
    END FOR

    Initialize InheritableACL to Empty ACL

    IF (IsContainerObject = TRUE) THEN

        FOR each ACE in ACL DO
            IF ACE.AceFlags does not contain NO_PROPAGATE_INHERIT_ACE THEN
                IF((ACE.AceFlags contains CONTAINER_INHERIT_ACE) OR
                  (ACE.AceFlags contains OBJECT_INHERIT_ACE))
                THEN
                    Set NewACE to ACE
                    Add INHERITED_ACE to NewACE.AceFlags
                    Add INHERIT_ONLY_ACE to NewACE.AceFlags
                    Append NewACE to InheritableACL
                ENDIF
            ENDIF
        END FOR
    ENDIF

    RETURN concatenation of ExplicitACL and InheritableACL
    // END  ComputeInheritedACLFromParent
```

There are seven flags that can appear in an ACE. Of the seven flags, the following pertain to inheritance.

- **CI**: CONTAINER_INHERIT_ACE

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- **OI**: OBJECT_INHERIT_ACE
- **NP**: NO_PROPAGATE_INHERIT_ACE
- **IO**: INHERIT_ONLY_ACE
- **ID**: INHERITED_ACE

IO and **ID** do not play a part when it comes to making decisions about inheritance. The **ID** flag is added to any ACE that is inherited to indicate that it was inherited. The **IO** flag is used to indicate that an ACE is not effective for the child that inherits the ACE. An ACE that has the **IO** flag can be inherited, but the decision is based on other flags, if present.

The following table summarizes the inherited ACE flags for the child container and child leaf (non-container) object based on the parent ACE flags.

Parent ACE flags	Child container object	Child leaf object
No Flags, IO	No Inheritance	No Inheritance
OI	IO,OI	Inherited, No flags
OI,NP	No Inheritance	Inherited, No flags
CI	CI	No Inheritance
CI,NP	Inherited, No flags	No Inheritance
CI,OI	IO,CI,OI	Inherited, No flags
CI,OI,NP	Inherited, No flags	Inherited, No flags

For the cases in which a container inherits an ACE that is both effective on the container and inheritable by its descendents, the container may inherit two ACEs. This occurs when an inheritable ACE contains generic information. The container inherits an ACE with an additional **IO** flag with generic information and an effective-only ACE in which the generic information has been mapped.

2.5.3.4.5 ComputeInheritedACLfromCreator

Parameters

- *ACL*: An **ACL** supplied in the security descriptor by the caller.
- *IsContainerObject*: TRUE if the object is a container; otherwise, FALSE.
- *ObjectTypes*: An array of GUIDs for the object type being created.

Returns

- The computed **ACL** that also includes the inherited ACEs.

```
// Computes the inheritable and inherited ACEs to propagate to the new object
// from any inheritable ACEs in the ACL supplied by the caller

Initialize ExplicitACL to Empty ACL

FOR each ACE in ACL DO
```


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```
    IF((ACE.AceFlags contains CONTAINER_INHERIT_ACE) AND
      (IsContainerObject = TRUE))OR
      ((ACE.AceFlags contains OBJECT_INHERIT_ACE) AND
      (IsContainerObject = FALSE))
    THEN

        CASE ACE.Type OF

            ALLOW:
            DENY:
                Set NewACE to ACE
                Set NewACE.AceFlags to NULL
                Append NewACE to ExplicitACL

            OBJECT_ALLOW
            OBJECT_DENY:
                IF (ObjectTypes contains ACE.ObjectGUID) THEN
                    Set NewACE to ACE
                    Set NewACE.AceFlags to NULL
                    Append NewACE to ExplicitACL
                ENDIF

        ENDCASE
    ENDIF
END FOR

Initialize InheritableACL to Empty ACL

IF (IsContainerObject = TRUE) THEN

    FOR each ACE in ACL DO
        IF((ACE.AceFlags contains CONTAINER_INHERIT_ACE) OR
          (ACE.AceFlags contains OBJECT_INHERIT_ACE))
        THEN
            Set NewACE to ACE
            Add INHERIT_ONLY_ACE to NewACE.AceFlags
            Append NewACE to InheritableACL
        ENDIF
    END FOR
ENDIF

RETURN concatenation of ExplicitACL and InheritableACL
// END ComputeInheritedACLFromCreator
```

2.5.3.4.6 PreProcessACLfromCreator

This subroutine processes an input **ACL**, removing all ACEs that were inherited previously, yielding an **ACL** with only explicit ACEs.

Parameters

- *ACL*: **ACL** to preprocess.

Returns

- Processed **ACL**.

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```
Initialize NewACL to Empty ACL

FOR each ACE in ACL DO
    IF ACE.AceFlags does not contain INHERITED_ACE THEN
        Append ACE to NewACL
    ENDIF
END FOR

RETURN NewACL
// END PreProcessACLFromCreator
```

2.5.3.4.7 PostProcessACL

The purpose of this subroutine is to process the **ACL** and make it concrete by replacing certain macro SIDs with the actual SIDs for the principals involved, and to translate from generic access bit flags to the actual object-specific access flags. The caller specifies a filter to apply, namely whether only inherited ACEs, only explicit ACEs, or all ACEs should be copied.

Parameters

- *ACL*: **ACL** on which to substitute SIDs.
- CopyFilter: Enumeration of the following filters for post-processing the **ACL**: **CopyAllAces**, **CopyInheritedAces**, **CopyExplicitAces**.
- *Owner*: Owner to use in substituting the *CreatorOwner* SID.
- *Group*: Group to use in substituting the *CreatorGroup* SID.
- *GenericMapping*: Mapping of generic permissions to resource manager-specific permissions supplied by the caller.

Returns

- The computed **ACL** with the **SID** substitutions performed.

```
// Substitute CreatorOwner and CreatorGroup SIDs and do GenericMapping in ACL
Initialize NewACL to Empty ACL

FOR each ACE in ACL DO

    // Determine if this ACE passes the filter to be copied to the new ACL

SET CopyThisAce = FALSE

    CASE CopyFilter OF

    CopyAllAces:
        BEGIN
            SET CopyThisAce = TRUE
        END-CASE

    CopyInheritedAces:
        BEGIN
            IF (ACE.AceFlags contains INHERITED_ACE) THEN
                SET CopyThisAce = TRUE
```


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```
            ENDIF
        END-CASE

    CopyExplicitAces:
        BEGIN
            IF (ACE.AceFlags does not contain INHERITED_ACE) THEN
                SET CopyThisAce = TRUE
            ENDIF
        END-CASE

     END-CASES

    Set NewACE to ACE

    IF (CopyThisAce)
    THEN

        CASE ACE.Sid OF
            CREATOR_OWNER:
                NewACE.Sid = Owner
            CREATOR_GROUP:
                NewACE.Sid = Group
        ENDCASE

        IF (ACE.Mask contains GENERIC_READ) THEN
            Add GenericMapping.GenericRead to NewACE.Mask
        ENDIF

        IF (ACE.Mask contains GENERIC_WRITE) THEN
            Add GenericMapping.GenericWrite to NewACE.Mask
        ENDIF

        IF (ACE.Mask contains GENERIC_EXECUTE) THEN
            Add GenericMapping.GenericExecute to NewACE.Mask
        ENDIF

        Append NewACE to NewACL
    ENDIF

END FOR

RETURN NewACL
// END PostProcessACL
```

2.6 ServerGetInfo Abstract Interface

The ServerGetInfo abstract interface retrieves current configuration information for the specified server.

```
DWORD ServerGetInfo(
  [in] DWORD level,
  [out] LPBYTE* bufptr
);
```

level: Specifies the information level of the data. This parameter can be one of the following values.

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Value	Meaning
100	Return the server name and platform information. The *bufptr* parameter points to a **SERVER_INFO_100** structure.
101	Return the server name, type, and associated software. The *bufptr* parameter points to a **SERVER_INFO_101** structure.

bufptr: Pointer to the buffer that receives the data. The format of this data depends on the value of the level parameter.

Return Values: If the function succeeds, the return value is NERR_Success.

If the function fails, the return value can be one of the following error codes:

Return value/code	Description
0x00000005 ERROR_ACCESS_DENIED	The user does not have access to the requested information.
0x0000007C ERROR_INVALID_LEVEL	The value specified for the level parameter is invalid.
0x00000057 ERROR_INVALID_PARAMETER	The specified parameter is invalid.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	Sufficient memory is not available.

2.7 Impersonation Abstract Interfaces

2.7.1 StartImpersonation

The **StartImpersonation** abstract interface causes the underlying security infrastructure to use an **ImpersonationAccessToken** for access checks on objects until the **EndImpersonation** abstract interface is called.

```
void StartImpersonation(
  [in] Token ImpersonationAccessToken
);
```

ImpersonationAccessToken: An authorization context token as specified in section 2.5.2.

This method has no return values.

2.7.2 EndImpersonation

The **EndImpersonation** abstract interface causes the underlying security infrastructure to revert to using the process primary access token for access checks on objects.

```
void EndImpersonation(
   void
);
```


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This method has no return values.

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3 Structure Examples

There are no structure examples.

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4 Security Considerations

There are no security considerations.

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5 Appendix A: Full MS-DTYP IDL

For ease of implementation and to allow re-use of the common data types and structure in other protocols, a full IDL is provided.

```
typedef unsigned short wchar_t;
typedef void* ADCONNECTION_HANDLE;
typedef int BOOL, *PBOOL, *LPBOOL;
typedef unsigned char BYTE, *PBYTE, *LPBYTE;
typedef BYTE BOOLEAN, *PBOOLEAN;
typedef wchar_t WCHAR, *PWCHAR;
typedef WCHAR* BSTR;
typedef char CHAR, *PCHAR;
typedef double DOUBLE;
typedef unsigned long DWORD, *PDWORD, *LPDWORD;
typedef unsigned int DWORD32;
typedef unsigned __int64 DWORD64;
typedef unsigned __int64 ULONGLONG;
typedef ULONGLONG DWORDLONG, *PDWORDLONG;
typedef unsigned long error_status_t;
typedef float FLOAT;
typedef unsigned char UCHAR, *PUCHAR;
typedef short SHORT;

typedef void* HANDLE;
typedef DWORD HCALL;
typedef int INT, *LPINT;
typedef signed char INT8;
typedef signed short INT16;
typedef signed int INT32;
typedef signed __int64 INT64;
typedef void* LDAP_UDP_HANDLE;
typedef const wchar_t* LMCSTR;
typedef WCHAR* LMSTR;
typedef long LONG, *PLONG, *LPLONG;
typedef signed __int64 LONGLONG;
typedef LONG HRESULT;

typedef __int3264 LONG_PTR;
typedef unsigned __int3264 ULONG_PTR;

typedef signed int LONG32;
typedef signed __int64 LONG64;
typedef const char* LPCSTR;

typedef const wchar_t* LPCWSTR;
typedef char* PSTR, *LPSTR;

typedef wchar_t* LPWSTR, *PWSTR;
typedef DWORD NET_API_STATUS;
typedef long NTSTATUS;
typedef [context_handle] void* PCONTEXT_HANDLE;
typedef [ref] PCONTEXT_HANDLE* PPCONTEXT_HANDLE;

typedef unsigned __int64 QWORD;
typedef void* RPC_BINDING_HANDLE;
typedef UCHAR* STRING;
```


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```
typedef unsigned int UINT;
typedef unsigned char UINT8;
typedef unsigned short UINT16;
typedef unsigned int UINT32;
typedef unsigned __int64 UINT64;
typedef unsigned long ULONG, *PULONG;

typedef ULONG_PTR DWORD_PTR;
typedef ULONG_PTR SIZE_T;
typedef unsigned int ULONG32;
typedef unsigned __int64 ULONG64;
typedef wchar_t UNICODE;
typedef unsigned short USHORT;
typedef void VOID, *PVOID, *LPVOID;
typedef unsigned short WORD, *PWORD, *LPWORD;

typedef struct _FILETIME {
  DWORD dwLowDateTime;
  DWORD dwHighDateTime;
} FILETIME,
 *PFILETIME,
 *LPFILETIME;

typedef struct _GUID {
  unsigned long Data1;
  unsigned short Data2;
  unsigned short Data3;
  byte Data4[8];
} GUID,
  UUID,
 *PGUID;

typedef struct _LARGE_INTEGER {
  signed __int64 QuadPart;
} LARGE_INTEGER, *PLARGE_INTEGER;

typedef DWORD LCID;

typedef struct _LUID {
  DWORD LowPart;
  LONG HighPart;
} LUID,
 *PLUID;

typedef struct _MULTI_SZ {
  wchar_t* Value;
  DWORD nChar;
} MULTI_SZ;

typedef struct _RPC_UNICODE_STRING {
  unsigned short Length;
  unsigned short MaximumLength;
  [size_is(MaximumLength/2), length_is(Length/2)]
    WCHAR* Buffer;
} RPC_UNICODE_STRING,
 *PRPC_UNICODE_STRING;

typedef struct _SERVER_INFO_100 {
  DWORD sv100_platform_id;
```


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```
    [string] wchar_t* sv100_name;
  } SERVER_INFO_100,
   *PSERVER_INFO_100,
   *LPSERVER_INFO_100;

  typedef struct _SERVER_INFO_101 {
    DWORD sv101_platform_id;
    [string] wchar_t* sv101_name;
    DWORD sv101_version_major;
    DWORD sv101_version_minor;
    DWORD sv101_version_type;
    [string] wchar_t* sv101_comment;
  } SERVER_INFO_101,
   *PSERVER_INFO_101,
   *LPSERVER_INFO_101;

  typedef struct _SYSTEMTIME {
    WORD wYear;
    WORD wMonth;
    WORD wDayOfWeek;
    WORD wDay;
    WORD wHour;
    WORD wMinute;
    WORD wSecond;
    WORD wMilliseconds;
  } SYSTEMTIME,
   *PSYSTEMTIME;

  typedef struct _UINT128 {
    UINT64 lower;
    UINT64 upper;
  } UINT128,
   *PUINT128;

  typedef struct _ULARGE_INTEGER {
      unsigned __int64 QuadPart;
  } ULARGE_INTEGER, *PULARGE_INTEGER;

  typedef struct _RPC_SID_IDENTIFIER_AUTHORITY {
    byte Value[6];
  } RPC_SID_IDENTIFIER_AUTHORITY;

  typedef DWORD ACCESS_MASK;
  typedef ACCESS_MASK *PACCESS_MASK;

  typedef struct _OBJECT_TYPE_LIST {
    WORD Level;
    ACCESS_MASK Remaining;
    GUID* ObjectType;
  } OBJECT_TYPE_LIST,
   *POBJECT_TYPE_LIST;

  typedef struct _ACE_HEADER {
    UCHAR AceType;
    UCHAR AceFlags;
    USHORT AceSize;
  } ACE_HEADER,
   *PACE_HEADER;
```


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```
typedef struct _SYSTEM_MANDATORY_LABEL_ACE {
  ACE_HEADER Header;
  ACCESS_MASK Mask;
  DWORD SidStart;
} SYSTEM_MANDATORY_LABEL_ACE,
 *PSYSTEM_MANDATORY_LABEL_ACE;

typedef struct _TOKEN_MANDATORY_POLICY {
  DWORD Policy;
} TOKEN_MANDATORY_POLICY,
 *PTOKEN_MANDATORY_POLICY;

typedef struct _MANDATORY_INFORMATION {
  ACCESS_MASK AllowedAccess;
  BOOLEAN WriteAllowed;
  BOOLEAN ReadAllowed;
  BOOLEAN ExecuteAllowed;
  TOKEN_MANDATORY_POLICY MandatoryPolicy;
} MANDATORY_INFORMATION,
 *PMANDATORY_INFORMATION;


typedef DWORD SECURITY_INFORMATION, *PSECURITY_INFORMATION;

typedef struct _RPC_SID {
  unsigned char Revision;
  unsigned char SubAuthorityCount;
  RPC_SID_IDENTIFIER_AUTHORITY IdentifierAuthority;
  [size_is(SubAuthorityCount)] unsigned long SubAuthority[];
} RPC_SID,
 *PRPC_SID,
 *PSID;

typedef struct _ACL {
  unsigned char AclRevision;
  unsigned char Sbz1;
  unsigned short AclSize;
  unsigned short AceCount;
  unsigned short Sbz2;
} ACL,
 *PACL;

typedef struct _SECURITY_DESCRIPTOR {
  UCHAR Revision;
  UCHAR Sbz1;
  USHORT Control;
  PSID Owner;
  PSID Group;
  PACL Sacl;
  PACL Dacl;
} SECURITY_DESCRIPTOR,
 *PSECURITY_DESCRIPTOR;
```


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6 Appendix B: 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:

- Microsoft Windows NT® operating system
- Microsoft Windows® 2000 operating system
- Windows® XP operating system
- Windows Server® 2003 operating system
- 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 2.1: Windows is implemented on little-endian systems.

<2> Section 2.3.6: Windows implementations access the Value field with non-standard string functions to add or extract strings from the buffer. If standard C conventions were followed, the Value datatype would nominally be wchar_t**.

<3> Section 2.4.2.4: Supported in Windows 7 and Windows Server 2008 R2.

<4> Section 2.4.2.4: Not supported by Windows 2000.

<5> Section 2.4.2.4: Not supported by Windows 2000.

<6> Section 2.4.2.4: Not supported by Windows 2000.

<7> Section 2.4.2.4: Supported in Windows Server 2003 and Windows Server 2008. The DC adds this **SID**:

- When the user is a member of the forest.
- When the user is not a member of the forest and the TRUST_ATTRIBUTE_CROSS_ORGANIZATION bit of the Trust Attribute ([MS-ADTS] section 7.1.6.7.9) of the trusted domain object is not set.

<8> Section 2.4.2.4: A built-in group that is created when a domain controller is added to the domain. Supported by Windows 2000, Windows Server 2003, Windows Server 2008 and Windows Server 2008 R2.

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<9> Section 2.4.2.4: A built-in group that is created when a domain controller is added to the domain. Supported by Windows Server 2003, Windows Server 2008 and Windows Server 2008 R2.

<10> Section 2.4.2.4: A built-in group that is created when a domain controller is added to the domain. Supported by Windows Server 2003, Windows Server 2008 and Windows Server 2008 R2.

<11> Section 2.4.2.4: A built-in group that is created when a domain controller is added to the domain. Supported by Windows Server 2003, Windows Server 2008 and Windows Server 2008 R2.

<12> Section 2.4.2.4: A built-in group that is created when a domain controller is added to the domain. Supported by Windows Server 2003, Windows Server 2008 and Windows Server 2008 R2.

<13> Section 2.4.2.4: A built-in group that is created when a domain controller is added to the domain. Supported by Windows Server 2003, Windows Server 2008 and Windows Server 2008 R2.

<14> Section 2.4.2.4: A built-in group that is created when a domain controller is added to the domain. Supported by Windows Server 2003, Windows Server 2008 and Windows Server 2008 R2.

<15> Section 2.4.2.4: A new local group is created for Windows Server 2003 with SP1, Windows Server 2003 SP2, Windows Server 2003 with SP3, Windows Server 2008 and Windows Server 2008 R2.

<16> Section 2.4.2.4: A built-in group that is created when a domain controller is added to the domain. Supported by Windows Server 2003, Windows Server 2008 and Windows Server 2008 R2.

<17> Section 2.4.2.4: A built-in group that is created when a domain controller is added to the domain. Supported by Windows Server 2008 and Windows Server 2008 R2.

<18> Section 2.4.2.4: A built-in group that is created when a domain controller is added to the domain. Supported by Windows Server 2008 and Windows Server 2008 R2.

<19> Section 2.4.2.4: A built-in group that is created when a domain controller is added to the domain. Supported by Windows Server 2008 and Windows Server 2008 R2.

<20> Section 2.4.2.4: Supported in Windows Server 2003 and Windows Server 2008. When the TRUST_ATTRIBUTE_CROSS_ORGANIZATION bit of the Trust Attribute ([MS-ADTS] section 7.1.6.7.9) of the trusted domain object is set:

- If the forest boundary is crossed, Windows domain controllers add this **SID**.
- If Windows domain controllers receive requests to authenticate to resources in their domain, they check the computer object to ensure that this **SID** is allowed. In Windows, by default this applies to NTLM (as specified in [MS-NLMP] and [MS-APDS]), to Kerberos (as specified in [MS-KILE] and [MS-APDS]), and to TLS (as specified in [MS-TLSP] and [MS-SFU]).

<21> Section 2.4.4.1: Windows NT 4.0: Not supported.

<22> Section 2.4.4.1: Windows NT 4.0: Not supported.

<23> Section 2.4.4.1: Windows NT 4.0: Not supported.

<24> Section 2.4.4.1: Windows NT 4.0 and Windows 2000: Not supported.

<25> Section 2.4.4.1: Windows NT 4.0 and Windows 2000: Not supported.

<26> Section 2.4.4.1: Windows NT 4.0 and Windows 2000: Not supported.

<27> Section 2.4.4.1: Windows NT 4.0 and Windows 2000: Not supported.

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<28> Section 2.4.4.1: Windows NT 4.0 and Windows 2000: Not supported.

<29> Section 2.4.4.1: Callback in this context relates to the local-only AuthzAccessCheck function, as described in [MSDN-AuthzAccessCheck].

<30> Section 2.4.4.1: Windows NT 4.0: Not supported.

<31> Section 2.4.4.11: This construct is supported only by Windows Server 2008, Windows Vista, and Windows 7.

<32> Section 2.4.5: This is applicable for Windows Vista, Windows Server 2008, and Windows 7.

<33> Section 2.4.6: Windows typically presents the target fields in this order: Sacl, Dacl, OwnerSid, GroupSid.

<34> Section 2.4.6: Windows sets **Sbz1** to zero for Windows resources.

<35> Section 2.5.1: SDDL was introduced in Windows 2000.

<36> Section 2.5.2: For Windows 2000, Windows Vista, and Windows Server 2008, the policy is that **OwnerIndex** is always the same as **UserIndex**, except for members of the local Administrators group, in which case the **OwnerIndex** is set to the index for the SID representing the Administrators group. For Windows XP and Windows Server 2003, there is a policy that allows the **OwnerIndex** to be the **UserIndex** under all conditions.

<37> Section 2.5.3.3: The Windows integrity mechanism extension is supported in Windows Vista, Windows Server 2008, Windows 7, and Windows Server 2008 R2.

<38> Section 2.5.3.4: Assigning the owner and group fields in the security descriptor must follow the following logic:

1. If the security descriptor that is supplied for the object by the caller includes an owner, it is assigned as the owner of the new object. Otherwise, if the DEFAULT_OWNER_FROM_PARENT flag (see section 2.5.3.4.1) is set, the new object is assigned the same owner as the parent object. If this flag is not set, the default owner specified by the token (see section 2.5.3.4.1) is assigned.

2. If the security descriptor that is supplied for the object by the caller includes a group, it is assigned as the group of the new object. Otherwise, if the DEFAULT_GROUP_FROM_PARENT flag (see section 2.5.3.4.1) is set, the new object is assigned the same primary group as the parent object. If this flag is not set, the default group specified by the token (see section 2.5.3.4.1) is assigned.

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7 Change Tracking

This section identifies changes that were made to the [MS-DTYP] 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.

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- 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
2.2.24 LDAP_UDP_HANDLE	59017 Added section.	Y	New content added.
2.4.1.1 RPC_SID_IDENTIFIER_AUTHORITY	61298 Clarified structure definition as specifying an identifier authority as opposed to an entire SID.	N	Content updated.
2.5.1.1 Syntax	61659 Updated comment in snippet to clarify origin of absolute rights values.	N	Content updated.
2.5.2 Token/Authorization Context	54085 Clarified authorization context description.	Y	Content updated.
2.5.3 Security Descriptor Algorithms	54085 Updated details of roles and results.	N	Content updated.
2.5.3.1.1 SidInToken	54085 Updated pseudocode to reflect Token.Sids[] array.	N	Content updated.
2.5.3.2 Access Check Algorithm Pseudocode	54085 Clarified configuration details.	N	Content updated.
2.5.3.3 MandatoryIntegrityCheck Algorithm	61943 Removed "MIC" acronym for clarity.	N	Content updated.

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Section	Tracking number (if applicable) and description	Major change (Y or N)	Change type
Pseudocode			
2.5.3.3 MandatoryIntegrityCheck Algorithm Pseudocode	61942 Clarified discussion of mandatory access control.	N	Content updated.
2.5.3.4 Algorithm for Creating a Security Descriptor	54085 Clarified contextual details.	N	Content updated.
2.5.3.4.1 CreateSecurityDescriptor	54085 Added contextual details and updated pseudocode.	N	Content updated.
2.5.3.4.2 ComputeACL	54085 Added contextual details and updated pseudocode.	N	Content updated.
2.5.3.4.3 ContainsInheritableACEs	54085 Clarified full name of AceFlags field.	N	Content updated.
2.5.3.4.4 ComputeInheritedACLfromParent	54085 Added contextual details and updated pseudocode.	N	Content updated.
2.5.3.4.5 ComputeInheritedACLfromCreator	54085 Updated pseudocode to reflect the full name of AceFlags field.	N	Content updated.
2.5.3.4.6 PreProcessACLfromCreator	54085 Added contextual details and updated pseudocode to reflect the full name of AceFlags field.	N	Content updated.
2.5.3.4.7 PostProcessACL	54085 Added contextual details and updated pseudocode.	Y	Content updated.
5 Appendix A: Full MS-DTYP IDL	59017 Added entry for LDAP_UDP_HANDLE.	Y	Content updated.

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