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# CIFS Remote Administration Protocol

*Preliminary Draft*

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## ABSTRACT

This specification defines how an RPC like mechanism may be implemented using the Common Internet File System (CIFS) Transact2 SMB. Specific examples are provided of how a CIFS client may request a CIFS server to execute a function. The examples show complete details of the request sent by the CIFS client and the response from the CIFS server.

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## 1. Objective

This document details an RPC like mechanism used by CIFS clients to submit requests to CIFS servers and obtain the results of the request back from the server.

For convenience, some sections from the CIFS specification have been reproduced in part within this document. Note that the CIFS specification should be considered to be the authoritative reference, in case of any doubts, rather than this document.

## 2. Prerequisites and suggested reading

- Familiarity with Common Internet File Systems specification (CIFS)

## 3. Remote Administration Protocol overview

The Remote Administration Protocol (RAP) is similar to an RPC protocol, in that:

- it is an at-most-once synchronous request-response protocol
- it is a framework that can be used for remotely requesting many different kinds of services
- it is designed to allow (but not require) the programming interface to the protocol to be that of remotely executed procedure calls – which means that one thinks of the protocol in terms of marshaling and unmarshaling procedure call input and output arguments into messages and reliably transporting the messages to and from the client and server

Each RAP request is characterized by a set of ASCII descriptor strings that are sufficient to be used to interpretively drive the marshaling and unmarshaling process, if an implementation wanted to use them for that purpose. These descriptor strings are included in each request packet, and make the requests self-describing.

RAP is layered on the CIFS Transact2 SMB, which provides reliable message delivery, security, and messages larger than the underlying network maximum packet size. When used for RAP, the name field in the Transact2 SMB is always set to "PIPELANMAN". The Transact2 SMB is sent on a session/connection that is established to the remote server using a SessionSetupAndX SMB, and using a TID obtained by doing a TreeConnectAndX SMB to a share named "IPC\$".

[Refer to the CIFS specification for complete details on SMBs in general, and the Transact2 SMB in particular. For convenience, relevant portions from the CIFS specification have been reproduced here in Appendix A. Note that the CIFS specification should be considered the authoritative source of information, rather than Appendix A as far as details on the Transact2 SMB are concerned.]

The model of a RAP service is that there are a few *parameters* as inputs and outputs to the service, exactly one of which may be a buffer descriptor that indicates the presence of a potentially much larger input or output *data buffer*. An argument may be a scalar, pointer, fixed length small array or struct, or a buffer descriptor. The data buffer consists of *entries* followed by a *heap*. An entry consists of a primary data struct and a sequence of 0 or more auxiliary data structs. An input buffer must contain exactly one entry; an output buffer may contain 0 or more. The heap is where data is stored that is referenced by pointers in the entries. The parameters are described by a *parameter descriptor string*; the primary data struct by a *data descriptor string*; and the auxiliary data structs by an *auxiliary data descriptor string*.

## 4. Remote Administration Protocol

A RAP service request is sent to the server encapsulated in a Transact2 request SMB and the server sends back a Transact2 SMB response. An attribute of the Transact2 SMB is that it divides the payload of request and response messages into two sections: a *parameters* section and a *data* section. As might be expected from the nomenclature, RAP service parameters are sent in the parameters section of a Transact2 SMB, and the data buffer in the data section. Therefore, to define a service protocol, it is necessary to define the formats of the parameter and data sections of the Transact2 request and response.

This is done in two stages. First, a C-like declaration notation is used to define descriptor strings, and then the descriptor strings define the formats of the parameter and data sections.. Note well: even though the declarations may look like a programming interface, they are not: they are a notation for describing the contents of RAP requests and responses; an implementation on any particular system can use any programming interface to RAP services that is appropriate to that system.

### 4.1 Notation

Parameter descriptor strings are defined using a C-like function declaration; data descriptor and auxiliary data descriptor strings are defined using a C-like structure declaration.

Parameter descriptor strings are defined with the following C-like function declaration syntax:

```
rap-service      = "unsigned short" service-name "(" parameters ")";
service-name     = <upper and lower case alpha and numeric>
```

The return type of the function is always "unsigned short", and represents the status code from the function. The service-name is for documentation purposes.

```
parameters      = parameter [ ";" parameter ]
```

The parameter descriptor string for the service is the concatenation of the descriptor characters for the parameters.

```
parameter       = [ "const" ] param-data-type parameter-name
                  [ "[" size "]" ]
param-data-type  = <from parameter descriptor tables below>
parameter-name  = <upper and lower case alpha and numeric>
size             = <string of ASCII 0-9>
```

The descriptor character for a parameter is determined by looking up the data-type in the tables below for request or response parameter descriptors. The parameter-name is for documentation purposes. If there is a size following the parameter-name, then it is placed in the descriptor string following the descriptor character.

Data and auxiliary data descriptor strings are defined with the following C-like structure declaration syntax:

```
rap-struct      = "struct" struct-name "{" members "}"
```

The descriptor string for the struct is the concatenation of the descriptor characters for the members. The struct-name is for documentation purposes.

```
members        = member [ ";" member ]
```

```
member         = member-data-type member-name [ "[" size "]" ]
```

```
member-data-type = <from data descriptor tables below>
```

The descriptor character for a member is determined by looking up the data-type in the tables below for data descriptors. The member-name is for documentation purposes. If there is a size following the member-name, then it is placed in the descriptor string following the descriptor character.

## 4.2 Descriptors

The following section contain tables that specify the descriptor character and the notation for each data type for that data type.

### 4.2.1 Request Parameter Descriptors

Descriptor =====	Data Type =====	Format =====
W	<b>unsigned short</b>	indicates parameter type of 16 bit integer (word).
D	<b>unsigned long</b>	indicates parameter type of 32 bit integer (dword).
b	<b>BYTE</b>	indicates bytes (octets). May be followed by an ASCII number indicating number of bytes..
O	<b>NULL</b>	indicates a NULL pointer
z	<b>char</b>	indicates a NULL terminated ASCII string present in the parameter area
F	<b>PAD</b>	indicates Pad bytes (octets). May be followed by an ASCII number indicating the number of bytes
r	<b>RCVBUF</b>	pointer to receive data buffer in response parameter section
L	<b>RCVBUFLen</b>	16 bit integer containing length of receive data buffer in (16 bit) words
s	<b>SNDBUF</b>	pointer to send data buffer in request parameter section
T	<b>SNDBUFLen</b>	16 bit integer containing length of send data buffer in words

### 4.2.2 Response Parameter Descriptors

Descriptor =====	Data Type =====	Format =====
g	<b>BYTE *</b>	indicates a byte is to be received. May be followed by an ASCII number indicating number of bytes to receive
h	<b>unsigned short *</b>	indicates a word is to be received
i	<b>unsigned long *</b>	indicates a dword is to be received
e	<b>ENTCOUNT</b>	indicates a word is to be received which indicates the number of entries returned

### 4.2.3 Data Descriptors

Descriptor =====	Data Type =====	Format =====
W	<b>unsigned short</b>	indicates data type of 16 bit integer (word). Descriptor char may be followed by an ASCII number indicating the number of 16 bit words present
D	<b>unsigned long</b>	indicates data type of 32 bit integer (dword). Descriptor char may be followed by an ASCII number indicating the number of 32 bit words present
B	<b>BYTE</b>	indicates item of data type 8 bit byte (octet). The indicated number of bytes are present in the data. Descriptor char may be followed by an ASCII number indicating the number of 8 bit bytes present
O	<b>NULL</b>	indicates a NULL pointer
z	<b>char *</b>	indicates a 32 bit pointer to a NULL terminated ASCII string is present in the response parameter area. The actual string is in the response data area and the pointer in the parameter area points to the string in the data area. The high word of the pointer should be ignored. The converter word present in the response parameter section should be subtracted from the low 16 bit value to obtain an offset into the data area indicating where the data area resides.
N	<b>AUXCOUNT</b>	indicates number of auxiliary data structures. The transaction response data section contains an unsigned 16 bit number corresponding to this data item.

### 4.3 Transaction Request Parameters section

The parameters and data being sent and received are described by ASCII descriptor strings. These descriptor strings are described in section 4.2.

The parameters section of the Transact2 SMB request contains the following (in the order described)

- The function number: an unsigned short 16 bit integer identifying the function being remoted
- The parameter descriptor string: a null terminated ASCII string
- The data descriptor string: a null terminated ASCII string.
- The request parameters, as described by the parameter descriptor string, in the order that the request parameter descriptor characters appear in the parameter descriptor string
- An optional auxiliary data descriptor string: a null terminated ASCII string. It will be present if there is an auxiliary data structure count in the primary data struct (an "N" descriptor in the data descriptor string).

RAP requires that the length of the return parameters be less than or equal to the length of the parameters being sent; this requirement is made to simply buffer management in implementations. This is reasonable as the functions were designed to return data in the data section and use the return parameters for items like data length, handles, etc. If need be, this restriction can be circumvented by filling in some pad bytes into the parameters being sent.

### 4.4 Transaction Request Data section

The Data section for the transaction request is present if the parameter description string contains an "s" (SENDBUF) descriptor. If present, it contains:

- A primary data struct, as described by the data descriptor string
- Zero or more instances of the auxiliary data struct, as described by the auxiliary data descriptor string. The number of instances is determined by the value of the an auxiliary data structure count member of the primary data struct, indicated by the "N" (AUXCOUNT) descriptor. The auxiliary data is present only if the auxiliary data descriptor string is non null.
- Possibly some pad bytes
- The heap: the data referenced by pointers in the primary and auxiliary data structs.

### 4.5 Transaction Response Parameters section

The response sent by the server contains a parameter section which consists of:

- A 16 bit integer indicating the status or return code. The possible values for different functions are different.
- A 16 bit converter word, used adjust pointers to information in the response data section. Pointers returned within the response buffer are 32 bit pointers. The high order 16 bit word should be ignored. The converter word needs to be subtracted from the low order 16 bit word to arrive at an offset into the response buffer.
- The response parameters, as described by the parameter descriptor string, in the order that the response parameter descriptor characters appear in the parameter descriptor string.

#### 4.6 Transaction Response Data section

The Data section for the transaction response is present if the parameter description string contains an "r" (RCVBUF) descriptor. If present, it contains:

- Zero or more entries. The number of entries is determined by the value of the entry count parameter, indicated by the "e"(ENTCOUNT) descriptor. Each entry contains:
  - A primary data struct, as described by the data descriptor string
  - Zero or more instances of the auxiliary data struct, as described by the auxiliary data descriptor string. The number of instances is determined by the value of the AUXCOUNT member of the primary data struct (whose descriptor is "N"). The auxiliary data is present only if the auxiliary data descriptor string is non null.
- Possibly some pad bytes
- The heap: the data referenced by pointers in the primary and auxiliary data structs.

### 5. NetShareEnum

The NetShareEnum RAP function retrieves information about each shared resource on a CIFS server. The definition is:

```
unsigned short NetShareEnum(
    unsigned short    sLevel;
    RCVBUF            pbBuffer;
    RCVBUFLen         cbBuffer;
    ENTCOUNT           pcEntriesRead;
    unsigned short    *pcTotalAvail;
);
```

where:

sLevel specifies the level of detail returned and must have the value of 1.

pbBuffer points to the buffer to receive the returned data. If the function is successful, the buffer contains a sequence of **SHARE\_INFO\_1** structures (defined later).

cbBuffer specifies the size, in bytes, of the buffer pointed to by the *pbBuffer* parameter.

pcEntriesRead points to a 16 bit variable that receives a count of the number of shared resources enumerated in the buffer. This count is valid only if **NetShareEnum** returns the NERR\_Success or ERROR\_MORE\_DATA values.

pcTotalAvail points to a 16-bit variable that receives a count of the total number of shared resources. This count is valid only if **NetShareEnum** returns the NERR\_Success or ERROR\_MORE\_DATA values.

#### Transaction Request Parameters section

The Transaction request parameters section in this instance contains:

- The 16 bit function number for NetShareEnum which is 0.
- The parameter descriptor string which is "WrLeh".
- The data descriptor string for the (returned) data which is "B13BWz"

- The actual parameters as described by the parameter descriptor string.

The parameters are:

- A 16 bit integer with a value of 1 (corresponding to the "W" in the parameter descriptor string. This represents the level of detail the server is expected to return
- A 16 bit integer that contains the size of the receive buffer.

## Transaction Request Data section

There is no data or auxiliary data to send as part of the request.

## Transaction Response Parameters section

The transaction response parameters section consists of:

- A 16 bit word indicating the return status. The possible values are:

Code	Value	Description
NERR_Success	0	No errors encountered
ERROR_ACCESS_DENIED	5	User has insufficient privilege
ERROR_NETWORK_ACCESS_DENIED	65	Network access is denied
ERROR_MORE_DATA	234	Additional data is available
NERR_ServerNotStarted	2114	The server service on the remote computer is not running
NERR_BadTransactConfig	2141	The server is not configured for transactions, IPC\$ is not shared

- A 16 bit "converter" word.
- A 16 bit number representing the number of entries returned.
- A 16 bit number representing the total number of available entries. If the supplied buffer is large enough, this will equal the number of entries returned.

## Transaction Response Data section

The return data section consists of a number of SHARE\_INFO\_1 structures. The number of such structures present is determined by the third entry (described above) in the return parameters section.

The **SHARE\_INFO\_1** structure is defined as:

```
struct SHARE_INFO_1 {
    char          shi1_netname[13]
    char          shi1_pad;
    unsigned short shi1_type
    char          *shi1_remark;
}
```

where:

shi1\_netname contains a null terminated ASCII string that specifies the share name of the resource.

shi1\_pad aligns the next data structure element to a word boundary.

shi1\_type contains an integer that specifies the type of the shared resource. The possible values are:

Name	Value	Description
STYPE_DISKTREE	0	Disk Directory Tree
STYPE_PRINTQ	1	Printer Queue
STYPE_DEVICE	2	Communications device
STYPE_IPC	3	Inter process communication (IPC)

shi1\_remark points to a null terminated ASCII string that contains a comment about the shared resource. The value for shi1\_remark is null for ADMIN\$ and IPC\$ share names. The shi1\_remark pointer is a 32 bit pointer. The higher 16 bits need to be ignored. The converter word returned in the parameters section needs to be subtracted from the lower 16 bits to calculate an offset into the return buffer where this ASCII string resides.

In case there are multiple SHARE\_INFO\_1 data structures to return, the server may put all these fixed length structures in the return buffer, leave some space and then put all the variable length data (the actual value of the shi1\_remark strings) at the end of the buffer.

There is no auxiliary data to receive.

## 6. NetServerEnum2

The **NetServerEnum2** RAP service lists all computers of the specified type or types that are visible in the specified domains. It may also enumerate domains. The definition is:

```
unsigned short NetServerEnum2 (
    unsigned short    sLevel,
    RCVBUF            pbBuffer,
    RCVBUFLen         cbBuffer,
    ENTCOUNT           pcEntriesRead,
    unsigned short     *pcTotalAvail,
    unsigned long      fServerType,
    char               *pszDomain,
);
```

where:

sLevel specifies the level of detail (0 or 1) requested.

pbBuffer points to the buffer to receive the returned data. If the function is successful, the buffer contains a sequence of **server\_info\_x** structures, where x is 0 or 1, depending on the level of detail requested.

cbBuffer specifies the size, in bytes, of the buffer pointed to by the *pbBuffer* parameter.

pcEntriesRead points to a 16 bit variable that receives a count of the number of servers enumerated in the buffer. This count is valid only if **NetServerEnum2** returns the NERR\_Success or ERROR\_MORE\_DATA values.

pcTotal Avail points to a 16 bit variable that receives a count of the total number of available entries. This count is valid only if **NetServerEnum2** returns the NERR\_Success or ERROR\_MORE\_DATA values.

fServerType specifies the type or types of computers to enumerate. Computers that match at least one of the specified types are returned in the buffer. Possible values are defined in the request parameters section.

pszDomain points to a null-terminated string that contains the name of the workgroup in which to enumerate computers of the specified type or types. If the *pszDomain* parameter is a null string or a null pointer, servers are enumerated for the current domain of the computer.

## Transaction Request Parameters section

The Transaction request parameters section in this instance contains:

- The 16 bit function number for NetServerEnum2 which is 104.
- The parameter descriptor string which is "WrLehDz".
- The data descriptor string for the (returned) data which is "B16" for level detail 0 or "B16BBDz" for level detail 1.
- The actual parameters as described by the parameter descriptor string.

The parameters are:

- A 16 bit integer with a value of 0 or 1 (corresponding to the "W" in the parameter descriptor string. This represents the level of detail the server is expected to return
- A 16 bit integer that contains the size of the receive buffer.
- A 32 bit integer that represents the type of servers the function should enumerate. The possible values may be any of the following or a combination of the following:

SV_TYPE_WORKSTATION	0x00000001	All workstations
SV_TYPE_SERVER	0x00000002	All servers
SV_TYPE_SQLSERVER	0x00000004	Any server running with SQL server
SV_TYPE_DOMAIN_CTRL	0x00000008	Primary domain controller
SV_TYPE_DOMAIN_BAKCTRL	0x00000010	Backup domain controller
SV_TYPE_TIME_SOURCE	0x00000020	Server running the timesource service
SV_TYPE_AFP	0x00000040	Apple File Protocol servers
SV_TYPE_NOVELL	0x00000080	Novell servers
SV_TYPE_DOMAIN_MEMBER	0x00000100	Domain Member
SV_TYPE_PRINTQ_SERVER	0x00000200	Server sharing print queue
SV_TYPE_DIALIN_SERVER	0x00000400	Server running dialin service.
SV_TYPE_XENIX_SERVER	0x00000800	Xenix server
SV_TYPE_NT	0x00001000	NT server
SV_TYPE_WFW	0x00002000	Server running Windows for Workgroups
SV_TYPE_SERVER_NT	0x00008000	Windows NT non DC server
SV_TYPE_POTENTIAL_BROWSER	0x00010000	Server that can run the browser service
SV_TYPE_BACKUP_BROWSER	0x00020000	Backup browser server
SV_TYPE_MASTER_BROWSER	0x00040000	Master browser server
SV_TYPE_DOMAIN_MASTER	0x00080000	Domain Master Browser server
SV_TYPE_LOCAL_LIST_ONLY	0x40000000	Enumerate only entries marked "local"
SV_TYPE_DOMAIN_ENUM	0x80000000	Enumerate Domains. The pszServer and pszDomain parameters must be NULL.

- A null terminated ASCII string representing the pszDomain parameter described above

## Transaction Request Data section

There is no data or auxiliary data to send as part of the request.

## Transaction Response Parameters section

The transaction response parameters section consists of:

- A 16 bit word indicating the return status. The possible values are:

Code	Value	Description
NERR_Success	0	No errors encountered
ERROR_MORE_DATA	234	Additional data is available
NERR_ServerNotStarted	2114	The RAP service on the remote computer is not running

NERR\_BadTransactConfig                      2141              The server is not configured for transactions, IPC\$ is not shared

- A 16 bit "converter" word.
- A 16 bit number representing the number of entries returned.
- A 16 bit number representing the total number of available entries. If the supplied buffer is large enough, this will equal the number of entries returned.

## Transaction Response Data section

The return data section consists of a number of SHARE\_INFO\_1 structures. The number of such structures present is determined by the third entry (described above) in the return parameters section.

At level detail 0, the Transaction response data section contains a number of SERVER\_INFO\_0 data structure. The number of such structures is equal to the 16 bit number returned by the server in the third parameter in the Transaction response parameter section. The SERVER\_INFO\_0 data structure is defined as:

```
struct SERVER_INFO_0 {
    char        sv0_name[16];
};
```

where:

sv0\_name is a null-terminated string that specifies the name of a computer or domain .

At level detail 1, the Transaction response data section contains a number of SERVER\_INFO\_1 data structure. The number of such structures is equal to the 16 bit number returned by the server in the third parameter in the Transaction response parameter section. The SERVER\_INFO\_1 data structure is defined as:

```
struct SERVER_INFO_1 {
    char        sv1_name[16];
    char        sv1_version_major;
    char        sv1_version_minor;
    unsigned long sv1_type;
    char        *sv1_comment_or_master_browser;
};
```

sv1\_name contains a null-terminated string that specifies the name of a computer.

sv1\_version\_major specifies the major release version number of the networking software the server is running. This is entirely informational and something the caller of the NetServerEnum2 function gets to see.

sv1\_version\_minor specifies the minor release version number of the networking software the server is running. This is entirely informational and something the caller of the NetServerEnum2 function gets to see.

sv1\_type specifies the type of software the computer is running. The member can be one or a combination of the values defined above in the Transaction request parameters section for fServerType.

sv1\_comment\_or\_master\_browser points to a null-terminated string. If the sv1\_type indicates that the entry is for a domain, this specifies the name of the domain master browser; otherwise, it specifies a comment describing the server. The comment can be a null string or the pointer may be a null pointer.

In case there are multiple SERVER\_INFO\_1 data structures to return, the server may put all these fixed length structures in the return buffer, leave some space and then put all the variable length data (the actual value of the sv1\_comment strings) at the end of the buffer.

There is no auxiliary data to receive.

## 7. NetServerGetInfo

The NetServerGetInfo function returns information about the specified server. The definition is:

```
unsigned short NetServerGetInfo(
    unsigned short    sLevel;
    RCVBUF           pbBuffer;
    RCVBUFLen        cbBuffer;
    unsigned short    *pcbTotalAvail;
);
```

where:

sLevel specifies the level of detail returned. (Legal values are 0 and 1)

pbBuffer points to the buffer to receive the returned data.

cbBuffer specifies the size, in bytes, of the buffer pointed to by the *pbBuffer* parameter.

pcbTotalAvail points to a 16 bit variable that receives a count of the total number of bytes of information available. This count is valid only if **NetServerGetInfo** returns the NERR\_Success or ERROR\_MORE\_DATA values.

The return value is one of the following:

### Transaction Request Parameters section

The Transaction request parameters section in this instance contains:

- The 16 bit function number for NetServerGetInfo which is 13.
- The parameter descriptor string which is "WrLh"
- The data descriptor string for the (returned) data which is "B16" for level detail 0 or "B16BBDz" for level detail 1.
- The actual parameters as described by the parameter descriptor string.

The parameters are:

- A 16 bit integer with a value of 0 or 1 (corresponding to the "W" in the parameter descriptor string. This represents the level of detail the server is expected to return
- A 16 bit integer that contains the size of the receive buffer.

### Transaction Request Data section

There is no data or auxiliary data to send as part of the request.

### Transaction Response Parameters section

The transaction response parameters section consists of:

- A 16 bit word indicating the return status. The possible values are:

Code	Value	Description
NERR_Success	0	No errors encountered
ERROR_MORE_DATA	234	Additional data is available
NERR_ServerNotStarted	2114	The RAP service on the remote computer is not running
NERR_BadTransactConfig	2141	The server is not configured for transactions, IPC\$ is not

shared

- A 16 bit "converter" word.
- A 16 bit number representing the total number of available bytes. This has meaning only if the return status is NERR\_Success or ERROR\_MORE\_DATA. In case of success, this will indicate the number of useful bytes available. In case of failure, this indicates the required size of the receive buffer.

## Transaction Response Data section

At level detail 0, the Transaction response data section contains a SERVER\_INFO\_0 data structure. The SERVER\_INFO\_0 data structure is defined in section 7.4

At level detail 1, the Transaction response data section contains a SERVER\_INFO\_1 data structure. The SERVER\_INFO\_1 data structure is defined in section 7.4

There is no auxiliary data to receive.

## 8. NetShareGetInfo

The NetShareGetInfo function retrieves information about a particular shared resource on a CIFS server. The definition is:

```
unsigned short NetShareGetInfo(
    char                *pszNetName;
    unsigned short      sLevel;
    RCVBUF              pbBuffer;
    RCVBUFLen           cbBuffer;
    unsigned short      *pcbTotalAvail;
);
```

where:

pszNetName points to an ASCII null-terminated string specifying the name of the shared resource for which information should be retrieved.

sLevel specifies the level of detail returned. (Legal values are 0, 1 and 2)

pbBuffer points to the buffer to receive the returned data.

cbBuffer specifies the size, in bytes, of the buffer pointed to by the *pbBuffer* parameter.

pcbTotalAvail points to a 16 bit variable that receives a count of the total number of bytes of information available. This count is valid only if **NetShareGetInfo** returns the NERR\_Success or ERROR\_MORE\_DATA values.

## Transaction Request Parameters section

The Transaction request parameters section in this instance contains:

- The 16 bit function number for NetServerGetInfo which is 1.
- The parameter descriptor string which is "zWrLh"
- The data descriptor string for the (returned) data which is "B13" for level detail 0 or "B13BWz" for level detail 1 or "B13BWzWWWzB9B" for level detail 2.
- The actual parameters as described by the parameter descriptor string.

The parameters are:

- A null terminated ASCII string indicating the share for which information should be retrieved.
- A 16 bit integer with a value of 0, 1 or 2 (corresponding to the "W" in the parameter descriptor string. This represents the level of detail the server is expected to return
- A 16 bit integer that contains the size of the receive buffer.

## Transaction Request Data section

There is no data or auxiliary data to send as part of the request.

## Transaction Response Parameters section

The transaction response parameters section consists of:

- A 16 bit word indicating the return status. The possible values are:

Code	Value	Description
NERR_Success	0	No errors encountered
ERROR_MORE_DATA	234	Additional data is available
NERR_ServerNotStarted	2114	The RAP service on the remote computer is not running
NERR_BadTransactConfig	2141	The server is not configured for transactions, IPC\$ is not shared

- A 16 bit "converter" word.
- A 16 bit number representing the total number of available bytes. This has meaning only if the return status is NERR\_Success or ERROR\_MORE\_DATA. Upon success, this number indicates the number of useful bytes available. Upon failure, this indicates how big the receive buffer needs to be.

## Transaction Response Data section

At level detail 0, the Transaction response data section contains a SHARE\_INFO\_0 data structure, which is defined as:

```
struct SHARE_INFO_0 {
    char          shi0_netname[13]
}
```

where:

shi0\_netname contains an ASCIIZ string that specifies the share name of the resource.

At level detail 1, the Transaction response data section contains a SHARE\_INFO\_1 data structure, which is defined as:

```
struct SHARE_INFO_1 {
    char          shi1_netname[13]
    char          shi1_pad;
    unsigned short shi1_type
    char          *shi1_remark;
}
```

where

shi1\_netname contains an ASCIIZ string that specifies the share name of the resource.

shi1\_pad aligns the next data structure element to a word boundary.

shi1\_type contains an integer that specifies the type of the shared resource. The possible values are:

Name	Value	Description
STYPE_DISKTREE	0	Disk Directory Tree
STYPE_PRINTQ	1	Printer Queue
STYPE_DEVICE	2	Communications device
STYPE_IPC	3	Inter process communication (IPC)

shi1\_remark points to a null-terminated string that specifies a comment describing the share. The comment can be a null string or the pointer may be a null pointer.

The shi1\_remark pointer is a 32 bit pointer. The higher 16 bits must be ignored. The converter word returned in the parameters section needs to be subtracted from the lower 16 bits to calculate an offset into the return buffer where this ASCII string resides.

At level detail 2, the Transaction response data section contains a SHARE\_INFO\_2 data structure, which is defined as:

```
struct SHARE_INFO_2 {
    char          shi2_netname[13]
    char          shi2_pad;
    unsigned short shi2_type
    char *        shi2_remark;
    unsigned short shi2_permissions;
    unsigned short shi2_max_uses;
    unsigned short shi2_current_uses;
    unsigned short shi2_path;
    unsigned short shi2_passwd[9]
    unsigned short shi2_pad2;
}
```

where

shi2\_netname contains a null terminated ASCII string that specifies the share name of the resource.

shi2\_pad aligns the next data structure element to a word boundary.

shi2\_type contains an integer that specifies the type of the shared resource. The possible values are:

Name	Value	Description
STYPE_DISKTREE	0	Disk Directory Tree
STYPE_PRINTQ	1	Printer Queue
STYPE_DEVICE	2	Communications device
STYPE_IPC	3	Inter process communication (IPC)

shi2\_remark is a pointer to a null terminated ASCII string specifying a comment for the share

shi2\_permissions specifies the permissions on the shared resource if the CIFS server is operating with share level security. The values this element can take are defined as a series of bit masks that may be OR'ed with each other. The bit mask values are:

Name	Bit Mask Value	Description
ACCESS_READ	0x01	Permission to read & execute from resource
ACCESS_WRITE	0x02	Permission to write data to resource
ACCESS_CREATE	0x04	Permission to create an instance of the resource
ACCESS_EXEC	0x08	Permission to execute from resource
ACCESS_DELETE	0x10	Permission to delete the resource

ACCESS_ATTRIB	0x20	Permission to modify the resource attributes such as date & time of last modification, etc
ACCESS_PERM	0x40	Permission to change permissions on the resource
ACCESS_ALL	0x7F	All of the above permissions

shi2\_max\_uses specifies the maximum number of current uses the shared resource can accommodate. A Value of -1 indicates there is no limit.

shi2\_current\_uses specifies the current number of connections to the resource

shi2\_path point to an ASCIIZ string that contains the local (on the remote CIFS server) path name of the shared resource.

- For printer resources, shi2\_path specifies the name of the printer queue being shared
- For disk devices, shi2\_path specifies the path being shared
- For communication device queues, shi2\_path specifies the name of the of the communication device
- For ADMIN\$ or IPC\$ resources, shi2\_path must be a null pointer

shi2\_passwd specifies the password for the resource in case the CIFS server is running with share level security. For CIFS servers running with user level security, this field is set to null and is ignored.

shi2\_pad2 is just a pad byte

All of the pointers to an ASCII string in this data structure (shi2\_remark and shi2\_path) need to be treated specially. The pointer is a 32 bit pointer. The higher 16 bits need to be ignored. The converter word returned in the parameters section needs to be subtracted from the lower 16 bits to calculate an offset into the return buffer where this ASCII string resides.

There is no auxiliary data in the response.

## 9. NetWkstaUserLogon

This is a function executed on a remote CIFS server to log on a user. The purpose is to perform checks such as whether the specified user is permitted to logon from the specified computer, whether the specified user is permitted to log on at the given moment, etc. as well as perform housekeeping and statistics updates.

There is a password field in the parameters for this function. However, this field is always set to null before the function is sent on the wire, in order to preserve security. The remote CIFS server ignores this meaningless password that is sent. The remote CIFS server ensures security by checking that the user name and computer name that are in the request parameters are the same used to establish the session and connection to the IPC\$ share on the remote CIFS server.

The definition is:

```

unsigned short NetWkstaUserLogon(
    char          *reserved1;
    char          *reserved2;
    unsigned short sLevel;
    BYTE          bReqBuffer[54];
    unsigned short cbReqBuffer;
    RCVBUF        pbBuffer;
    RCVBUFLen     cbBuffer;
    unsigned short *pcbTotalAvail;
);

```

where:

reserved1 and reserved2 are reserved fields and must be null.

sLevel specifies the level of detail returned. The only legal value is 1.

pbReqBuffer points to the request buffer. This buffer contains parameters that need to be sent to the server. The actual value and structure is defined in the Transaction Request Parameters section.

cbReqBuffer specifies the size, in bytes, of the buffer pointed to by the *pbReqBuffer* parameter. The value must be decimal 54.

pbBuffer points to the buffer to receive the returned data.

cbBuffer specifies the size, in bytes, of the buffer pointed to by the *pbBuffer* parameter.

pcbTotalAvail is a pointer to an unsigned short which gets filled with the total number of data bytes available if the function succeeds.

## Transaction Request Parameters section

The Transaction request parameters section in this instance contains:

- The 16 bit function number for NetWkstaUserLogon which is 132.
- The parameter descriptor string which is "zzWb54WrLh"
- The data descriptor string for the (returned) data which is "WB21BWDWWDDDDDDDDzzzD"
- The actual parameters as described by the parameter descriptor string.

The parameters are:

- A null pointer
- Another null pointer
- A 16 bit integer with a value of 1 (corresponding to the "W" in the parameter descriptor string. This represents the level of detail the server is expected to return)
- a byte array of length 54 bytes. These 54 bytes are defined as
 

```
char wlreq1_name[21];           // User Name
char wlreq1_pad1;               //Pad next field to a word boundary
char wlreq1_password[15];      //Password, set to null, ignored by server
char wlreq1_pad2;               //Pad next field to word boundary
char wlreq1_workstation[16];    //ASCII name of computer
```
- A 16 bit integer with a value of 54
- A 16 bit integer that contains the size of the receive buffer

## Transaction Request Data section

There is no data or auxiliary data to send as part of the request.

## Transaction Response Parameters section

The transaction response parameters section consists of:

- A 16 bit word indicating the return status. The possible values are:

Code	Value	Description
NERR_Success	0	No errors encountered
ERROR_ACCESS_DENIED	5	User has insufficient privilege
NERR_LogonScriptError	2212	An error occurred while loading or running the logon script

NERR_StandaloneLogon	2214	The logon was not validated by any server
NERR_NonValidatedLogon	2217	The logon server is running an older software version and cannot validate the logon
NERR_InvalidWorkstation	2240	The user is not allowed to logon from this computer
NERR_InvalidLogonHours	2241	The user is not allowed to logon at this time
NERR_PasswordExpired	2242	The user password has expired

- A 16 bit "converter" word.
- A 16 bit number representing the total number of available bytes. This has meaning only if the return status is NERR\_Success or ERROR\_MORE\_DATA. Upon success, this number indicates the number of useful bytes available. Upon failure, this indicates how big the receive buffer needs to be.

## Transaction Response Data section

The Transaction response data section contains a data structure user\_logon\_info\_1 which is defined as:

```
struct user_logon_info_1 {
    unsigned short    usrlog1_code;
    char              usrlog1_eff_name[21];
    char              usrlog1_pad_1;
    unsigned short    usrlog1_priv;
    unsigned long     usrlog1_auth_flags;
    unsigned short    usrlog1_num_logons;
    unsigned short    usrlog1_bad_pw_count;
    unsigned long     usrlog1_last_logon;
    unsigned long     usrlog1_last_logoff;
    unsigned long     usrlog1_logoff_time;
    unsigned long     usrlog1_kickoff_time;
    long              usrlog1_password_age;
    unsigned long     usrlog1_pw_can_change;
    unsigned long     usrlog1_pw_must_change;
    char              *usrlog1_computer;
    char              *usrlog1_domain;
    char              *usrlog1_script_path;
    unsigned long     usrlog1_reserved1;
};
```

where:

usrlog1\_code specifies the result and can have the following values:

Code	Value	Description
NERR_Success	0	No errors encountered
ERROR_ACCESS_DENIED	5	User has insufficient privilege
NERR_LogonScriptError	2212	An error occurred while loading or running the logon script
NERR_StandaloneLogon	2214	The logon was not validated by any server
NERR_NonValidatedLogon	2217	The logon server is running an older software version and cannot validate the logon
NERR_InvalidWorkstation	2240	The user is not allowed to logon from this computer
NERR_InvalidLogonHours	2241	The user is not allowed to logon at this time
NERR_PasswordExpired	2242	Administrator privilege

usrlog1\_eff\_name specifies the account to which the user was logged on

usrlog1\_pad1 aligns the next data structure element to a word boundary

usrlog1\_priv specifies the user's privilege level. The possible values are:

Name	Value	Description
USER_PRIV_GUEST	0	Guest privilege
USER_PRIV_USER	1	User privilege
USER_PRIV_ADMIN	2	Administrator privilege

usrlog1\_auth\_flags specifies the account operator privileges. The possible values are:

Name	Value	Description
AF_OP_PRINT	0	Print operator
AF_OP_COMM	1	Communications operator
AF_OP_SERVER	2	Server operator
AF_OP_ACCOUNTS	3	Accounts operator

usrlog1\_num\_logons specifies the number of times this user has logged on. A value of -1 means the number of logons is unknown.

usrlog1\_bad\_pw\_count specifies the number of incorrect passwords entered since the last successful logon.

usrlog1\_last\_logon specifies the time when the user last logged on. This value is stored as the number of seconds elapsed since 00:00:00, January 1, 1970.

usrlog1\_last\_logoff specifies the time when the user last logged off. This value is stored as the number of seconds elapsed since 00:00:00, January 1, 1970. A value of 0 means the last logoff time is unknown.

usrlog1\_logoff\_time specifies the time when the user should logoff. This value is stored as the number of seconds elapsed since 00:00:00, Jan 1, 1970. A value of -1 means the user never has to logoff.

usrlog1\_kickoff\_time specifies the time when the user will be logged off by the system. This value is stored as the number of seconds elapsed since 00:00:00, Jan 1, 1970. A value of -1 means the system will never logoff the user.

usrlog1\_password\_age specifies the time in seconds since the user last changed his/her password.

usrlog1\_password\_can\_change specifies the time when the user can change the password. This value is stored as the number of seconds elapsed since 00:00:00, Jan 1, 1970. A value of -1 means the user can never change the password.

usrlog1\_password\_must\_change specifies the time when the user must change the password. This value is stored as the number of seconds elapsed since 00:00:00, Jan 1, 1970.

usrlog1\_computer specifies the computer where the user is logged on.

usrlog1\_script\_path specifies the relative path to the user logon script.

usrlog1\_reserved is reserved with an undefined value.

The following table defines the valid fields in the user\_logon\_info\_1 structure based upon the return values::

function return code	usrlog1_code element	Valid elements of logoff_info_1
NERR_Success	NERR_Success	All
NERR_Success	NERR_StandaloneLogon	None except usrlog1_code
ERROR_ACCESS_DENIED	NERR_PasswordExpired	None except usrlog1_code

ERROR_ACCESS_DENIED	NERR_InvalidWorkstation	None except usrlog1_code
ERROR_ACCESS_DENIED	NERR_InvalidLogonhours	None except usrlog1_code
ERROR_ACCESS_DENIED	NERR_LogonScriptError	None except usrlog1_code
ERROR_ACCESS_DENIED	ERROR_ACCESS_DENIED	None except usrlog1_code
All other errors	None; the code is meaningless	None

All of the pointers in this data structure need to be treated specially. The `pointer` is a 32 bit pointer. The higher 16 bits need to be ignored. The converter word returned in the parameters section needs to be subtracted from the lower 16 bits to calculate an offset into the return buffer where this ASCII string resides.

There is no auxiliary data in the response.

## 10. NetWkstaUserLogoff

This is a function executed on a remote CIFS server to log on a user. The purpose is to perform some checks and accomplish housekeeping and statistics updates.

The definition is:

```

unsigned short NetWkstaUserLogoff(
  char          *reserved1;
  char          *reserved2;
  unsigned short sLevel;
  BYTE          bReqBuffer[54];
  unsigned short cbReqBuffer;
  REQBUF        pbBuffer;
  REQBUFLen     cbBuffer;
  unsigned short *pcbTotalAvail;
);

```

where:

`reserved1` and `reserved2` are reserved fields and must be null.

`sLevel` specifies the level of detail returned. The only legal value is 1.

`pbReqBuffer` points to the request buffer. This buffer contains parameters that need to be sent to the server. The actual value and structure is defined in the Transaction Request Parameters section.

`cbReqBuffer` specifies the size, in bytes, of the buffer pointed to by the `pbReqBuffer` parameter. The value must be decimal 54.

`pbBuffer` points to the buffer to receive the returned data.

`cbBuffer` specifies the size, in bytes, of the buffer pointed to by the `pbBuffer` parameter.

`pcbTotalAvail` is a pointer to an unsigned short which gets filled with the total number of data bytes available if the function succeeds.

## Transaction Request Parameters section

The Transaction request parameters section in this instance contains:

- The 16 bit function number for `NetWkstaUserLogoff` which is 133.
- The parameter descriptor string which is "zzWb38WrLh"

- The data descriptor string for the (returned) data which is "WDW"
- The actual parameters as described by the parameter descriptor string.

The parameters are:

- A null pointer
- Another null pointer
- A 16 bit integer with a value of 1 (corresponding to the "W" in the parameter descriptor string. This represents the level of detail the server is expected to return)
- An array of length 38 bytes. These 38 bytes are defined as
 

```
char      wlreq1_name[21];          // User Name
char      wlreq1_pad1;              //Pad next field to a word boundary
char      wlreq1_workstation[16];   //ASCII name of computer
```
- A 16 bit integer with a value of decimal 38.
- A 16 bit integer that contains the size of the receive buffer

## Transaction Request Data section

There is no data or auxiliary data to send as part of the request.

## Transaction Response Parameters section

The transaction response parameters section consists of:

- A 16 bit word indicating the return status. The possible values are:

Code	Value	Description
NERR_Success	0	No errors encountered
NERR_StandaloneLogon	2214	The logon was not validated by any server
NERR_NonValidatedLogon	2217	The logon server is running an older software version and cannot validate the logoff

- A 16 bit "converter" word.
- A 16 bit number representing the total number of available bytes. This has meaning only if the return status is NERR\_Success or ERROR\_MORE\_DATA. Upon success, this number indicates the number of useful bytes available. Upon failure, this indicates how big the receive buffer needs to be.

## Transaction Response Data section

The Transaction response data section contains a data structure user\_logoff\_info\_1 which is defined as:

```
struct user_logoff_info_1 {
    unsigned short  usrlogfl_code;
    unsigned long   usrlogfl_duration;
    unsigned short  usrlogfl_num_logons;
};
```

where:

usrlogfl\_code specifies the result and can have the following values:

Code	Value	Description
NERR_Success	0	No errors encountered
ERROR_ACCESS_DENIED	5	User has insufficient privilege
NERR_InvalidWorkstation	2240	The user is not allowed to logon from this computer

usrlogf1\_duration specifies the time in number of seconds for which the user was logged

usrlogf1\_num\_logons specifies the number of times this user has logged on. A value of -1 indicates the number is unknown.

The following table defines the valid fields in the logoff\_info\_1 structure based upon the return values::

function return code	usrlogf1_code element	Valid elements of logoff_info_1
NERR_Success	NERR_Success	All
NERR_Success	NERR_StandaloneLogon	None except usrlogf1_code
All other errors	None; the code is meaningless	None

There is no auxiliary data in the response.

## 11. NetUserGetInfo

This is a function executed on a remote CIFS server to obtain detailed information about a particular user.

The definition is:

```

unsigned short NetUserGetInfo(
    char                *pszUser;
    unsigned short      sLevel;
    RCVBUF              pBuffer;
    RCVBUFLen           cbBuffer;
    unsigned short      *pcbTotalAvail;
);

```

where:

pszUser points to a null terminated ASCII string signifying the name of the user for which information should be retrieved.

sLevel specifies the level of detail returned. The only legal value is 11.

pBuffer points to the buffer to receive the returned data.

cbBuffer specifies the size, in bytes, of the buffer pointed to by the *pbBuffer* parameter.

pcbTotalAvail is a pointer to an unsigned short which gets filled with the total number of data bytes available if the function succeeds.

## Transaction Request Parameters section

The Transaction request parameters section in this instance contains:

- The 16 bit function number for NetUserGetInfo which is 56.
- The parameter descriptor string which is "zWrLh"
- The data descriptor string for the (returned) data which is "B21BzzzWDDzzDDWWzWzDWb21W"
- The actual parameters as described by the parameter descriptor string.

The parameters are:

- A null terminated ASCII string indicating the user for which information should be retrieved.

- A 16 bit integer with a value of decimal 11 (corresponding to the "W" in the parameter descriptor string. This represents the level of detail the server is expected to return)
- A 16 bit integer that contains the size of the receive buffer

## Transaction Request Data section

There is no data or auxiliary data to send as part of the request.

## Transaction Response Parameters section

The transaction response parameters section consists of:

- A 16 bit word indicating the return status. The possible values are:

Code	Value	Description
NERR_Success	0	No errors encountered
ERROR_ACCESS_DENIED	5	User has insufficient privilege
ERROR_MORE_DATA	234	additional data is available
NERR_BufTooSmall	2123	The supplied buffer is too small
NERR_UserNotFound	2221	The user name was not found

- A 16 bit "converter" word.
- A 16 bit number representing the total number of available bytes. This has meaning only if the return status is NERR\_Success or ERROR\_MORE\_DATA. Upon success, this number indicates the number of useful bytes available. Upon failure, this indicates how big the receive buffer needs to be.

## Transaction Response Data section

The Transaction response data section contains a data structure user\_logon\_info\_1 which is defined as:

```
struct user_info_11 {
    char        usr11_name[21];
    char        usr11_pad;
    char        *usr11_comment;
    char        *usr11_usr_comment;
    unsigned short  usr11_priv;
    unsigned long  usr11_auth_flags;
    long          usr11_password_age;
    char          *usr11_homedir;
    char          *usr11_parms;
    long          usr11_last_logon;
    long          usr11_last_logoff;
    unsigned short  usr11_bad_pw_count;
    unsigned short  usr11_num_logons;
    char          *usr11_logon_server;
    unsigned short  usr11_country_code;
    char          *usr11_workstations;
    unsigned long  usr11_max_storage;
    unsigned short  usr11_units_per_week;
    unsigned char  *usr11_logon_hours;
    unsigned short  usr11_code_page;
};
```

where:

usr11\_name specifies the user name for which information is retrieved

usr11\_pad aligns the next data structure element to a word boundary

usr11\_comment is a null terminated ASCII comment

usr11\_user\_comment is a null terminated ASCII comment about the user

usr11\_priv specifies the level of the privilege assigned to the user. The possible values are:

Name	Value	Description
USER_PRIV_GUEST	0	Guest privilege
USER_PRIV_USER	1	User privilege
USER_PRIV_ADMIN	2	Administrator privilege

usr11\_auth\_flags specifies the account operator privileges. The possible values are:

Name	Value	Description
AF_OP_PRINT	0	Print operator
AF_OP_COMM	1	Communications operator
AF_OP_SERVER	2	Server operator
AF_OP_ACCOUNTS	3	Accounts operator

usr11\_password\_age specifies how many seconds have elapsed since the password was last changed.

usr11\_home\_dir points to a null terminated ASCII string that contains the path name of the user's home directory.

usr11\_parms points to a null terminated ASCII string that is set aside for use by applications.

usr11\_last\_logon specifies the time when the user last logged on. This value is stored as the number of seconds elapsed since 00:00:00, January 1, 1970.

usr11\_last\_logoff specifies the time when the user last logged off. This value is stored as the number of seconds elapsed since 00:00:00, January 1, 1970. A value of 0 means the last logoff time is unknown.

usr11\_bad\_pw\_count specifies the number of incorrect passwords entered since the last successful logon.

usr11\_log1\_num\_logons specifies the number of times this user has logged on. A value of -1 means the number of logons is unknown.

usr11\_logon\_server points to a null terminated ASCII string that contains the name of the server to which logon requests are sent. A null string indicates logon requests should be sent to the domain controller.

usr11\_country\_code specifies the country code for the user's language of choice.

usr11\_workstations points to a null terminated ASCII string that contains the names of workstations the user may log on from. There may be up to 8 workstations, with the names separated by commas. A null string indicates there are no restrictions.

usr11\_max\_storage specifies the maximum amount of disk space the user can occupy. A value of 0xffffffff indicates there are no restrictions.

`usr11_units_per_week` specifies the equal number of time units into which a week is divided. This value must be equal to 168.

`usr11_logon_hours` points to a 21 byte (168 bits) string that specifies the time during which the user can log on. Each bit represents one unique hour in a week. The first bit (bit 0, word 0) is Sunday, 0:00 to 0:59, the second bit (bit 1, word 0) is Sunday, 1:00 to 1:59 and so on. A null pointer indicates there are no restrictions.

`usr11_code_page` specifies the code page for the user's language of choice

All of the pointers in this data structure need to be treated specially. The `pointer` is a 32 bit pointer. The higher 16 bits need to be ignored. The converter word returned in the parameters section needs to be subtracted from the lower 16 bits to calculate an offset into the return buffer where this ASCII string resides.

There is no auxiliary data in the response.

## 12. Author's Addresses

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## 13. Appendix A

### Transaction SMBs

These SMBs are used both to retrieve bulk data from the server (e.g.: enumerate shares, etc.) and to change the server's state (EG: add a new share, change file permissions, etc.) Transaction requests are also unusual because they can have a multiple part request and/or a multiple part response. For this reason, transactions are handled as a set of sequenced commands to the server. Each part of a request is sent as a sequenced command using the same *Mid* value and an increasing *Seq* value. The server responds to each request piece except the last one with a response indicating that the server is ready for the next piece. The last piece is responded to with the first piece of the result data. The client then sends a transaction secondary SMB with *ParameterDisplacement* set to the number of parameter bytes received so far and *DataDisplacement* set to the number of data bytes received so far and *ParameterCount*, *ParameterOffset*, *DataCount*, and *DataOffset* set to zero (0). The server responds with the next piece of the transaction result. The process is repeated until all of the response information has been received. When the transaction has been completed, the redirector must send another sequenced command (an echo SMB will do fine) to the server to allow the server to know that the final piece was received and that resources allocated to the transaction command may be released.

The flow is as follows, where (S) is the *SequenceNumber*, (N) is the number of request packets to be sent from the client to the server, and (M) is the number of response packets to be sent by the server to the client:

Client =====	<-> ===	Server =====
SMB(S) Transact	->	
	<-	OK (S) send more data
[ repeat N-1 times: SMB(S+1) Transact secondary	->	
	<-	OK (S+1) send more data

SMB(S+N-1)		
]		
[ repeat M-1 times:	<-	OK (S+N-1) transaction response (1)
SMB(S+N) Transact secondary	->	
	<-	OK (S+N) transaction response (2)
SMB(S+N+M-2) Transact secondary	->	
	<-	OK (S+N+M-2] transaction response (M)
]		
SMB(S+N+M-1) Echo	->	
	<-	OK (S+N+M-1) echoed

In order to allow the server to detect clients which have been powered off, have crashed, etc., the client must send commands to the server periodically if it has resources open on the server. If nothing has been received from a client for awhile, the server will assume that the client is no longer running and disconnect the client. This includes closing any files that the client had open at the time and releasing any resources being used on behalf of the client. Clients should at least send an echo SMB to the server every four (4) minutes if there is nothing else to send. The server will disconnect clients after a configurable amount of time which cannot be less than five (5) minutes. (Note: the NT server has a default timevalue of 15 minutes.)

### 13.1.1 TRANSACTIONS

SMB\_COM\_TRANSACTION performs a symbolically named transaction. This transaction is known only by a name (no file handle used). SMB\_COM\_TRANSACTION2 likewise performs a transaction, but a word parameter is used to identify the transaction instead of a name. SMB\_COM\_NT\_TRANSACTION is used for commands that potentially need to transfer a large amount of data (greater than 64K bytes).

#### 13.1.1.1 SMB\_COM\_TRANSACTION AND SMB\_COM\_TRANSACTION2 FORMATS

Primary Client Request =====	Description =====
Command	SMB_COM_TRANSACTION or SMB_COM_TRANSACTION2
UCHAR WordCount;	Count of parameter words; value = (14 + SetupCount)
USHORT TotalParameterCount;	Total parameter bytes being sent
USHORT TotalDataCount;	Total data bytes being sent
USHORT MaxParameterCount;	Max parameter bytes to return
USHORT MaxDataCount;	Max data bytes to return
UCHAR MaxSetupCount;	Max setup words to return
UCHAR Reserved;	
USHORT Flags;	Additional information: bit 0 - also disconnect TID in TID bit 1 - one-way transaction (no resp)
ULONG Timeout;	
USHORT Reserved2;	
USHORT ParameterCount;	Parameter bytes sent this buffer
USHORT ParameterOffset;	Offset (from header start) to Parameters
USHORT DataCount;	Data bytes sent this buffer
USHORT DataOffset;	Offset (from header start) to data
UCHAR SetupCount;	Count of setup words
UCHAR Reserved3;	Reserved (pad above to word)
USHORT Setup[SetupCount];	Setup words (# = SetupWordCount)
USHORT ByteCount;	Count of data bytes
STRING Name[];	Name of transaction (NULL if SMB_COM_TRANSACTION2)
UCHAR Pad[];	Pad to SHORT or LONG

UCHAR Parameters[ParameterCount]; UCHAR Pad1[]; UCHAR Data[ DataCount ];	Parameter bytes (# = ParameterCount) Pad to SHORT or LONG Data bytes (# = DataCount)
--	--

Interim Server Response =====	Description =====
UCHAR WordCount; USHORT ByteCount;	Count of parameter words = 0 Count of data bytes = 0

Secondary Client Request =====	Description =====
Command	SMB_COM_TRANSACTION_SECONDARY
UCHAR WordCount; USHORT TotalParameterCount; USHORT TotalDataCount; USHORT ParameterCount; USHORT ParameterOffset; USHORT ParameterDisplacement; USHORT DataCount; USHORT DataOffset; USHORT DataDisplacement; USHORT Fid;  USHORT ByteCount; UCHAR Pad[]; UCHAR Parameters[ParameterCount]; UCHAR Pad1[]; UCHAR Data[DataCount];	Count of parameter words = 8 Total parameter bytes being sent Total data bytes being sent Parameter bytes sent this buffer Offset (from header start) to Parameters Displacement of these Parameter bytes Data bytes sent this buffer Offset (from header start) to data Displacement of these data bytes <i>FID</i> for handle based requests, else 0xFFFF. This field is present only if this is an SMB_COM_TRANSACTION2 request. Count of data bytes Pad to SHORT or LONG Parameter bytes (# = ParameterCount) Pad to SHORT or LONG Data bytes (# = DataCount)

Server Response =====	Description =====
UCHAR WordCount; USHORT TotalParameterCount; USHORT TotalDataCount; USHORT Reserved; USHORT ParameterCount; USHORT ParameterOffset; USHORT ParameterDisplacement; USHORT DataCount; USHORT DataOffset; USHORT DataDisplacement; UCHAR SetupCount; UCHAR Reserved2; USHORT Setup[SetupWordCount]; USHORT ByteCount; UCHAR Pad[]; UCHAR Parameters[ParameterCount]; UCHAR Pad1[]; UCHAR Data[DataCount];	Count of data bytes; value = 10 + <i>SETUPCOUNT</i> Total parameter bytes being sent Total data bytes being sent  Parameter bytes sent this buffer Offset (from header start) to Parameters Displacement of these Parameter bytes Data bytes sent this buffer Offset (from header start) to data Displacement of these data bytes Count of setup words Reserved (pad above to word) Setup words (# = SetupWordCount) Count of data bytes Pad to SHORT or LONG Parameter bytes (# = ParameterCount) Pad to SHORT or LONG Data bytes (# = DataCount)

## 14. Appendix B

### ***14.1 Marshaling and unmarshaling using descriptor strings***

TBD. This will be a note to explain how the descriptor strings can be used to drive a marshaling engine that can automatically marshal and unmarshal RAP messages and call local APIs whose calling sequences closely match the format of the RAP services.