

# [MS-NETOD]: Microsoft .NET Framework Protocols Overview Document

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## Abstract

The .NET Framework is a development platform for building .NET applications that can interoperate with applications developed on other platforms. The protocols provided by the .NET Framework are built on Microsoft Windows® native protocols and other industry-standard protocols. This document provides an overview of the interrelationships and protocol layering of the communication protocols implemented in the .NET Remoting and Windows Communication Foundation (WCF) components of the .NET Framework. It also provides an overview of other protocols implemented in the .NET Framework that are not related to each other but which provide important functionality to the .NET Framework. These protocols are specified in [\[MC-CSDL\]](#), [\[MC-EDMX\]](#), [\[MC-NBFS\]](#), [\[MC-NBFSE\]](#), [\[MC-NBFX\]](#), [\[MC-NETCEX\]](#), [\[MC-NMF\]](#), [\[MC-NPR\]](#), [\[MC-PRCH\]](#), [\[MC-PRCR\]](#), [\[MS-ASP\]](#), [\[MS-ASPSS\]](#), [\[MS-DSML\]](#), [\[MS-IOI\]](#), [\[MS-NETTR\]](#), [\[MS-NMFTB\]](#), [\[MS-NRBF\]](#), [\[MS-NRLS\]](#), [\[MS-NNS\]](#), [\[MS-NRTP\]](#), [\[MS-ODATA\]](#), [\[MS-WFIM\]](#), [\[MS-WSPOL\]](#), [\[MS-WSRVCAT\]](#), [\[MS-WSRVCRM\]](#), [\[MS-WSRVCRR\]](#), [\[MS-WSSEC\]](#), and [\[MS-WSTC\]](#).

## Revision Summary

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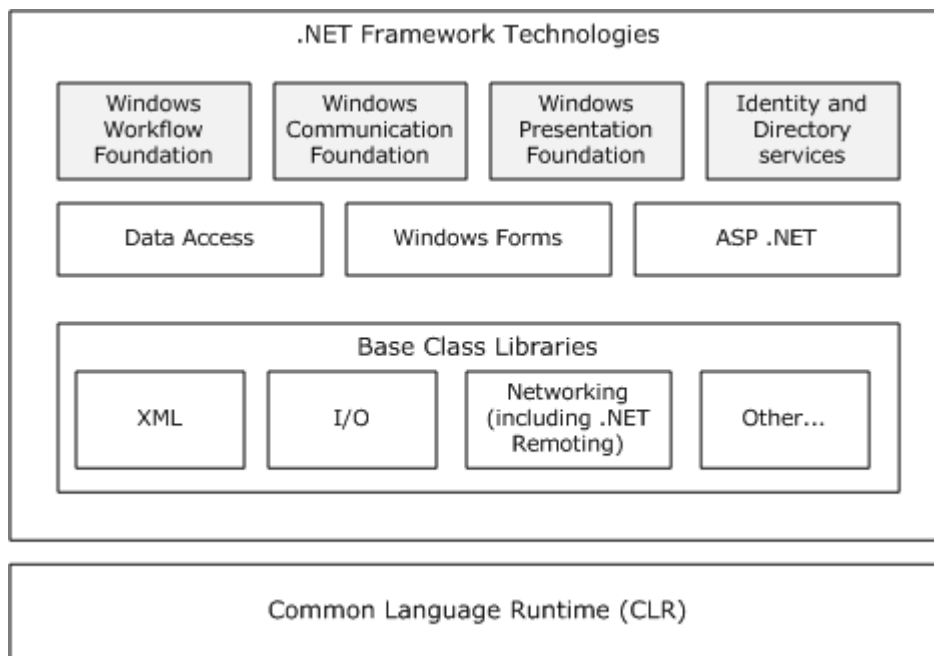
# 1 Introduction

This document provides an overview of the communication protocols implemented in the **.NET Framework**.

## 1.1 Background Information

The .NET Framework is an application development platform. It includes a software component for running and loading applications called the **common language runtime (CLR)** and a set of class libraries of prewritten functionality that developers can use in their applications to present graphical user interfaces, access databases and files, and communicate over networks including the Internet.

The .NET Framework provides developers with a foundation on which to build applications that can communicate based on industry standards so that code based on the .NET Framework can interoperate with applications developed on other platforms. The following diagram depicts its high-level architecture.



**Figure 1: High-level architecture of the .NET Framework**

### **.NET Framework Technologies**

**Windows Workflow Foundation (WF)** provides a programming model, in-process workflow engine and workflow designer to implement long-running processes as workflows within .NET applications. Windows Workflow Foundation is not itself an executable application or program; instead it enables developers to create workflow applications. Windows Workflow Foundation is flexible and extensible. Developers can write workflows directly in code, in markup, or in a combination of both. They can implement custom workflow patterns through custom activities that can be reused across workflows. Windows Workflow Foundation provides protocol support to administer the execution of developer-defined workflow applications on Microsoft Windows®

systems, but does not prescribe the use of specific communications methods or protocols by workflow applications developed using WF.

**Windows Communication Foundation (WCF)** provides a programming model for building connected, service-oriented applications. WCF is designed in accordance with service oriented architecture principles to support distributed computing using a variety of protocols including HTTP and **Web services** (WS-\*) protocols.

**Windows Presentation Foundation (WPF)** is a framework for developing standalone and browser-hosted applications with graphical user interfaces. WPF offers additional programming enhancements for Windows client application development, including the ability to develop an application using both markup and code-behind programming models. **Extensible Application Markup Language (XAML)** markup is generally used to configure the appearance of an application while using managed programming languages (code-behind) to implement its behavior. Because WPF is a user interface framework that does not provide network communication services or protocols to developers, WPF is not addressed in this protocol overview.

**Identity and Directory services** provide support for **directory services** and management of diverse digital identities.

**CardSpace** is a specialized metaidentity system that helps in managing multiple identities. The identity metasystem in CardSpace provides a consistent way to work with multiple digital identities, regardless of the kinds of **security tokens** they use. Windows CardSpace provides:

- Support for any digital identity system.
- Consistent user control of digital identity.
- Replacement of password-based Web login.

**Data Access** features in the .NET Framework provide interfaces for accessing local and remote data sources from within .NET applications.

**WCF Data services** (formerly known as ADO.NET Data Services) supports the creation of services that use the Open Data Protocol (OData, see [\[MS-ODATA\]](#)) to expose and consume data over the Web or intranet by using the semantics of representational state transfer (REST). OData exposes data as **resources** that are addressable by URIs. WCF Data Services uses the OData protocol for addressing and updating resources. WCF Data Services can expose data that originates from various sources as OData feeds. WCF Data Services integrates with the ADO.NET Entity Framework which enables application developers to create **data services** that expose relational data.

**Windows Forms** is a set of managed libraries for developing graphical applications. In Windows Forms, a form is a visual surface on which an application displays information to the user and can gather input from the user. Because Windows Forms is a user interface framework that does not provide network communication services or protocols to developers, it is not addressed in this protocol overview.

**ASP.NET** is a Web application framework that allows programmers to build dynamic Web sites, Web applications, and Web services based on standard Web protocols.

ASP.NET features include:

- An extensible hosting environment that controls the life cycle of an application from the time a user first accesses a resource in the application (such as a page) to the point at which the application is shut down.

- ASP.NET Model View Controller (MVC) helps Web developers build standards-based Web applications that are easy to maintain, because it decreases the dependency among application layers by using the MVC pattern.
- ASP.NET Dynamic Data is a framework that creates data-driven ASP.NET Web applications easily. It does this by automatically discovering data model metadata at run time and deriving UI behavior from it.
- ASP.NET health monitoring enables reporting of key events that provide information about the health of an application and about error conditions.

## Base Class Libraries

The Base Class Libraries (BCLs) provide pre-built code needed for common low-level programming tasks. The BCLs provide a comprehensive, object-oriented collection of reusable types that developers can use to develop various applications such as console applications, GUI applications (using Windows Forms and/or the Windows Presentation Foundation), Windows services and XML Web services.

The BCLs include support for XML, input/output (IO) and networking features. Networking features in the BCLs include support for **.NET remoting**, which is a technology used for interprocess communication. .NET remoting can be used to communicate with **application domains** in the same process or in a different process. .NET remoting includes a set of protocols to provide communication between two application domains as described later in this document.

## Common Language Runtime

The common language runtime (CLR), based on the international standard for Common Language Infrastructures [\[ISO/IEC-23271\]](#), is the foundation of the .NET Framework, and provides an abstraction layer over the operating system. The common language runtime acts as an agent that manages code at execution time, providing core services such as memory management, thread management, and remoting, while also enforcing strict type safety and other forms of code accuracy that promote security and robustness. The concept of code management is a fundamental principle of the CLR. Code that targets the runtime is known as **managed code**, while code that does not target the runtime is known as **unmanaged code**.

When a developer writes an application for the .NET Framework in a language such as C# (which is based on the C# standard defined in [\[ISO/IEC-23270\]](#)) or Visual Basic .NET, the source code is not compiled directly into machine code. Instead, the C# or Visual Basic compiler converts the code into a special language named Microsoft Intermediate Language (MSIL). MSIL, which is based on the Common Intermediate Language standard specified in [\[ISO/IEC-23271\]](#) looks like an object-oriented assembly language; however, unlike a typical assembly language, it is not CPU-specific. MSIL is a low-level and platform-independent language.

When a .NET application is executed, the MSIL code is just-in-time compiled into machine code by the JIT (the Just-In-Time compiler). The entire application may not be compiled from MSIL into machine code at initial execution of the application. Instead, only the methods actually called during execution are compiled. The CLR manages this process.

For more information about the .NET Framework, see [\[MSDN-.NET-FRAMEWORK\]](#).

## 1.2 Glossary

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

**AD**  
**application domain**

binding  
client  
directory service (DS)  
Domain Name System (DNS)  
encoding  
Hypertext Transfer Protocol (HTTP)  
named pipe  
.NET Framework  
node  
proxy  
resource  
security token  
server  
SOAP  
Transmission Control Protocol (TCP)  
User Datagram Protocol (UDP)  
URI  
Web server  
Web services

The following terms are specific to this document:

**Client-Activated Object (CAO):** A **Marshaled Server Object (MSO)** that requires an explicit activation message to create the **Server Object**.

**Application Destination:** Defined in [\[WSRM1-1\]](#) as the **Endpoint** to which a message is delivered.

**Application Source:** Defined in [\[WSRM1-1\]](#) as the **Endpoint** that sends a message.

**callback context:** The **context** that is needed for a **server** to make callbacks to a **client**. A callback context consists of an **endpoint reference** for a **client endpoint** with an optional **context identifier**.

**CardSpace:** A specialized meta-identity system that helps in managing multiple digital identities, regardless of the kinds of **security tokens** they use.

**common language runtime (CLR):** A runtime library that acts as an agent to manages code at execution time, providing core services such as memory management, thread management, and remoting, while also enforcing strict type safety and other forms of code accuracy that promote security and robustness.

**connection:** A time-bounded association between two **endpoints** that allows the two **endpoints** to exchange messages.

**context:** An abstract concept that represents an association between a resource and a set of messages that are exchanged between a **client** and a **server**. A context is uniquely identified by a **context identifier**.

**context identifier:** A set of name-value pairs, where each name in the set is unique.

**data service:** A server-side application that implements the protocol specified in this document for the purpose of enabling clients to publish and edit **resources**. The **resources** exposed by **data services** are described using the **Entity Data Model (EDM)**, as specified in [\[MC-CSDL\]](#).

**discovery:** The process used to discover other nodes in the **mesh** of interest.



**discovery service:** The service used to **discover** other nodes. **Peer Channel** can use PNRP [[MS-PNRP](#)] or any other service implementing the [Peer Channel Custom Resolver Protocol \[MC-PRCR\]](#) to **discover** other nodes.

**Endpoint:** Defined in [[WSRM1-1](#)] and [[WSAddressing](#)] as a Web service **Endpoint** that is a referenceable entity, processor, or resource to which Web service messages can be addressed. **Endpoint** references (EPRs) convey the information required to address a Web service Endpoint.

**endpoint reference:** Conveys the information that is needed to address an **endpoint**.

**Entity Data Model (EDM):** The Entity Data Model (EDM) as described in section 1.0.

**Extensible Application Markup Language (XAML):** An XML schema for defining the appearance and some aspects of the behavior of an application's user interface.

**Lease Object:** A Lease Object is a type of **MSO**. Every singleton SAO and **MSO** has an associated Lease Object that contains methods that control the lifetime of the **Server Object**. It must be noted that although a Lease Object is an **MSO**, it does not have a Lease Object of its own. The lifetime of the Lease Object is bound by the lifetime of the associated **Server Object**.

**managed code:** Code that targets the **common language runtime (CLR)**.

**Marshaled Server Object (MSO):** A **Marshaled Server Object** is a **Server Object** that is created by a higher layer, and not in response to an incoming request (see **Server-Activated Object (SAO)** for more information on the latter).

The .NET Remoting Lifetime Services Protocol [[MS-NRSL](#)] provides a mechanism for controlling the lifetimes of **Marshaled Server Objects**.

**mesh:** A network of nodes that are all identified with the same **mesh name**.

**mesh name:** Identifies a set of nodes that establish connections to each other to form a **mesh**.

**.NET remoting:** A framework that enables objects executing within the logical subdivisions of **application domains** and **contexts** to interact with one another across **.NET remoting** boundaries.

**Peer Channel:** The protocol detailed in this specification, used for broadcasting messages over a virtual network of cooperating nodes.

**PeerNodeAddress:** A structure that contains the URI of a node and a set of IP addresses on which the client is listening ([\[MC-PRCR\]](#) section 2.2.2.1).

**reliable messaging destination (RMD):** The endpoint that receives the message. For fuller information, see [[WSRM1-0](#)], [[WSRM1-1](#)], and [[WSRM1-2](#)].

**reliable messaging source (RMS):** The endpoint that sends the message. For fuller information, see [[WSRM1-0](#)], [[WSRM1-1](#)], and [[WSRM1-2](#)].

**RemoteActivationService:** A registered **Server-Activated Object (SAO)** that implements the **IActivator** interface ([\[MS-NRSL\]](#) section 3.1). The **Server Object URI** of the **SAO** is "RemoteActivationService.rem".

**Remoting Type:** Part of the Remoting Data Model. All **Remoting Types** are identified by a name that is case sensitive. For more information, see [[MS-NRTP](#)] section 3.1.1.

**RM Destination:** Defined in [\[WSRM1-1\]](#) as the **Endpoint** that receives messages **Transmitted** reliably from an **RM Source**.

**RMD:** See **reliable messaging destination (RMD)**.

**RM Source:** Defined in [\[WSRM1-1\]](#) as the **Endpoint** that **Transmits** messages reliably to an **RM Destination**.

**RMS:** See **reliable messaging source (RMS)**.

**Security Token Service (STS):** A Web service that issues security tokens. That is, it makes assertions based on evidence that it trusts for consumption by whoever trusts it.

**Server-Activated Object (SAO):** A **Server Object** that is created on demand in response to a client request. See also **Marshaled Server Object**.

**Server Object:** Part of the Remoting Data Model. A **Server Object** is either an **SAO** or an **MSO**. For more information, see [\[MS-NRTP\]](#) section 3.1.1.

**Server Object Reference:** A representation of an **SAO** or **MSO** that can be passed between a client and a server. It contains sufficient information to construct a proxy to invoke remote methods on the **SAO** or **MSO**. The **Server Object Reference** is represented concretely by the `ObjRef` structure defined in [\[MS-NRTP\]](#) section 2.2.2.1.

**Server Object URI:** A relative **URI** that identifies a **Server Object** in a given server. It is the path part of request URI, excluding the leading '/'.

**Sponsor:** An **MSO** that is implemented by clients to participate in the renewal process of a **Server Object's** lifetime.

**Time-To-Live (TTL):** The time duration for which a **Server Object** is available.

**Transmit:** Defined in [\[WSRM1-1\]](#) as the act of writing a message to a network connection.

**unmanaged code:** Code that does not target the **common language runtime (CLR)**.

**Windows Presentation Foundation (WPF):** A framework for developing standalone and browser-hosted applications.

**Windows Communication Foundation (WCF):** A framework for building connected, service-oriented applications.

**Windows Workflow Foundation (WF):** A framework that provides a programming model, in-process workflow engine and workflow designer to implement long-running processes as workflows within .NET applications.

The following protocol abbreviations are used in this document:

**CSDL:** Conceptual Schema Definition Language ([\[MC-CSDL\]](#))

**EDMX:** Entity Data Model for Data Services Packaging Format ([\[MC-EDMX\]](#))

**NBFS:** .NET Binary Format: SOAP Data Structure ([\[MC-NBFS\]](#))

**NBFSE:** .NET Binary Format: SOAP Extension ([\[MC-NBFSE\]](#))

**NBFX:** .NET Binary Format: XML Data Structure ([\[MC-NBFX\]](#))

**NETCEX:** .NET Context Exchange Protocol ([\[MC-NETCEX\]](#))

**NPR:** .NET Packet Routing Protocol ([\[MC-NPR\]](#))

**PRCH:** Peer Channel Protocol ([\[MC-PRCH\]](#))

**PRCR:** Peer Channel Custom Resolver Protocol ([\[MC-PRCR\]](#))

**NETTR:** .NET Tracing Protocol ([\[MS-NETTR\]](#))

**NMFMB:** .NET Message Framing MSMQ Binding Protocol ([\[MS-NMFMB\]](#))

**NMFTB:** .NET Message Framing TCP Binding Protocol ([\[MS-NMFTB\]](#))

**NNS:** .NET NegotiateStream Protocol ([\[MS-NNS\]](#))

**NRBF:** .NET Remoting: Binary Format Data Structure ([\[MS-NRBF\]](#))

**NRLS:** .NET Remoting: Lifetime Services Extension ([\[MS-NRLS\]](#))

**NRTP:** .NET Remoting: Core Protocol ([\[MS-NRTP\]](#))

**PNRP:** Peer Name Resolution Protocol Version 4.0 ([MS-PNRP])

**WSTC:** WS-Discovery: Termination Criteria Protocol Extensions ([\[MS-WSTC\]](#))

### 1.3 References

References to Microsoft Open Specification documents do not include a publishing year because links are to the latest version of the documents, which are updated frequently. References to other documents include a publishing year when one is available.

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[ISO/IEC-23270] ISO/IEC, "Information technology - Programming languages - C#", ISO/IEC 23270:2006, [http://standards.iso.org/ittf/PubliclyAvailableStandards/c042926\\_ISO\\_IEC\\_23270\\_2006\(E\).zip](http://standards.iso.org/ittf/PubliclyAvailableStandards/c042926_ISO_IEC_23270_2006(E).zip)

[ISO/IEC-23271] ISO/IEC, "Information technology — Common Language Infrastructure (CLI) Partitions I to VI", ISO/IEC 23271:2006, [http://standards.iso.org/ittf/PubliclyAvailableStandards/c042927\\_ISO\\_IEC\\_23271\\_2006\(E\).zip](http://standards.iso.org/ittf/PubliclyAvailableStandards/c042927_ISO_IEC_23271_2006(E).zip)

[MC-CSDL] Microsoft Corporation, "[Conceptual Schema Definition File Format](#)".

[MC-EDMX] Microsoft Corporation, "[Entity Data Model for Data Services Packaging Format](#)".

[MC-NBFS] Microsoft Corporation, "[.NET Binary Format: SOAP Data Structure](#)".

[MC-NBFSE] Microsoft Corporation, "[.NET Binary Format: SOAP Extension](#)".

[MC-NBFX] Microsoft Corporation, "[.NET Binary Format: XML Data Structure](#)".

[MC-NETCEX] Microsoft Corporation, "[.NET Context Exchange Protocol Specification](#)".

[MC-NPR] Microsoft Corporation, "[.NET Packet Routing Protocol Specification](#)".

[MC-PRCH] Microsoft Corporation, "[Peer Channel Protocol Specification](#)".

[MC-PRCR] Microsoft Corporation, "[Peer Channel Custom Resolver Protocol Specification](#)".

[MS-ASP] Microsoft Corporation, "[ASP.NET State Server Protocol Specification](#)".

[MS-ASPSS] Microsoft Corporation, "[ASP.NET State Service Database Repository Communications Protocol Specification](#)".

[MS-DSML] Microsoft Corporation, "[Directory Services Markup Language \(DSML\) 2.0 Protocol Extensions](#)".

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

[MS-IOI] Microsoft Corporation, "[IManagedObject Interface Protocol Specification](#)".

[MS-MQSO] Microsoft Corporation, "[Message Queuing System Overview](#)".

[MS-NETTR] Microsoft Corporation, "[.NET Tracing Protocol Specification](#)".

[MS-NMFMB] Microsoft Corporation, "[.NET Message Framing MSMQ Binding Protocol Specification](#)".

[MS-NMFTB] Microsoft Corporation, "[.NET Message Framing TCP Binding Protocol Specification](#)".

[MS-NNS] Microsoft Corporation, "[.NET NegotiateStream Protocol Specification](#)".

[MS-NRBF] Microsoft Corporation, "[.NET Remoting: Binary Format Data Structure](#)".

[MS-NRLS] Microsoft Corporation, "[.NET Remoting: Lifetime Services Extension](#)".

[MS-NRTP] Microsoft Corporation, "[.NET Remoting: Core Protocol Specification](#)".

[MS-NTHT] Microsoft Corporation, "[NTLM Over HTTP Protocol Specification](#)".

[MS-ODATA] Microsoft Corporation, "[Open Data Protocol \(OData\) Specification](#)".

[MS-PNRP] Microsoft Corporation, "[Peer Name Resolution Protocol \(PNRP\) Version 4.0 Specification](#)".

[MS-TPSO] Microsoft Corporation, "[Transaction Processing Services System Overview](#)".

[MS-WFIM] Microsoft Corporation, "[Workflow Instance Management Protocol Specification](#)".

[MS-WSPOL] Microsoft Corporation, "[Web Services: Policy Assertions and WSDL Extensions](#)".

[MS-WSRVCAT] Microsoft Corporation, "[WS-AtomicTransaction \(WS-AT\) Version 1.0 Protocol Extensions](#)".

[MS-WSRVCRM] Microsoft Corporation, "[WS-ReliableMessaging Protocol: Advanced Flow Control Extension](#)".

[MS-WSRVCRR] Microsoft Corporation, "[WS-ReliableMessaging Protocol: Reliable Request-Reply Extension](#)".

[MS-WSSEC] Microsoft Corporation, "[Web Services: Security Policy Assertions Format](#)".

[MS-WSTC] Microsoft Corporation, "[WS-Discovery: Termination Criteria Protocol Extensions](#)".

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## 2 Functional Architecture

This section describes the basic structure of the system and the interrelationships among its parts, consumers, and dependencies.

Section [2.1](#) provides an architectural overview of the protocols implemented by the various modules and how these protocols relate to each other. The protocols described are grouped by module and, where applicable, by the overall functionality that the protocol provides (security, messaging, and so on).

Section [2.2](#) provides a summary description of all the protocols mentioned in this document.

Section [2.3](#) identifies the context in which the system exists. This includes the systems that use the interfaces provided by this system of protocols, other systems that depend on this system, and, as appropriate, how components of the system communicate.

Section [2.4](#) describes assumptions and preconditions.

Section [2.5](#) provides a set of use cases illustrating a variety of scenarios for how the protocols may be used.

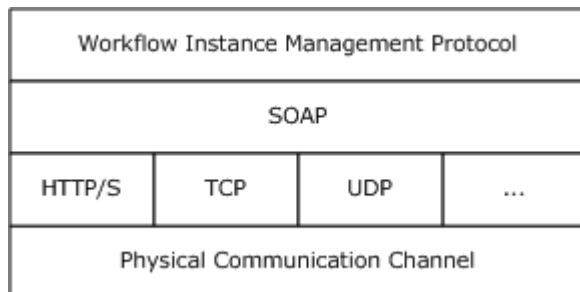
### 2.1 Overview

Not all protocols included in this overview document are interrelated. The protocols provided by the .NET Framework are built on Microsoft Windows® native protocols and other industry-standard protocols. This document focuses on the protocols that map to the .NET Framework distributed technologies to enable network communications. These protocols can be grouped into the following categories.

- Windows Workflow Foundation (WF)
- Windows Communication Foundation (WCF)
- Identity and directory services
- Data access
- ASP.NET
- .NET remoting

#### 2.1.1 Windows Workflow Foundation (WF)

The following diagram shows the protocol stack of the Workflow Instance Management Protocol [\[MS-WFIM\]](#).





## Figure 2: Workflow protocol relationships

The Workflow Instance Management Protocol [\[MS-WFIM\]](#) defines a set of SOAP messages for the management of durable program instances, such as suspending, resuming, or canceling an instance of an application-defined workflow.

### 2.1.2 Windows Communication Foundation (WCF)

Windows Communication Foundation (WCF) is the .NET Framework technology used for creating independently versionable, secure and reliable service-oriented applications. Applications that use WCF can communicate using message schemas and choreographies defined in the WS-\* specifications. WCF complies with many WS-\* specifications.

Following is a brief overview describing the most relevant WCF features and how they relate to the various protocols mentioned in this document:

#### Security

WCF supports many different security models, and makes it easy to implement widely accepted security measures. Because WCF has an extensible architecture, it is also relatively easy to extend WCF security to meet the requirements of a particular application. The default security options range from the traditional transport-centric security to more modern message-based security, as specified in WS-Security [\[WSS\]](#) and related specifications.

#### Reliable messaging

Distributed applications may require reliable messaging. For this purpose, WCF implements WS-ReliableMessaging and extensions to WS standards including the Advanced Flow Control Extension ([\[MS-WSRVCRM\]](#)) and Reliable Request-Reply Extension ([\[MS-WSRVCRR\]](#)).

#### Transactional Support

WCF allows transactional scopes to flow across multiple applications. WCF implements WS-AtomicTransaction and its extension ([\[MS-WSRVCAT\]](#)), enabling software entities that use the WS-AtomicTransaction protocol to participate in transactions coordinated by OleTx transaction managers, as specified in [\[MS-DTCO\]](#). The entire set of transaction-related protocols supported in Microsoft Windows®, including [\[MS-WSRVCAT\]](#), are described in [\[MS-TPSO\]](#).

#### Interoperability

Applications built on WCF can communicate with other applications that can use WS-\*, Basic Profile (BP), and XML messages over **TCP**, **HTTP**, **named pipes**, and MSMQ.

#### Configurability

- **Bindings:** Specifies all **bindings** that can be used by any endpoint defined in any service. The binding elements contained in the **bindings** element can be either one of the system-provided bindings or a custom binding. A binding defines the type of transport, security and encoding used, and whether reliable sessions, transactions, or streaming is supported or enabled.
- **Services:** Contains the specifications for all services the application hosts. Each service specification contains an endpoint element which provides the following information:
- **Address:** Specifies the service's Uniform Resource Identifier (URI), which can be an absolute address or one that is given relative to the base address of the service.
- **Binding:** Specifies a system-provided or user-defined binding.

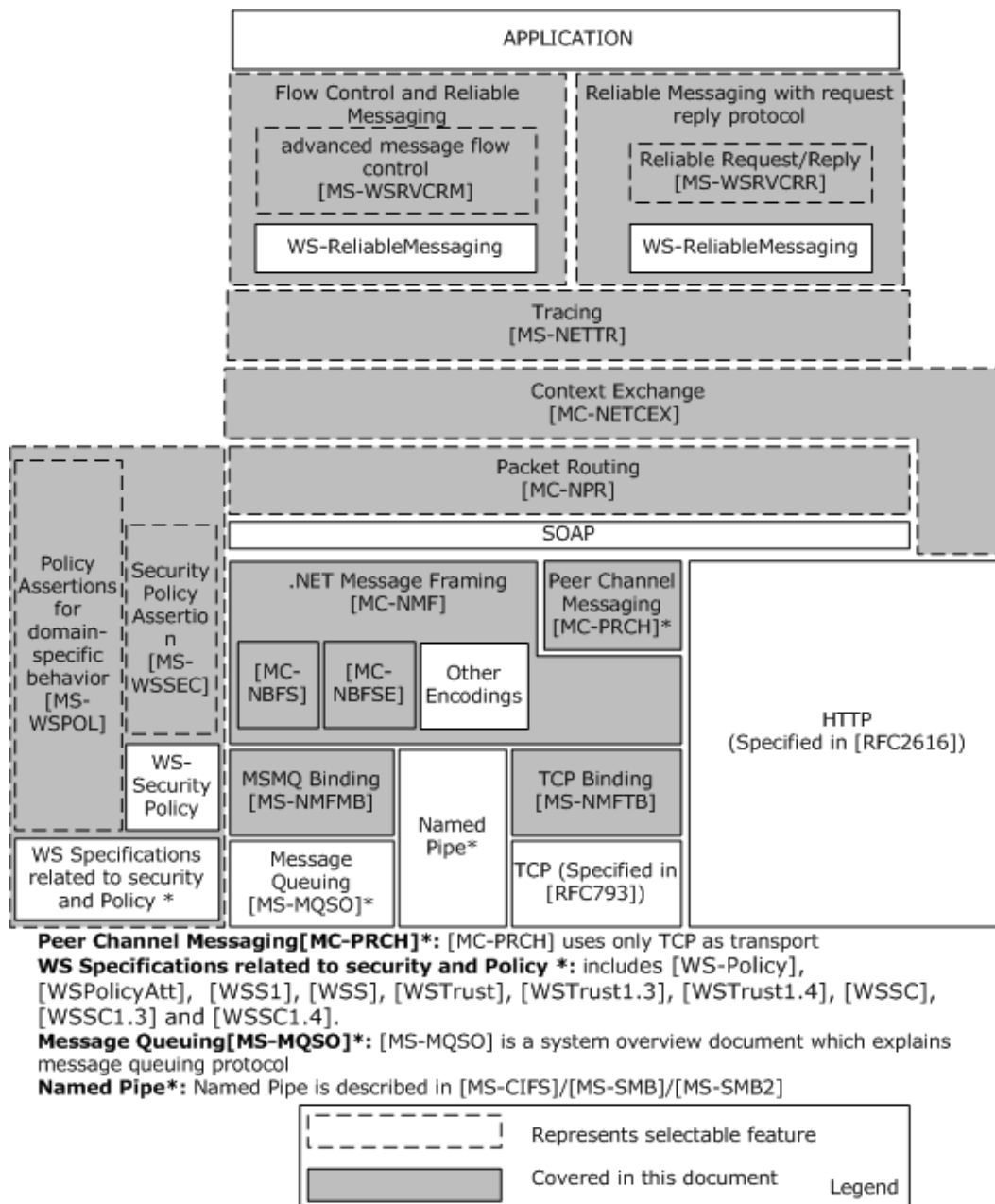


- **Contract:** Specifies the interface that defines the contract.
- **Behaviors:** Contains a collection of settings for the behavior of a service like discoverability of service endpoints, settings that authorize access to service operations, the timeout for a service, throttling mechanism of a WCF service, and so on.

The protocol stack in WCF can be configured by the developer in code, or by the developer or end user simply changing configuration entries in the application's XML configuration file. Although an understanding of the WCF application configuration schema is not necessary to interoperate with WCF-based applications at the protocol level, certain elements of that schema are discussed in this overview document in order to provide an understanding of how those configuration elements can influence the network communications of a WCF-based application. The recommended order of stack elements is the following:

- Transactions (optional)
- Reliable Messaging (optional)
- Security (optional)
- Transport
- Encoder (optional)

The following diagram represents the protocol stack of WCF:



**Figure 3: The protocol stack of Windows Communication Foundation**

The various components in the preceding diagram are described in the following paragraphs.

### Transport

A transport is a means of communicating with a source on the service side. The transport channel is the bottom-most channel of the WCF stack. The protocols typically used in this channel are HTTP, TCP, MSMQ, and named pipes, but WCF allows application developers to use other transports as well, such as SMTP or FTP.

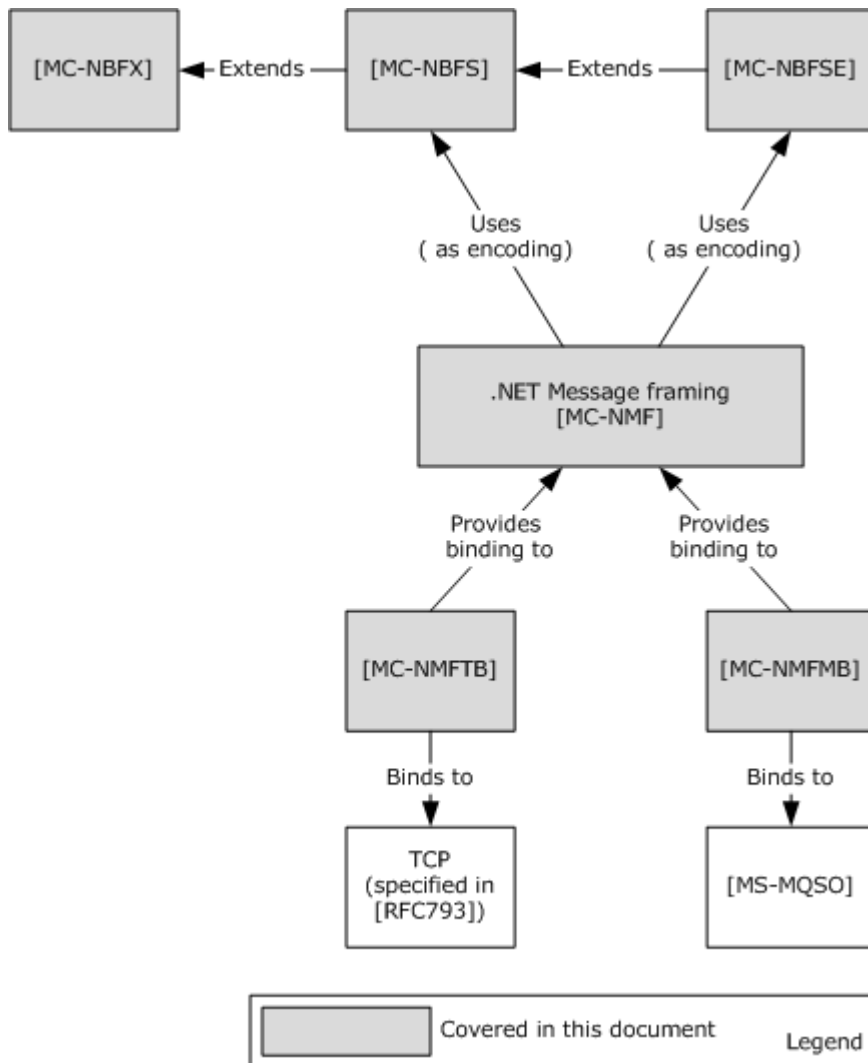
## SOAP Encoding

The SOAP encoding defines a set of rules for mapping programmatic types to XML. XML allows very flexible encoding of data, whereas SOAP defines a narrower set of rules for encoding the graphs in the SOAP Data Model specified in [\[SOAP1.1\]](#) section 2.

### [MC-NBFX], [MC-NBFS] and [MC-NBFSE]

[\[MC-NBFX\]](#) defines the .NET Binary Format: XML Data Structure, which is a binary format that can represent many XML documents. [\[MC-NBFS\]](#) extends [\[MC-NBFX\]](#) for the SOAP data structure and specifies a way to efficiently encode strings that are common to many SOAP messages. [\[MC-NBFSE\]](#) extends [\[MC-NBFS\]](#), and defines a mechanism by which strings may be transmitted once and referred to by subsequent XML documents.

### .NET Message Framing ([MC-NMF])



**Figure 4: [MC-NMF] and related protocols**

Message framing is the breaking up of a stream of data into demarcated units called messages. Some protocols such as HTTP natively include a notion of message framing. Other protocols such as TCP do not natively include a notion of message framing and therefore must rely on a protocol that does provide message framing. WCF includes a message framing protocol called .NET Message Framing for use with transports that do not natively support messaging. This framing protocol is used with the TCP transport to create NetTcp and with the MSMQ transport to create NetMsmq.

[\[MC-NMF\]](#) can use any of the following encoding specifications: UTF-8, UTF-16, Unicode Little Endian, and MTOM as specified in [\[SOAP-MTOM\]](#), [\[MC-NBFS\]](#), and [\[MC-NBFSE\]](#).

The .NET Message Framing TCP Binding Protocol [\[MS-NMFTB\]](#) and the .NET Message Framing MSMQ Binding Protocol [\[MS-NMFMB\]](#) specify how the mechanism described in [\[MC-NMF\]](#) for framing messages over any transport protocol can be applied over TCP and Message Queue (MSMQ) respectively.

## Reliable Messaging and Flow Control

WCF implements WS-ReliableMessaging to allow messages to be delivered reliably between distributed applications in the presence of software component, system, or network failures. It implements [\[MS-WSRVCRM\]](#), which extends WS-ReliableMessaging and provides an advanced message flow control. [\[MS-WSRVCRM\]](#) attempts to minimize the number of dropped messages by synchronizing the rate at which the **reliable messaging source (RMS)** sends messages with the rate at which the **reliable messaging destination (RMD)** can receive them.

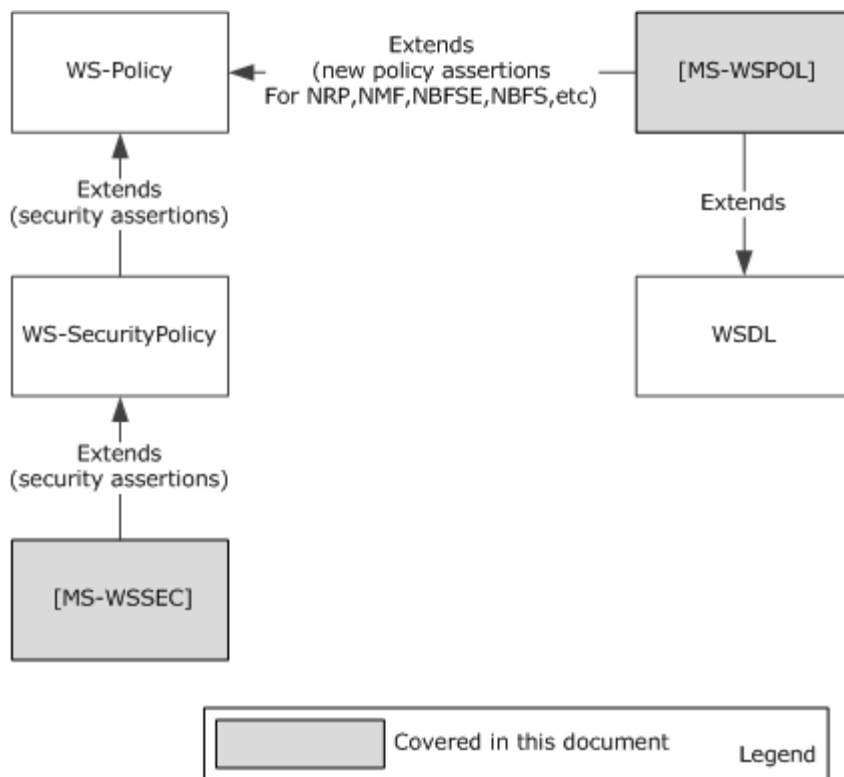
## Reliable Request Reply

The WS-ReliableMessaging Protocol: Reliable Request-Reply Extension ([\[MS-WSRVCRRL\]](#)) extends WS-ReliableMessaging by enabling applications to communicate reliably over transfer protocols that only support the SOAP Request-Response protocol.

## Message Security

Windows implements WS-\* protocols designed for secure communication. These protocols includes WS-Security, WS-SecurityPolicy, WS-Trust, and WS-SecureConversation.

Web Services: The Security Policy Assertions Format ([\[MS-WSSEC\]](#)) defines additional policy assertions that can be used together with policy assertions defined in WS-Security Policy ([\[WSSP\]](#)) to express constraints and requirements that cannot be expressed with the policy assertions defined in [\[WSSP\]](#) alone.



**Figure 5: Security and Policy extensions**

### Policy

WS-Policy defines a framework for allowing Web services to express their constraints and requirements. Such constraints and requirements are expressed as policy assertions. WS-Policy provides a flexible and extensible grammar for expressing the capabilities, requirements, and general characteristics of entities in an XML Web services-based system. WS-Policy defines a framework and a model for the expression of these properties as policies.

WS-PolicyAttachment ([\[WSPolicyAtt\]](#)) defines a mechanism for associating policy with various entities and resources.

Web Services: Policy Assertions and WSDL Extensions ([\[MS-WSPOL\]](#)) specifies a collection of Web service policy assertions and Web Services Description Language (WSDL) extensions that define domain-specific behavior for the interaction between two Web service entities.

### Packet Routing

The .NET Packet Routing Protocol [\[MC-NPR\]](#) defines a SOAP header for indicating that a SOAP message can safely be treated as a packet or datagram. The .NET Packet Routing Protocol does not prescribe any specific algorithm or communications infrastructure for forwarding a packet after it has been received by the router. The .NET Packet Routing Protocol enables a SOAP message originator to indicate that a message does not have a behavioral dependency on the path taken to deliver the message from the source to the destination. A .NET Packet Routing Protocol router may make use of this indication when selecting among different routing algorithms to apply to the message. The indication provided by the .NET Packet Routing Protocol conveys routing information that may enable the router to select a more efficient routing algorithm.

## Tracing

The .NET Tracing Protocol [\[MS-NETTR\]](#) defines a SOAP message header for correlating sets of messages. Diagnosing errors in distributed applications is a complex task that usually involves multiple messages. By correlating messages between distributed application endpoints, users can map message exchanges and infer causality relationships between messages. This information helps isolate the set of messages that led up to an error and the set of messages that resulted from it.

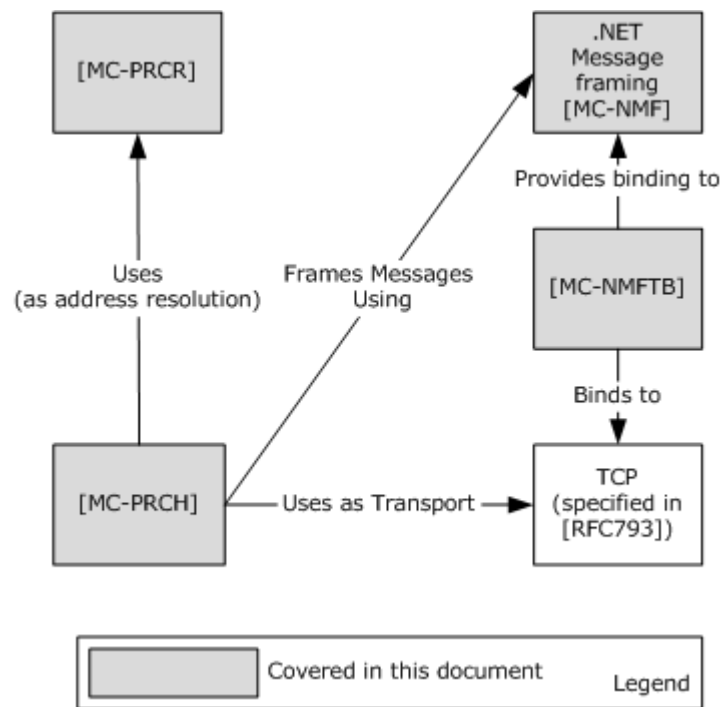
The .NET Tracing Protocol provides two main functions:

- It enables users to map outgoing messages to incoming messages between components in a distributed application. It does this by assigning each message a unique identifier, named the CorrelationId.
- It provides a way to group related messages together.

## Context Exchange

The .NET Context Exchange Protocol [\[MC-NETCEX\]](#) specifies a message syntax for identifying **context** that is shared between a **client** and a **server** independent of **connection** usage, and a protocol for establishing that context. This protocol specifies two roles for context exchange: a client role and a server role. The server role is responsible for creating context identifiers in response to client requests and associating context identifiers with resources. The protocol also specifies two roles for **callback context** exchange: a client role and a server role.

## Message Broadcasting



**Figure 6: Relationship of [MC-PRCH] to other protocols**

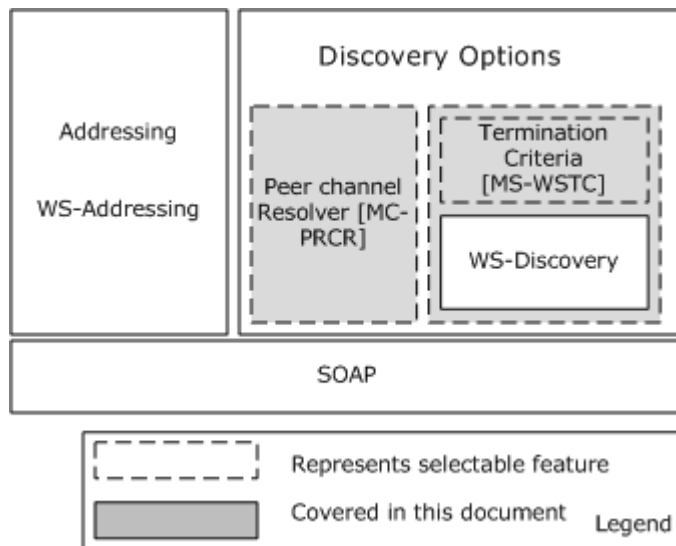
The Peer Channel Protocol ([\[MC-PRCH\]](#)) is used for broadcasting messages over a virtual network of cooperating **nodes**, and to send and receive messages between nodes in a named **mesh**. The nodes

form the network by establishing connections to each other by using a **discovery service** in which every node registers itself into a named mesh and discovers other nodes that are using the name of the mesh.

PRCH ([MC-PRCH]) depends on NMF ([MC-NMF]), NBFS ([MC-NBFS]), and NBFSE ([MC-NBFSE]).

PRCH optionally uses PRCR ([MC-PRCR]) to register and resolve peers' addresses during connection and maintenance operations.

## Discovery and Addressing



**Figure 7: Discovery and Addressing Stack**

The various components of the preceding diagram are described in the following paragraphs.

### Discovery Options

WCF implements WS-Discovery and an extension, WSTC ([MS-WSTC]), which allows **discovery** of services in ad hoc networks with a minimum of networking services (for example, where there are no **DNS** or directory services). WSTC ([MS-WSTC]) is an extension of the WS-Discovery Protocol ([WS-Discovery]) for sending and receiving termination criteria as part of the WS-Discovery Probe and Resolve messages. WS-Discovery can be used without its extension [MS-WSTC].

PRCR, the Peer Channel Custom Resolver Protocol ([MC-PRCR]) is a client/server protocol that is used to register and retrieve client endpoint information at a well-known resolver service. The information that is registered and retrieved is the **PeerNodeAddress** of clients associated with a named mesh. This information can then be used to establish direct connections among these clients. This protocol is transport-agnostic, and therefore may be used together with a variety of transport protocols such as TCP and HTTP. It is intended for use by PRCH, the Peer Channel Protocol ([MC-PRCH]) for neighbor discovery when PNPR, the Peer Name Resolution Protocol ([MS-PNRP]) is unavailable.

Either PRCR ([MC-PRCR]) or WS-Discovery with or without WSTC ([MS-WSTC]) can be used to get the web service address.

### Addressing

WCF implements WS-Addressing which is one of the WS-\* specifications that provides a framework for one of the most fundamental tasks of any service-oriented application, namely indicating the target of a message.

### 2.1.3 Identity and Directory Services

A security token is a set of bytes that expresses information about a digital identity. When transmitted on the network, every digital identity is represented by a security token. The identity metasystem in CardSpace provides a consistent way to work with multiple digital identities, regardless of the kinds of security tokens they use. Microsoft Windows® CardSpace uses the following three distinct roles:

- Relying Party
- Identity Provider
- User

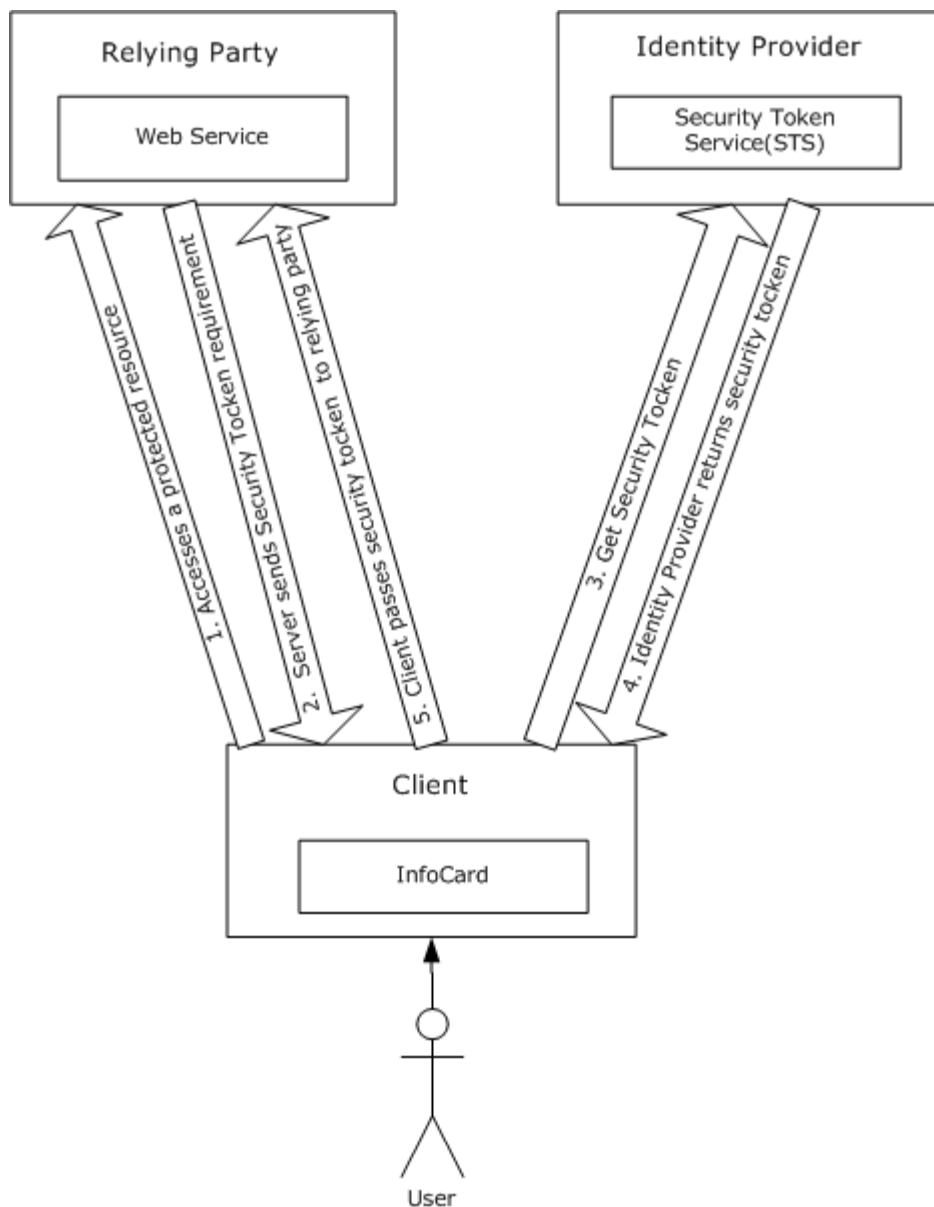
**Relying Party:** The Relying Party is an application that in some way relies on a digital identity. A Relying Party frequently uses an identity to authenticate a user, and then makes an authorization decision, such as allowing that user to access information. A Relying Party accepts security tokens, defines policy by using WS-SecurityPolicy, and then allows the policy to be accessed by using WS-MetadataExchange.

**Identity Provider:** An Identity Provider provides a digital identity for a user. Digital identities created by different identity providers can carry different information and provide different levels of assurance that the user really is who he or she claims to be. An Identity Provider creates information cards, provides a way to get these cards to users, and implements a security token service (STS), as defined by the WS-Trust specification.

**User:** The User is the entity that is associated with a digital identity. Users are often people, but organizations, applications, machines and other things can also have digital identities.

The following figure illustrates the interactions among Users, Relying Parties and Identity Providers.





**Figure 8: Interactions among Users, Relying Parties and Identity Providers**

The following steps are involved in CardSpace communication:

1. The process begins when a client accesses a protected resource on a Relying Party.
2. The Relying Party sends its security token requirements to the client. This information is contained in the Relying Party's policy, and it includes things such as what security token formats the Relying Party will accept, and exactly what claims those tokens must contain.
3. After getting the details about the security token that the Relying Party requires, the client passes this information to CardSpace and the system displays the card selection screen. Once the

User clicks on a particular card, CardSpace issues a request to the Identity Provider associated with that card.

4. The Identity Provider then returns a security token to CardSpace.
5. CardSpace gives the security token to the client, which in turn passes it to the Relying Party.

CardSpace can be used from browsers as well as from WCF applications.

Information cards and the Identity Metasystem are documented in [Identity Metasystem Interoperability V1.0 \[IMI\]](#).

The .NET Framework provides support for applications that require access to network directory services through the Microsoft® extensions to the directory services markup language.

[\[MS-DSML\]](#) is known as the SOAP session extension (SSE) of Microsoft extensions to the Directory Services Markup Language (DSML) 2.0 Protocol. It provides for the creation of a session, association with a particular session, and a way to terminate the session.

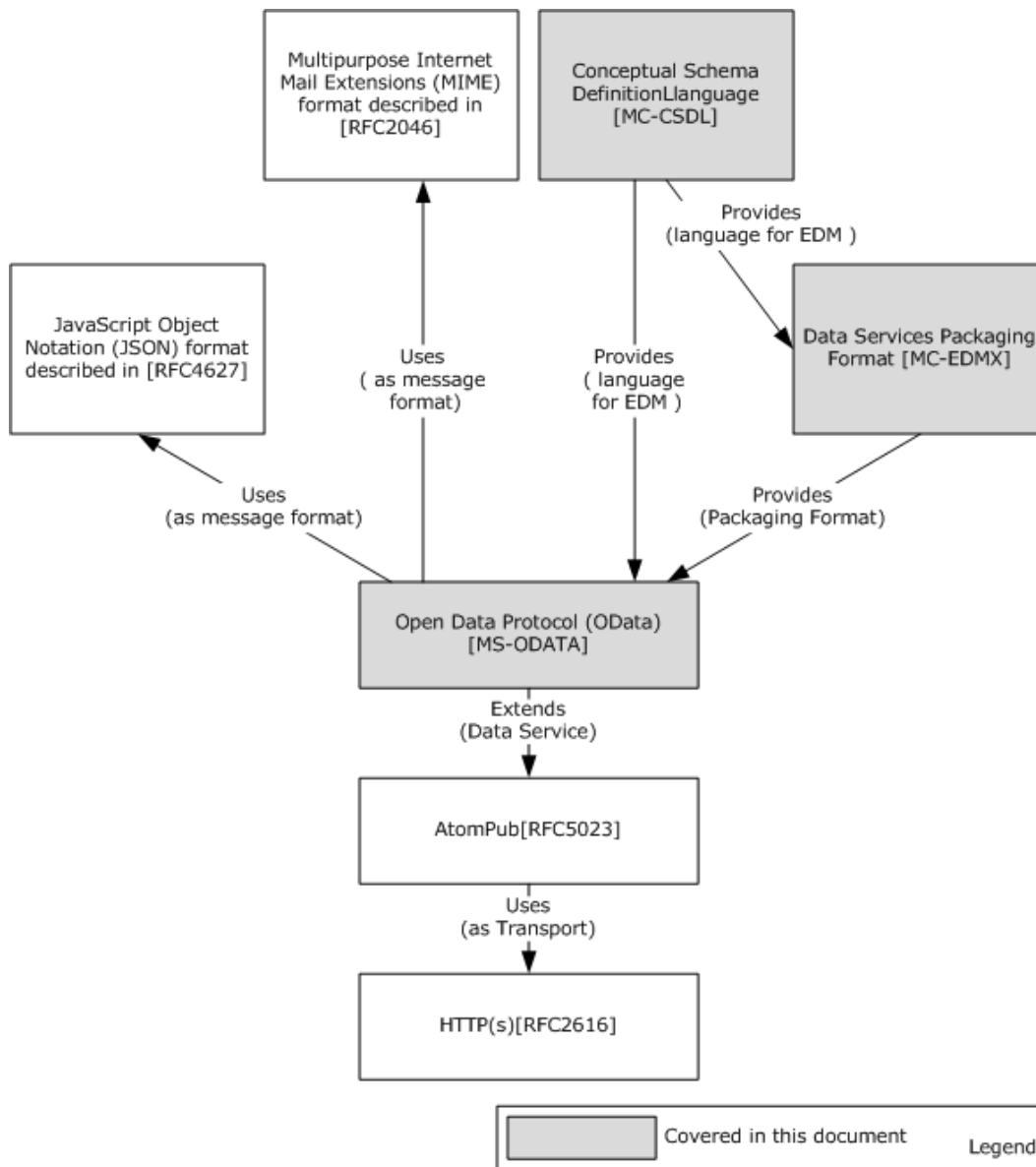
#### 2.1.4 Data Access

The Conceptual Schema Definition File Format ([\[MC-CSDL\]](#)) describes the structure and semantics of the Conceptual Schema Definition Language (CSDL) for the **Entity Data Model (EDM)**.

The Open Data Protocol (OData) Specification ([\[MS-ODATA\]](#)) depends on HTTP [\[RFC2616\]](#) for transfer of all protocol messages and user data, and follows or extends the messaging semantics defined in AtomPub [\[RFC5023\]](#). ODATA ([\[MS-ODATA\]](#)) uses the structure defined in [\[MC-CSDL\]](#).

The Entity Data Model for Data Services Packaging Format ([\[MC-EDMX\]](#)) is an XML-based file format that serves as the packaging format for the service metadata of a data service (as specified in [\[MS-ODATA\]](#)).

The following diagram describes the relationship of Data Access protocols:



**Figure 9: Data access protocol relationships**

### 2.1.5 ASP .NET

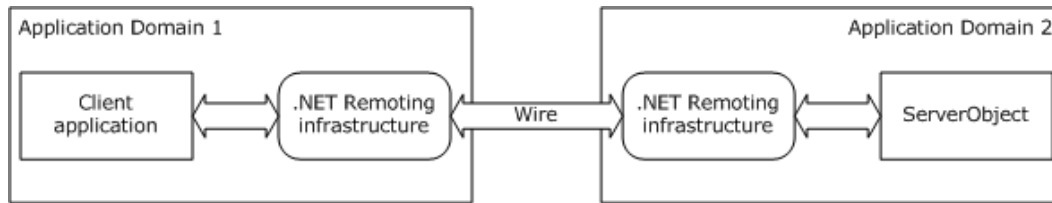
ASP.NET primarily relies on existing industry standard Web protocols for data communication. Microsoft® has implemented two protocols that are specific to ASP.NET for administrative communications with servers hosting ASP.NET Web applications.

The ASP.NET State Server Protocol ([\[MS-ASP\]](#)) specifies an out-of-process state server responsible for storing session state used by client applications that require persistent session state storage. [\[MS-ASP\]](#) uses HTTP as its transport.

The ASP.NET State Service Database Repository Communications Protocol ([\[MS-ASPSS\]](#)) specifies an interface for clients to store and retrieve serialized session data.

## 2.1.6 .NET Remoting

The following diagram shows the typical architecture of a distributed application built by using the .NET Remoting Framework:



**Figure 10: Typical architecture of a distributed application that uses the .NET Remoting Framework**

Using .NET remoting, objects executing within the logical subdivisions of application domains and contexts can interact with one another across .NET remoting boundaries.

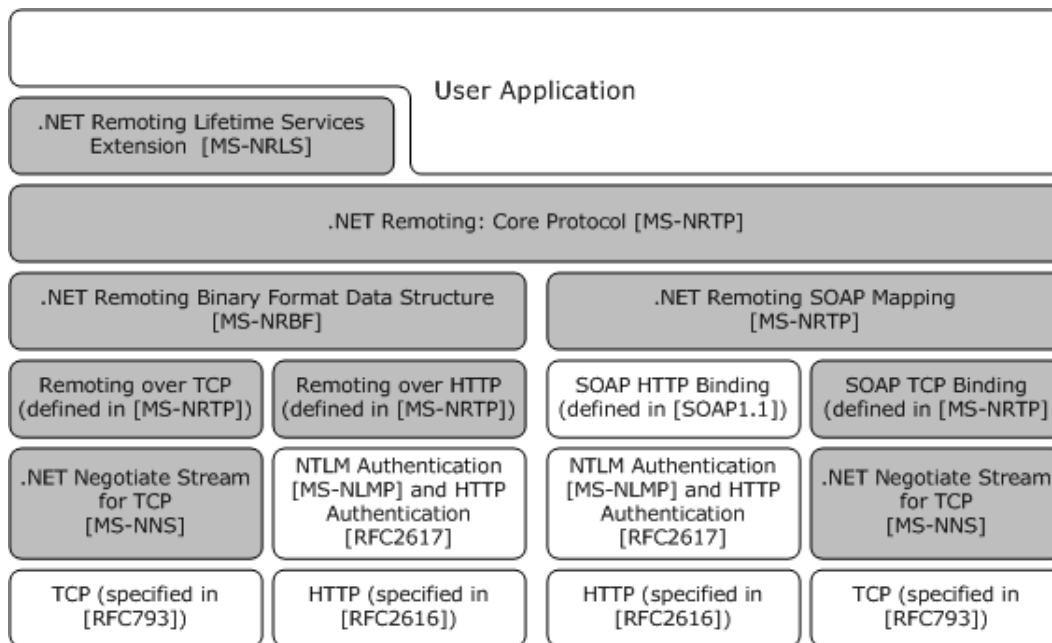
With .NET remoting, client applications can be built that use objects in other processes on the same computer or on any other computer that is reachable over its network. The .NET remoting framework can also be used to communicate with other application domains in the same process. The .NET remoting framework provides an approach to interprocess communication that abstracts the remotable object from a specific client or server application domain and from a specific mechanism of communication.

To use .NET remoting to build an application in which two components communicate directly across an application domain boundary, the following components are required:

- A remotable object (referred to as ServerObject in the typical architecture of a distributed application diagram).
- A host application domain to listen for requests for that object (Application Domain 2 in the typical architecture of a distributed application diagram).
- A client application domain that makes requests for that object (Application Domain 1 in the typical architecture of a distributed application diagram).

On the client side, the remoting infrastructure creates a **proxy** that stands in as a pseudo-instantiation of the remotable object and returns to the client object a reference to the proxy. It does not implement the functionality of the remotable object, but rather presents a similar interface. When a client calls a method, the remoting infrastructure handles the call, checks the type information, and sends the call over the channel to the server process. On the server side, the listening channel picks up the request and makes the call to the remotable object on behalf of the client. The results are serialized and transferred by way of the sink to the client, where the proxy reads them and hands them over to the calling application.

The .NET remoting infrastructure manages transferring the required information over the wire. The following diagram shows the protocol stack of the remoting infrastructure.



**Figure 11: Protocol stack of the .NET remoting infrastructure**

The .NET remoting framework supports two transport protocols, namely TCP and HTTP, but a user can add any transport to the .NET remoting stack.

The .NET remoting core protocol ([\[MS-NRTP\]](#)) specifies a mechanism whereby a calling program can invoke a method in a different address space over the network.

The .NET Remote Lifetime Services Extension ([\[MS-NRLS\]](#)) extends [\[MS-NRTP\]](#) to add a mechanism allowing clients to explicitly create **Server Objects**, and adds another mechanism allowing clients and servers to control the lifetime of Server Objects. The .NET Remote Lifetime Services Extension adds new methods and semantics for activation and lifetime management.

## Encoding

A .NET remoting application can use either a binary encoding for .NET remoting as specified in .NET Remoting Binary Format ([\[MS-NRBF\]](#)), or SOAP encoding as specified in [\[SOAP1.1\]](#), with the .NET remoting-specific portions of the mapping specified in SOAP Serialization Format (section 2.2.4 of [\[MS-NRTP\]](#)).

## Binding

The .NET remoting framework can be bound to either TCP ([\[RFC793\]](#)) or HTTP ([\[RFC2616\]](#)). The TCP binding for binary encoding is specified in TCP Transport ([\[MS-NRTP\]](#) section 2.1.1), and the HTTP binding is specified in HTTP Transport ([\[MS-NRTP\]](#) section 2.1.2). The TCP binding to SOAP is specified in SOAP on TCP ([\[MS-NRTP\]](#) section 2.1.3.2), and the HTTP binding can be found in [\[SOAP1.1\]](#) section 6, with .NET remoting-specific portions of the mapping specified in SOAP on HTTP ([\[MS-NRTP\]](#) section 2.1.3.1).

## Security

Over a TCP connection, optional security may be provided by .NET NegotiateStream Protocol ([\[MS-NNS\]](#)). This protocol enables:

- Client and/or server authentication
- Data confidentiality and integrity

The .NET NegotiateStream Protocol provides mutually authenticated and confidential communication as specified in [MS-NNS].

A key benefit is that authentication in [MS-NNS] is accomplished without the use of digital certificates. Other protocols, such as Transport Layer Security (TLS, [\[RFC5246\]](#)), require the use of digital certificates.

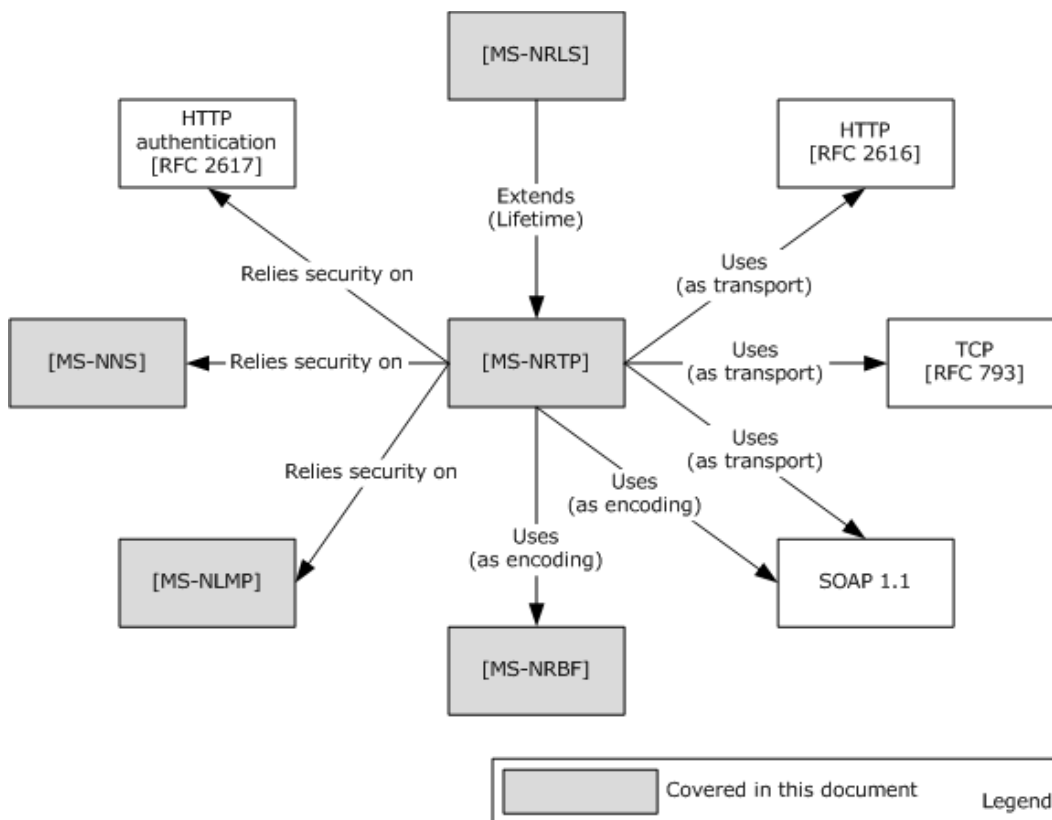
Over an HTTP connection, NTLM Authentication ([\[MS-NLMP\]](#)) or HTTP authentication ([\[RFC2617\]](#)) can be used. [\[MS-NHTT\]](#) specifies how NTLM authentication is used over an HTTP connection.

### Interoperability Between CLR and COM

The IManagedObject Interface Protocol ([\[MS-IOI\]](#)) provides interoperability for CLR. It defines the **IManagedObject**, **IRemoteDispatch**, and **IServicedComponentInfo** interfaces.

- The **IManagedObject** interface is useful as part of the infrastructure for allowing the CLR to interoperate with COM.
- The **IRemoteDispatch** interface is used for method-call dispatch and deactivation.
- The **IServicedComponentInfo** interface is used for determining Server Object instance identity.

The following diagram illustrates the relationship among .NET remoting protocols:



**Figure 12: .NET remoting protocol relationships**

## 2.2 Protocol Summary

The following tables provide a comprehensive list of the member protocols of the .NET Framework. The Member Protocols are grouped according to their primary purpose.

Protocols in this table are used for Windows Workflow Foundation:

Protocol name	Description	Short name
Workflow Instance Management Protocol Specification	Defines a set of SOAP messages for the management of <b>durable program instances</b> , such as suspending, resuming, or canceling an instance.	<a href="#">[MS-WFIM]</a>

Protocols in this table enable communication for .NET remoting:

Protocol name	Description	Short name
.NET Remoting: Core Protocol Specification	Specifies a mechanism by which a calling program can invoke a method in a different address space over the network.	<a href="#">[MS-NRTP]</a>
NET Remoting: Binary Format Data Structure	Defines a set of structures that represent object graph or method invocation information as an octet stream.	<a href="#">[MS-NRBF]</a>
.NET Remoting: Lifetime Services Extension	Adds lifetime and remote <b>activation</b> capabilities to the .NET Remoting Protocol (specified in <a href="#">[MS-NRTP]</a> ).	<a href="#">[MS-NRSL]</a>
.NET NegotiateStream Protocol Specification	Provides mutually authenticated and confidential communication over a TCP connection.	<a href="#">[MS-NNS]</a>

Protocols in this table enable communication for WCF:

Protocol name	Description	Short name
NET Packet Routing Protocol Specification	Defines a SOAP header for indicating that a SOAP message can safely be treated as a packet or datagram.	<a href="#">[MC-NPR]</a>
.NET Binary Format: XML Data Structure	Defines the .NET Binary Format: XML Data Structure, which is a binary format that can represent many XML documents, as specified in <a href="#">[XML1.0]</a> .	<a href="#">[MC-NBFX]</a>
.NET Binary Format: SOAP Data Structure	Defines the .NET Binary Format: SOAP Data Structure, which is a new format built by extending the format described in the .NET Binary Format: XML Data Structure, as specified in <a href="#">[MC-NBFX]</a> .	<a href="#">[MC-NBFS]</a>
.NET Binary Format: SOAP Extension	Defines the .NET Binary Format: SOAP Extension, which is a new format built by extending the format specified in <a href="#">[MC-NBFS]</a> .	<a href="#">[MC-NBFSE]</a>
Peer Channel Protocol Specification	Used for broadcasting messages over a virtual network of cooperating nodes. This protocol is used to send and receive messages among nodes in a named mesh.	<a href="#">[MC-PRCH]</a>

Protocol name	Description	Short name
Peer Channel Custom Resolver Protocol Specification	Used for storage and retrieval of <b>endpoint information</b> of clients that have access to a known service.	<a href="#">[MC-PRCR]</a>
WS-ReliableMessaging Protocol: Advanced Flow Control Extension	Specifies an advanced message flow control extension to the Web Services Reliable Messaging Protocol <a href="#">[WSRM1-0]</a> , <a href="#">[WSRM1-1]</a> , and <a href="#">[WSRM1-2]</a> .	<a href="#">[MS-WSRVCRM]</a>
WS-ReliableMessaging Protocol: Reliable Request-Reply Extension	Enables applications to communicate reliably over transfer protocols that support only SOAP Request-Response.	<a href="#">[MS-WSRVCRR]</a>
.NET Context Exchange Protocol Specification	Specifies a message syntax for identifying context that is shared between a client and a server, and a protocol for establishing that context.	<a href="#">[MC-NETCEX]</a>
.NET Tracing Protocol Specification	Defines a SOAP message header for correlating sets of messages together.	<a href="#">[MS-NETTR]</a>
WS-Discovery: Termination Criteria Protocol Extensions	An extension to the WS-Discovery Protocol for sending and receiving a termination criterion as part of WS-Discovery Probe and Resolve messages.	<a href="#">[MS-WSTC]</a>
Web Services: Security Policy Assertions Format	Defines additional policy assertions that can be used together with policy assertions defined in <a href="#">[WSSP]</a> to express constraints and requirements that cannot be expressed with just the policy assertions defined in <a href="#">[WSSP]</a> .	<a href="#">[MS-WSSEC]</a>
Web Services: Policy Assertions and WSDL Extensions	Specifies a collection of Web service policy assertions and Web Services Description Language (WSDL) extensions, which define domain-specific behavior for the interaction between two Web service entities.	<a href="#">[MS-WSPOL]</a>
.NET Message Framing Protocol Specification	Defines a mechanism for framing messages.	<a href="#">[MC-NMF]</a>
.NET Message Framing TCP Binding Protocol Specification	Specifies how the .NET Message Framing Protocol <a href="#">[MC-NMF]</a> is used for framing SOAP messages over TCP <a href="#">[RFC793]</a>	<a href="#">[MS-NMFTB]</a>
.NET Message Framing MSMQ Binding Protocol Specification	A collection of Web service policy assertions that define behavior for the interaction with a Web service entity. This set of policy assertions pertains to an endpoint that is using the .NET Message Framing MSMQ Binding Protocol as the transport.	<a href="#">[MS-NMFMB]</a>
WS-AtomicTransaction (WS-AT) Version 1.0 Protocol Extensions	Extends the WS-AtomicTransaction Protocol specified in <a href="#">[WSAT10]</a> and <a href="#">[WSAT11]</a> , by enabling software entities that use the WS-AtomicTransaction Protocol to participate in transactions coordinated by OleTx transaction managers, as specified in <a href="#">[MS-DTCO]</a> .	<a href="#">[MS-WSRVCAT]</a>

Protocols in this table are used for Identity and Directory Services:



Protocol name	Description	Short name
Directory Services Markup Language (DSML) 2.0 Protocol Extensions	Microsoft extensions to the Directory Services Markup Language (DSML) 2.0 Protocol.	<a href="#">[MS-DSML]</a>

Protocols in this table are used for Data Access:

Protocol name	Description	Short name
Open Data Protocol (OData) Specification	Used for creating Representational State Transfer (REST)-based <a href="#">[REST]</a> data services, which enable resources, identified by using Uniform Resource Identifiers ( <a href="#">URIs</a> ) and defined in an abstract data model, to be published and edited by Web clients within corporate networks and across the Internet by using simple HTTP messages.	<a href="#">[MS-ODATA]</a>
Conceptual Schema Definition File Format	Describes the structure and semantics of the Conceptual Schema Definition Language (CSDL) for the Entity Data Model (EDM).	<a href="#">[MC-CSDL]</a>
Entity Data Model for Data Services Packaging Format	Specifies the Entity Data Model for Data Services Packaging Format (EDMX), an XML-based file format that serves as the packaging format for the service metadata of a data service.	<a href="#">[MC-EDMX]</a>

Protocols in this table are used in ASP.NET:

Protocol name	Description	Short name
ASP.NET State Server Protocol Specification	Used for interaction between a client application that requires persistent session state storage, and an out-of-process state server responsible for storing session state.	<a href="#">[MS-ASP]</a>
ASP.NET State Service Database Repository Communications Protocol	This protocol specifies an interface for clients to store and retrieve serialized session data.	<a href="#">[MS-ASPSS]</a>

Protocols in this table enable communication for .NET remoting:

Protocol name	Description	Short name
.NET Remoting: Core Protocol Specification	Specifies a mechanism by which a calling program can invoke a method in a different address space over the network.	<a href="#">[MS-NRTP]</a>
NET Remoting: Binary Format Data Structure	Defines a set of structures that represent object graph or method invocation information as an octet stream.	<a href="#">[MS-NRBF]</a>
.NET Remoting: Lifetime Services Extension	Adds lifetime and remote activation capabilities to the .NET Remoting Protocol (specified in <a href="#">[MS-NRTP]</a> ).	<a href="#">[MS-NRLS]</a>
.NET NegotiateStream Protocol Specification	Provides mutually authenticated and confidential communication over a TCP connection.	[MS-NNS]
IManagedObject Interface	Provides interoperability support for the common language	<a href="#">[MS-IOI]</a>

Protocol name	Description	Short name
Protocol Specification	runtime (CLR).	

## 2.3 Environment

The following sections identify the context in which the system exists. This includes the systems that use the interfaces provided by this system of protocols, other systems that depend on this system, and, as appropriate, how components of the system communicate.

### 2.3.1 Dependencies on This System

None.

### 2.3.2 Dependencies on Other Systems/Components

The Microsoft® .NET Framework relies on the following Microsoft Windows® and standard protocols:

- Message Queuing protocols defined in [\[MS-MQSO\]](#)
- TCP
- Named pipes as described in [\[MS-CIFS\]](#)/[\[MS-SMB2\]](#)
- HTTP/HTTPS
- Web Services standard protocols (WS\* protocols)
- WS-Addressing
- WS-ReliableMessaging
- WS-AtomicTransaction
- WS-Coordination
- SecureConversation
- WS-Discovery
- WS-Policy
- WS-Security
- WS-SecurityPolicy
- WS-Trust
- WS-PolicyAttachment
- WS-Enumeration
- WS-Transfer
- SOAP (Simple Object Access Protocol)
- [\[MS-DTCO\]](#)

- [\[MS-CMP\]](#)
- [\[MS-CMPO\]](#)
- [\[MS-RPCE\]](#)

## 2.4 Assumptions and Preconditions

None.

## 2.5 Use Cases

### 2.5.1 Stakeholders

The stakeholders and their associated interests for the .NET Framework protocols are as follows:

#### **Application Developers**

An individual who implements distributed applications that use .NET Framework protocols. The primary interest of the application developer is to develop the client and/or server application using the .NET Framework or another programming framework.

#### **System Developer**

An individual who implements the client or server side of the protocols. The primary interest of the system developer is to implement the .NET protocols on platforms other than Microsoft Windows® so that the distributed applications developed on the other platforms can interoperate with the applications built on .NET Framework.

#### **End User**

An individual who uses .NET Framework applications either directly or through a Web client that accesses a Web application or Web services. The end user's interest is to accomplish a task that he is authorized to do by using the Web service; the task could be to perform a financial transaction, to obtain data, or to change existing data. The end user is not necessarily aware that a separate Web server or Web service is performing the task, only of the Web service interface.

#### **Web Service Provider**

The entity (individual or corporate) that owns and operates the Web service. The service provider has an interest (financial or otherwise) in the Web service operating reliably and correctly.

### 2.5.2 Actors

#### **Web Client**

A Web client is an application programming construct that consumes the Web service. It communicates with the Web service to obtain information or to perform an operation on the server. The operation which a Web client can perform is limited to the interface published by the Web service. A developer can use the infrastructure provided by the .NET Framework to develop a Web client, and Web clients can use the protocols provided by the .NET Framework to communicate with a Web service, but a Web client is not necessarily built using the .NET Framework. A Web service is external to the .NET Framework.

#### **Web Service**

A Web service is a means by which two computing devices can perform specifically requested tasks over a network. The W3C defines a Web service as "a software system designed to support interoperable machine-to-machine interaction over a network". A Web client can access Web services by using various protocols, the most common of which are REST, SOAP, and RPC. A remote system called the **Web server** executes the request and sends the requested data to the Web client. A developer can use the .NET Framework to develop a Web service; however, a Web service is a generic application programming construct not necessarily built with the .NET Framework.

## Data Service

A data service is an application that resides on a Web server and enables clients to publish and edit resources. The resources exposed by data services are described using the Entity Data Model (EDM), which is described in more detail in [\[MSDN-EDMSpecs\]](#).

## RM Source

The **reliable messaging source (RM Source)** is the endpoint that **transmits** the message between client and server over the network. RM Source adds reliability headers into messages and resends messages if necessary. It requests creation and termination of the reliability contract. The Web client acts as an **application source** that sends the message to the **RM Destination** for reliable delivery. RM Source is described in detail in the Web Services Reliable Messaging Protocol specifications (see [\[WSRM1-1\]](#) and [\[WSRM1-2\]](#)).

## RM Destination

The reliable messaging destination (RM Destination) is the endpoint that receives the message. The RM Destination responds to requests to create and terminate a reliability contract. It accepts and acknowledges messages and optionally holds back out-of-order messages until missing messages arrive. The RM Destination transfers the received messages to the Web Service, which acts as the **application destination**. The RM Destination is described in detail in the Web Services Reliable Messaging Protocol specifications (see [\[WSRM1-1\]](#) and [\[WSRM1-2\]](#)).

## Client Application

A client application is a .NET remoting client that invokes a method on a Server Object or manages the lifetime of the Server Object.

## Remoting Server

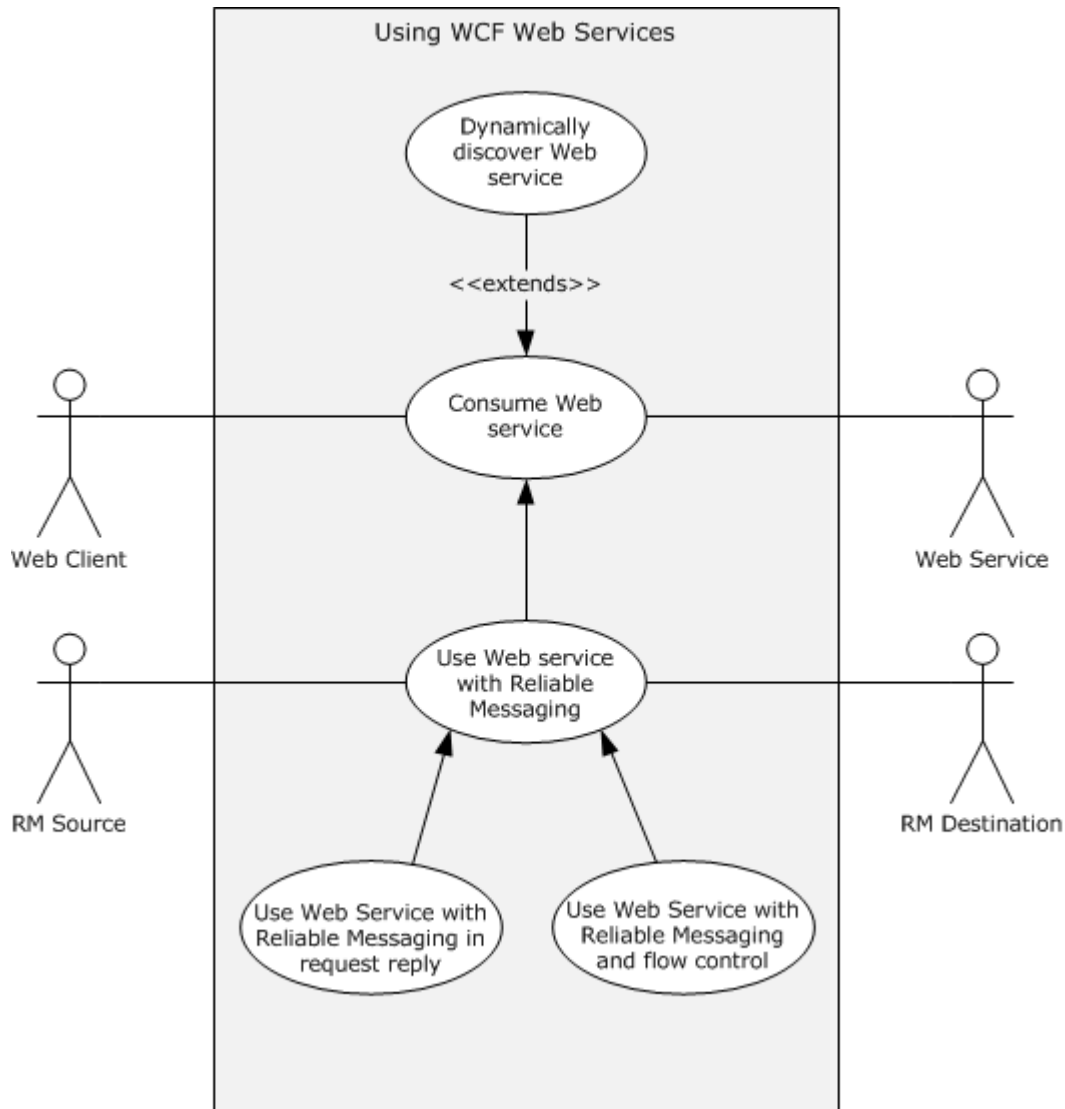
A remoting server contains the Server Object that responds to the remote queries of the client application in .NET remoting.

## Sponsor Object

A sponsor object specifies whether the Server Object's **Time-To-Live (TTL)** must be extended; it also specifies the duration of the extension.

## 2.5.3 WCF Use Cases

### 2.5.3.1 Use Case Diagrams



**Figure 13: WCF use cases**

### 2.5.3.2 Use Case Descriptions

#### 2.5.3.2.1 Dynamically Discover a Web Service

See the diagram named "WCF use cases" in section [2.5.3.1](#).

**Goal:** The Web client obtains the URI of the Web service.

**Context of Use:** A Web client requires the use of a Web service, but the identifying address (URI) of the Web service is unknown. The Web client must dynamically seek a suitable Web service (the target service); this process is called service discovery.

**Primary Actor:** The primary actor is the Web client, an application that resides on the end user's computer and makes requests to a server over a network connection.

**Supporting Actor:** The supporting actor is a Web service. This provides a remote computing or data access function that a Web client can dynamically discover and consume.

**Preconditions:** The following enables a WCF Web service to become discoverable over **UDP** on a network by using WS-Discovery ([\[WS-Discovery\]](#)).

- The Web service is connected to the network.
- The Web service application developer enables discovery of the service. In WCF, the developer adds a discovery endpoint to enable service discovery.

**Trigger:** Web service discovery can be initiated in two ways: A developer can perform Web service discovery manually and statically bind the Web service's URI to the Web client application. Alternatively, when the Web client does not already know the location of a service appropriate to a particular task, the Web client can initiate discovery of a Web service by performing the steps listed under Main Success Scenario in this section.

**Main Success Scenario:**

1. The Web client searches for a Web service with a multicast Probe message specifying the contract type (the methods exposed by the service).
2. The Web service responds with a unicast Probe Match message.
3. The Web client sends a multicast Resolve message requesting the Web service's URI.
4. The Web service responds with a unicast Resolve Match message containing its address (URI).

The Web client uses a multicast discovery protocol called WS-Discovery ([\[WS-Discovery\]](#)) to locate the Web service on a network. The detailed steps involved in discovering the service are described in section 3 of [\[WS-Discovery\]](#). The client can add constraints to the probe and response messages as described in [\[MS-WSTC\]](#).

**Minimal Guarantees:** If the service is unavailable, the Web server does not respond to the client. No data on the Web client or the Web server is changed.

**Success Guarantees:** The system guarantees the following.

- The Web server responds to requests from the Web client.
- The discovery service obtains the URI of the Web service.
- The Web client receives the URI of the Web service.

#### 2.5.3.2.2 Consume a Web Service

See the diagram named WCF use cases in section [2.5.3.1](#).

**Goal:** The Web client consumes the Web service according to the service contract. "Consume" means that the Web service successfully fulfills the Web client's request.

**Context of Use:** An end user performs a task on a Web client that requires consumption of a Web service.

**Primary Actor:** The primary actor is a Web client, an application that resides on the end user's computer and connects to a server over a network.

**Supporting Actor:** The supporting actor is a Web service, which provides the remote application that the Web client consumes.

**Preconditions:** The Web service is connected to the network.

**Trigger:** When an end user visits a website, uses a Web application, or performs a transaction on the Web, that site or application might access a Web service. The end user is not necessarily aware that a Web service is involved in the task at hand. The Web client makes a request on a Web service endpoint. For example, an end user uses a Web browser to visit a weather reporting website. When the website's home page loads, it accesses one or more Web services to retrieve weather-related data.

**Main Success Scenario:**

1. The Web client discovers the Web service (obtains its URI).
2. The Web client sends a request message to the Web service's URI.
3. The Web service validates the service contract, which describes the service's functionality and communication format.
4. If the contract is valid, the Web service sends a response message to the Web client.

**Extension:**

5. If the Web client does not already have the URI of the service, it can obtain it dynamically by using WS-Discovery as described in the use case in section [2.5.3.2.1](#).

**Minimal Guarantees:** If the service is unavailable, it will not respond to the client. No data on the Web client or the Web server is changed.

**Success Guarantee:** The Web client consumes the Web service according to the service contract.

### 2.5.3.2.3 Use a Web Service with Reliable Messaging

See the diagram titled WCF use cases in section [2.5.3.1](#).

**Goal:** A Web client is guaranteed to consume data in the same order in which it requested the data.

**Context of Use:** A Web client requires that the order in which it consumes data be the same as the order in which it requested the data.

**Primary Actor:** The primary actor is a Web client.

**Supporting Actors:** The supporting actors are as follows:

- **Web Service:** Provides the remote application that the Web client consumes.
- **RM Source:** Helps the sender by assuring that the message is sent reliably to the client.
- **RM Destination:** Makes sure that all the messages are received and notifies the RM Source about the missing message.

**Preconditions:** Preconditions are defined in section 2.2 of [\[WSRM1-1\]](#).

**Minimal Guarantees:** The Web service receives the messages from the Web client in the requested order.

**Success Guarantee:** The Web client consumes all messages from the Web service in the requested order. The Web service receives all messages from the Web client in the same order that they were sent.

**Trigger:** A Web client is required to send messages reliably.

**Main Success Scenario:**

1. The Web client submits a sequence of messages to the RM Source for reliable delivery.
2. The RM Source requests the creation of an outbound Sequence by sending a <CreateSequence> element in the body of a message to the RM Destination.
3. The RM Destination responds with a <CreateSequenceResponse> element in the body of a message to the RM Destination by returning a globally unique identifier (GUID).
4. The RM Source forwards messages sent by the Web client with a <Sequence> element header block which contains the sequence number of the message.
5. The RM Destination informs the RM Source of successful message receipt by using a <SequenceAcknowledgement> element header block. The RM Destination delivers the message to the Web Service.
6. The RM Source sends the last message by adding a <LastMessage> element in the Sequence header to indicate the RM Destination that this is the last message in sequence. The RM Destination responds with the acknowledgment of the last message.
7. After receiving the acknowledgment of the last message, the RM source sends a <TerminateSequence> element in the body of a message to the RM Destination to indicate that the Sequence is complete.

**Variant:**

Because the infrastructure might be unreliable, the following scenario shows how lost messages are retransmitted. The RM Source requests creation of a new Sequence.

1. The RM Destination creates a Sequence by returning a globally unique identifier.
2. The RM Source begins sending messages beginning with message number 1.
3. The RM Source includes a <LastMessage> element token to the last message in the sequence.
4. The message number **n** is lost in transit.
5. The RM Destination acknowledges receipt of message numbers 1 to **n-1** and the messages after **n**th message.
6. The RM Source retransmits the **n**th message. This is a new message on the underlying transport, but it has the same sequence identifier and message number so that the RM Destination can recognize it as equivalent to the earlier message, in case both are received.
7. The RM Destination receives the second transmission of the message with MessageNumber **n** and acknowledges receipt of message numbers 1 to last.



8. The RM Source receives this acknowledgment and sends a <TerminateSequence> element message to the RM Destination indicating that the sequence is completed and reclaims any resources associated with the Sequence.
9. The RM Destination receives the <TerminateSequence> element message indicating that the RM Source will not be sending any more messages, and reclaims any resources associated with the Sequence.

#### 2.5.3.2.4 Use a Web Service with Reliable Messaging and Flow Control

See the diagram named WCF use cases in section [2.5.3.1](#).

**Goal:** A Web client requires that the order of consumption should be same as the order of request and resending of messages are minimized by applying the flow control.

**Context of Use:** The Web client requires consuming the Web service in a given order with minimum resend.

**Primary Actor:** The primary actor is a Web client.

**Supporting Actors:** The supporting actors for this use case are as follows.

- **Web Service:** Provides the service that can be consumed by the client.
- **RM Source:** Helps the sender by assuring that the message is sent reliably to the client and implements flow control.
- **RM Destination:** Makes sure that all the messages are received and notifies the RM Source about the missing message. It implements flow control.

**Preconditions:** The preconditions defined in section 1.5 of [\[MS-WSRVCRM\]](#).

**Trigger:** The Web client makes a request on a service that is configured for Web Services Reliable Messaging (see [\[WSRM1-1\]](#) and [\[WSRM1-2\]](#)).

**Main Success Scenario:**

1. The Web client submits a sequence of messages to the RM source for reliable delivery.
2. The RM Source sends the first message with a <Sequence> element header block that contains the sequence number of the message.
3. After receiving a message, the RM Destination informs the RM Source of successful message receipt using a <SequenceAcknowledgement> element header block with the <BufferRemaining> element which contains the number of further messages that the RM Destination can accept. The RM Destination delivers the message to the Web Service.
4. After receiving the <SequenceAcknowledgement> element header block, the RM source processes it by checking the <BufferRemaining> element. It polls for the acknowledgment from RM Destination and does not send any further messages unless the <BufferRemaining> element indicates that RM Destination can receive further messages.
5. The RM Source sends the last message by adding a <LastMessage> element in the Sequence header to indicate to the RM Destination that this is the last message in the sequence. The RM Destination responds with the acknowledgment of the last message.

6. After receiving the acknowledgment of the last message, the RM source sends a <TerminateSequence> element in the body of a message to the RM Destination to indicate that the Sequence is complete.

**Minimal Guarantees:** The Web client consumes the Web service with the messages in the requested order.

**Success Guarantee:** The Web client consumes the Web service in the specified order with the minimum number of dropped messages.

#### 2.5.3.2.5 Use a Web Service with Reliable Messaging in the Request Reply

See the diagram named WCF use cases in section [2.5.3.1](#).

**Goal:** The Web client requires that the order of consumption should be same as the order of request over transfer protocols that only support the SOAP Request-Response protocol.

**Context of Use:** The Web client is required to send its messages to the Web server in an orderly manner.

**Primary Actor:** The primary actor is a Web client.

**Supporting Actors:** The supporting actors for this use case are as follows:

- **Web Service:** Provides the service that can be consumed by the client.
- **RM Source:** Helps the sender by assuring that the message is sent reliably to the RM Destination over transfer protocols that support only the SOAP Request-Response protocol.
- **RM Destination:** Makes sure that all the messages are received and notifies the RM Source about the missing message.

**Preconditions:** The preconditions are defined in section 1.5 of [\[MS-WSRVCRR\]](#).

**Trigger:** The Web client makes a request on a service that is configured for Web Services Reliable Messaging (see [\[WSRM1-1\]](#) and [\[WSRM1-2\]](#)).

**Main Success Scenario:**

1. The Web client submits a sequence of messages to the RM Source for reliable delivery on a transfer protocol that supports only the SOAP Request-Response protocol.
2. The RM Source sends a CreateSequence message for establishing a pair of sequences.
3. RM Destination in turn responds with a CreateSequenceResponse message for establishing a pair of sequences
4. The RM Source sends request messages.
5. The RM Destination informs the RM Source of successful message receipts by sending response messages.
6. RM source continues resending the request messages for which a response is not received to provide the RM Destination a way to send the acknowledgment.
7. After the RM Source receives acknowledgment of all the messages sent, it sends a CloseSequence message.

8. The RM Destination responds with a CloseSequenceResponse message.
9. The RM source sends a TerminateSequence message and the RM Destination responds with a TerminateSequenceResponse message.

**Minimal Guarantees:** The Web client and Web server should be able to communicate reliably over transfer protocols that support only the SOAP Request-Response protocol.

**Success Guarantee:** All the messages sent by the Web client should reach the Web service in an orderly manner.

## 2.5.4 .NET Remoting Use Cases

### 2.5.4.1 Use Case Diagrams

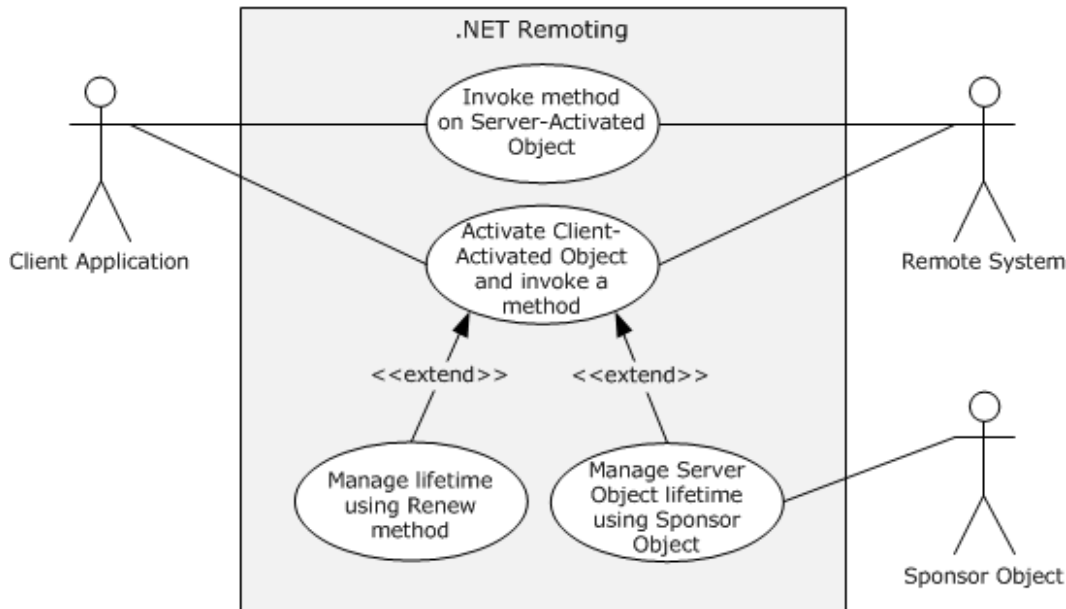


Figure 14: NET remoting use cases

### 2.5.4.2 Use Case Descriptions

#### 2.5.4.2.1 Invoke a Method on a Server-Activated Object

**Goal:** A client application performs an operation on a **Server-Activated Object (SAO)** on a remoting server.

**Context of Use:** A client application invokes a method on a Server-Activated Object (SAO) on a remoting server.

**Primary Actor:** The primary actor is the client application.

**Supporting Actor:** The supporting actor for this use case is the remoting server (the server application on which the Server-Activated Object resides).

**Preconditions:**

- The client application and remoting server have negotiated the encoding to be used.
- The client application recognizes the **Server Object URI**.

**Trigger:** The client application invokes a method on the Server-Activated Object on the remoting server.

**Main Success Scenario:**

1. The client application connects to the remoting server by using the Server Object URI.
2. The client application invokes a method on the remoting server.
3. The remoting server executes the method.

**Variations:**

- If the method invocation is two-way, the client application waits for response from the remoting server.
- The remoting server sends back a response that may contain a return value and output arguments.

**Minimal Guarantees:** The method invocation fails.

**Success Guarantee:** The client application successfully invokes the remote object method on the remoting server.

#### 2.5.4.2.2 Activate a Client-Activated Object and Invoke a Method

**Goal:** A client application activates a **Client-Activated Object (CAO)** and invokes a method on the activated object.

**Context of Use:** The client application activates a Client-Activated Object on a remoting server and invokes a method on that object.

**Primary Actor:** The primary actor is the client application.

**Supporting Actor:** The supporting actor is the remoting server (the server application on which the remote object resides). The remoting server also hosts **RemoteActivationService** service, which activates the Client-Activated Objects.

**Preconditions:**

- The client system and remote system have negotiated the encoding to be used.
- The client application recognizes the Server Object URI of the RemoteActivationService and is configured with enough information about the Server Type to construct the activation message.

**Main Success Scenario:**

1. The client application calls the **Activate** method of the RemoteActivationService to activate a Client-Activated Object of a particular Server Type. The **Activate** method returns the **Server Object Reference** of the activated object.
2. The client application invokes a method on the returned Server Object.
3. The remoting server executes the method.

## Extensions

- If the client application is required to access a method or methods of the activated Server Object, it can prevent the object from being unmarshaled by using lifetime management after step 3, as described in the use cases in sections [2.5.4.2.3](#) and [2.5.4.2.4](#).

**Minimal Guarantees:** The client application is not able to activate the Client-Activated Object.

**Success Guarantee:** The client application activates a Client-Activated Object and invokes a method on the activated object.

### 2.5.4.2.3 Manage Server-Object Lifetime by Using the Renew Method

**Goal:** A client application extends the lifetime of a Server Object using the **Lease Object's Renew** method.

**Context of Use:** A client application extends the lifetime of a Client-Activated Object (CAO) to avoid the unmarshalling of the object so as to be able to invoke a method of the Server Object efficiently at later point.

**Primary Actor:** The primary actor is the client application.

**Supporting Actor:** The supporting actor is the remoting server (the server application on which the remote object resides). The remoting server also hosts the RemoteActivationService service, which activates Client-Activated Objects. It also manages the Lease Object associated with each Client-Activated Object.

**Preconditions:**

- The client system and remote system have negotiated the encoding to be used.
- The client application has obtained the Server Object Reference of the Client-Activated Object.

**Main Success Scenario:**

1. The client application calls the Client-Activated Object's **GetLifetimeService** remote method.
2. The remoting server returns a Server Object Reference to the Lease Object for the Server Object.
3. The client application invokes the **Renew** remote method on the Lease Object to extend the Time-To-Live (TTL) by a specified amount.

**Minimal Guarantees:** The Client-Activated Object's Time-To-Live (TTL) is not extended.

**Success Guarantee:** The Time-To-Live (TTL) value of the Client-Activated Object is increased.

### 2.5.4.2.4 Manage Server Object Lifetime by Using a Sponsor Object

**Goal:** A client application extends the lifetime of a Server Object by using a **Sponsor** object.

**Context of Use:** A client application extends the lifetime of a Client-Activated Object (CAO) to avoid the unmarshalling of the object so as to be able to invoke a method of the Server Object efficiently at a later point.

**Primary Actor:** The primary actor is the client application.

**Supporting Actors:** The supporting actors are as follows.

- **Remoting Server:** The server application where the remote object resides. The remoting server hosts the RemoteActivationService service, which is used to activate Client-Activated Objects. It also manages the Lease Object which is associated with every Client-Activated Object.
- **Sponsor Object:** A Sponsor object can specify whether the Server Object's Time-To-Live (TTL) must be extended, and can specify the duration of the extension.

**Preconditions:**

- The client system and remote system have negotiated the encoding to be used.
- The client application has obtained the Server Object Reference of the Client-Activated Object.

**Main Success Scenario:**

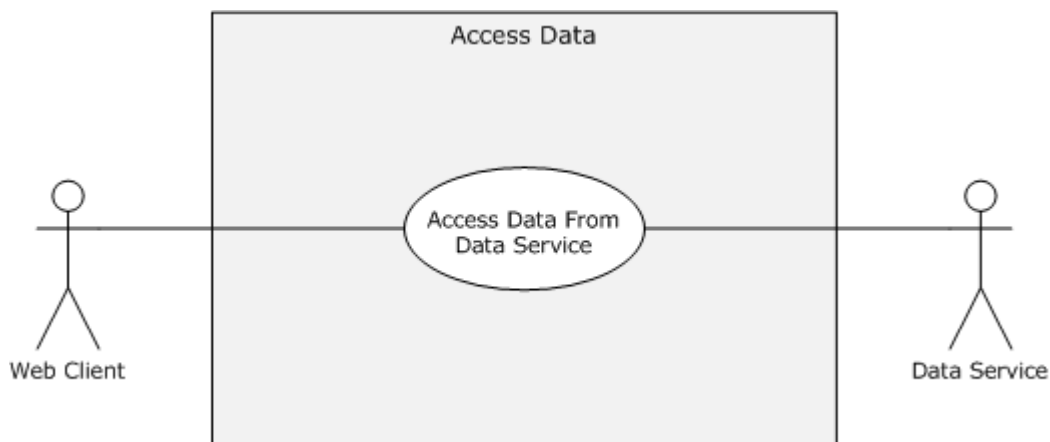
1. The client application calls the Client-Activated Object's **GetLifetimeService** remote method.
2. The remoting server returns a Server Object Reference to the Lease Object for the Server Object.
3. The client application registers a Sponsor object using the **Register** method of the returned Lease Object.
4. The client application makes no call to the Client-Activated Object, and the lease of Client-Activated Object expires.
5. When the Client-Activated Object's TTL is over, the Lease Object sends a Renewal request to the Sponsor object.
6. The Sponsor object returns a Renewal response to the Lease Object, and the lease is extended.

**Minimal Guarantees:** The Client-Activated Object's Time-To-Live (TTL) is not extended.

**Success Guarantee:** The TTL value of the Client-Activated Object is increased.

## 2.5.5 Data Access Use Cases

### 2.5.5.1 Use Case Diagrams



**Figure 15: Accessing data from data service use case**

## 2.5.5.2 Use Case Descriptions

### 2.5.5.2.1 Accessing Data from a Data Service

**Goal:** A Web client is retrieves or updates data from a data service.

**Context of Use:** A Web client accesses data on a data service.

**Primary Actor:** The primary actor is a Web client.

**Supporting actor:** The supporting actor is a data service that provides the data store which the Web client retrieves or updates.

**Preconditions:**

- The Web service is connected to the network.
- The prerequisites and preconditions defined in [MS-ODATA] section 1.5.

**Trigger:** The client makes a request to access data from the data service.

**Main Success Scenario:**

1. Client sends the request to the data service by using an HTTP header.
2. The server processes the request and sends a response to the client.
3. The Web client processes the response.

**Minimal Guarantees:** The Web client cannot access data from the Web service. No data in the data store changes.

**Success Guarantee:** The Web client retrieves data from the data service and updates it.

## 2.6 Versioning, Capability Negotiation, and Extensibility

None.

## 2.7 Error Handling

The system does not define any errors beyond those described in the specifications of the member protocols, as listed in section [2.2](#).

## 2.8 Coherency Requirements

This system has no special coherency requirements.

## 2.9 Security

Implementation of secure communication is up to the developer. The developer needs to select security features based on the business value of the data. Because the security of WCF-based communications is application-dependent, application developers should be aware of security exploits and risks associated with existing security features such as authentication, encryption, signing and hashing methods, and should choose appropriate security methods to mitigate such known security risks in accord with the business requirements.

## 2.10 Additional Considerations

The .NET Framework is not a system but rather a platform for application developers to write distributed .NET applications. Use of the underlying protocols is entirely at the developer's discretion.



## 3 Examples

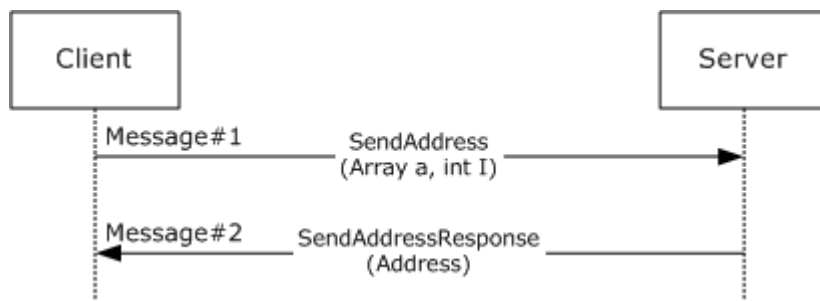
### 3.1 Example 1 (.NET Remoting): Two-Way Method Invocation Using SOAP Over HTTP

The .NET Remoting Framework is one of the main categories of .NET protocols. This example illustrates the two-way method invocation that is mapped to the "Invoke a Method" use case. In this example, the client invokes a method on the server and the server responds with the result, which is an object of the **address** class. The detailed example can be found in [\[MS-NRTP\]](#) section 4.2.

#### 3.1.1 Initial System State

- General requirements as set forth in [\[MS-NRTP\]](#) section 1.5.
- The server must be configured to respond with the address.

#### 3.1.2 Sequence of Events



**Figure 16: Sequence diagram for two-way method invocation**

1. The client requests an address from the server.
2. The server responds with the address.

#### 3.1.3 Final System State

The client receives the requested address. Client and server can communicate further using the same or a different contract.

### 3.2 Example 2 (WCF): Hello World

This example illustrates a simple request and response that is mapped to the Consume Web service use case. The service defines the following service contract:

```
[ServiceContract]
public interface IHelloWorldService
{
    [OperationContract]
    string SayHello(string name);
}
```

The server implementation returns the string "Hello World!!" when the client sends the sayHello message with "World!!" as its input argument.

```
public class HelloWorldService : IHelloWorldService
{
    public string SayHello(string name)
    {
        return string.Format("Hello, {0}", name);
    }
}
```

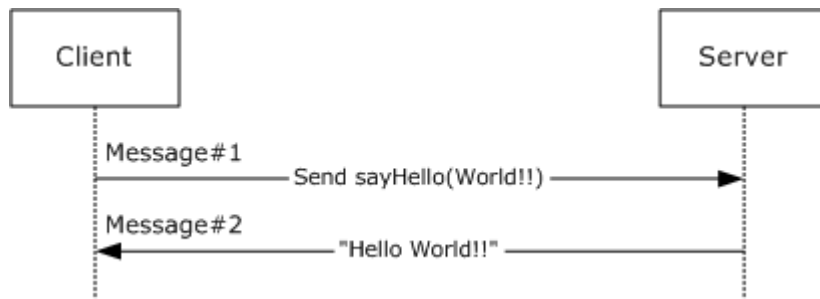
This example uses basicHttpbinding, which uses SOAP over HTTP.

```
<endpoint address="http://localhost:80/QuickReturns/Exchange"
    bindingsSectionName="BasicHttpBinding"
    contract="IHelloWorldService" />
```

### 3.2.1 Initial System State

1. The client requires the Request URI of the server, and both the client and server should have the Service Contract.
2. The client should have the address and binding of the service.

### 3.2.2 Sequence of Events



**Figure 17: Sequence diagram for hello world**

1. Client sends SayHello request.

The HTTP headers of the request message are as follows:

```
POST /Hello HTTP/1.1..
Content-Type: text/xml;
charset=utf-8..
SOAPAction: "http://tempuri.org/IHelloWorldService/SayHello"..
Host: 10.185.189.63..Content-Length: 163..
Expect: 100-continue..
Accept-Encoding: gzip, deflate..
Connection: Keep-Alive....
```

The body of the message is as follows:

```
<s:Envelope xmlns:s="http://schemas.xmlsoap.org/soap/envelope/">
```

```

<s:Body>
  <SayHello xmlns="http://tempuri.org/">
    <name>world!!</name>
  </SayHello>
</s:Body>
</s:Envelope>

```

The SOAP Body contains the method name to be called and the input arguments.

## 2. The server responds with the "Hello World!!" string.

The HTTP headers of the response message are shown as follows.

```

HTTP/1.1 200 OK.
.Content-Length: 206.
.Content-Type: text/xml;
charset=utf-8..
Server: Microsoft-HTTPAPI/2.0..
Date: Tue, 21 Sep 2010 22:02:33 GMT....

```

The SOAP response message is as follows:

```

<s:Envelope xmlns:s="http://schemas.xmlsoap.org/soap/envelope/">
  <s:Body>
    <SayHelloResponse xmlns="http://tempuri.org/">
      <SayHelloResult>Hello, world!!</SayHelloResult>
    </SayHelloResponse>
  </s:Body>
</s:Envelope>

```

The SOAP response contains an entry for SayHelloResponse which contains the response string, which is "Hello World!!"

### 3.2.3 Final System State

There is no change in state.

## 3.3 Example 3 (WCF): Reliable Messaging with TCP as Transport

This example illustrates how the reliable messaging can be used in WCF. This example describes the use case noted in the Use Web service with Reliable Messaging main scenario.

The following interface can be used to establish the service contract:

```

[ServiceContract]
public interface IMessage
{
    [OperationContract]
    void Message1();
    [OperationContract]
    void Message2();
}

```

The user is required to add the following configuration entries in order to enable reliable messaging over TCP.

```
<system.serviceModel>
  <services>
    <service name="<ServiceName>" >
      <host>
        <baseAddresses>
          <add baseAddress="net.tcp://<ServerName>:<Port>/service"/>
        </baseAddresses>
      </host>
      <endpoint address=""
        binding="customBinding"
        bindingConfiguration="TcpBinding"
        bindingName="<TcpBinding_Name>"
        contract="IMessage" />
    </service>
  </services>

  <bindings>
    <customBinding>
      <!-- Configure a CustomBinding that supports tcp transport
        and text encoding -->
      <binding name="TcpBinding">
        <!-- This will enable the WS Reliable messaging -->
        <reliableSession flowControlEnabled="false"/>
        <textMessageEncoding messageVersion="Soap12WSAddressing10"/>
        <tcpTransport/>
      </binding>
    </customBinding>
  </bindings>
</system.serviceModel>
```

The user sends two messages and finally a third message with the <LastMessage> element tag.

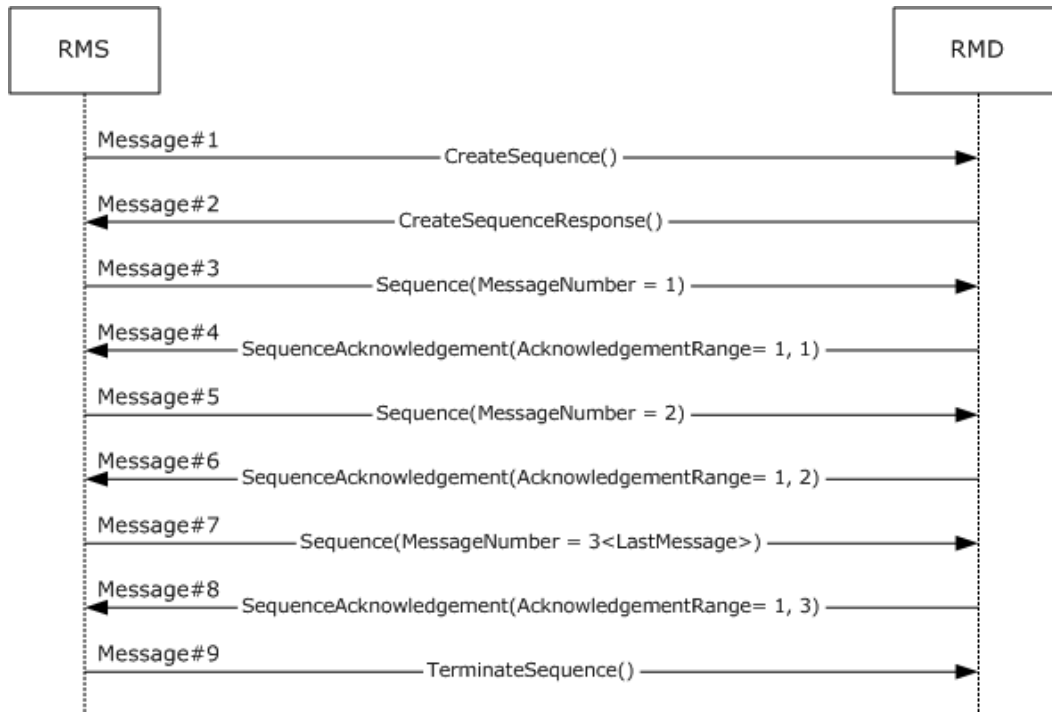
The .NET Message Framing Protocol [\[MC-NMF\]](#) is used to frame the **SOAP** messages over TCP. This example focuses on SOAP messages which are sent by using [\[MC-NMF\]](#) messages to frame them, as follows:

The Initiator and Receiver exchange a set of Preamble messages as described in [\[MC-NMF\]](#) section 3.2.4.2 and 3.3.4.2. Once a session is established using Preamble messages, the Initiator and Receiver send and receive SOAP messages as described in [\[MC-NMF\]](#) sections 3.2.4.3, 3.2.4.4, 3.3.4.3 and 3.3.4.4. Once the message exchange is complete, the Initiator and Receiver close the session by sending an End Record message as described in [\[MC-NMF\]](#) section 3.2.4.5 and 3.3.4.5.

### 3.3.1 Initial System State

An implementation of WSRM must be available.

### 3.3.2 Sequence of Events



**Figure 18: Reliable messaging with TCP as transport**

1. The RM Source (**RMS**) sends a CreateSequence message as specified in [\[WSRM1-1\]](#) section 3.4 to the RM Destination (**RMD**).
2. The RMD sends a CreateSequenceResponse message as specified in [\[WSRM1-1\]](#) section 3.4 to the RMS.
3. The RMS sends the first message to the RMD with MessageNumber = 1 and an <AckRequested> element header block in the header to signal to the RMD that the RMS is requesting a <SequenceAcknowledgement> element to be returned as specified in [\[WSRM1-1\]](#) section 3.3.

```

<r:AckRequested>
  <r:Identifier>urn:uuid:cd8ea5a2-4867-45ed-bb39-46c4cab2213f</r:Identifier>
</r:AckRequested>
<r:Sequence s:mustUnderstand="1">
  <r:Identifier>urn:uuid:cd8ea5a2-4867-45ed-bb39-46c4cab2213f</r:Identifier>
  <r:MessageNumber>1</r:MessageNumber>
</r:Sequence>
  
```

4. The RMD Responds with acknowledgement range = 1,1 in a <SequenceAcknowledgement> element header block as specified in [\[WSRM1-1\]](#) section 3.2.

```

<r:SequenceAcknowledgement>
  <r:Identifier>urn:uuid:cd8ea5a2-4867-45ed-bb39-46c4cab2213f</r:Identifier>
  <r:AcknowledgementRange Lower="1" Upper="1"/>
</r:SequenceAcknowledgement>
  
```

5. The RMS sends a second message to the RMD with MessageNumber = 2 and an <AckRequested> element header block in the header to signal to the RMD that the RMS is requesting that a <SequenceAcknowledgement> element be returned as specified in [\[WSRM1-1\]](#) section 3.3.

```
<r:AckRequested>
  <r:Identifier>urn:uuid:cd8ea5a2-4867-45ed-bb39-46c4cab2213f</r:Identifier>
</r:AckRequested>
<r:Sequence s:mustUnderstand="1">
  <r:Identifier>urn:uuid:cd8ea5a2-4867-45ed-bb39-46c4cab2213f</r:Identifier>
  <r:MessageNumber>2</r:MessageNumber>
</r:Sequence>
```

6. The RMD Responds with acknowledgement range = 1,3 in <SequenceAcknowledgement> element header block which is specified in [\[WSRM1-1\]](#) section 3.2.

```
<r:SequenceAcknowledgement>
  <r:Identifier>urn:uuid:cd8ea5a2-4867-45ed-bb39-46c4cab2213f</r:Identifier>
  <r:AcknowledgementRange Lower="1" Upper="2"/>
</r:SequenceAcknowledgement>
```

7. The RMS sends the last message to RMD with MessageNumber = 3 and an <AckRequested> element header block in the header to signal to the RMD that the RMS is requesting that a <SequenceAcknowledgement> element be returned as specified in 3.3 of [\[WSRM1-1\]](#). It adds a <LastMessage> element in the sequence block to indicate to the RMD that this is the last message in the sequence:

```
<s:Envelope>
  <s:Header>

    <!-- ... -->

    <r:Sequence s:mustUnderstand="1">
      <r:Identifier>urn:uuid:cd8ea5a2-4867-45ed-bb39-46c4cab2213f</r:Identifier>
      <r:MessageNumber>3</r:MessageNumber>
      <r:LastMessage />
    </r:Sequence>
    <a:Action s:mustUnderstand="1">
      http://schemas.xmlsoap.org/ws/2005/02/rm/LastMessage
    </a:Action>
    <a:To s:mustUnderstand="1">
      net.tcp://10.185.189.61:9000/servicemodelsamples/service
    </a:To>
  </s:Header>
  <s:Body />
</s:Envelope>
```

8. The RMD responds with an acknowledgement range = 1,3 in the <SequenceAcknowledgement> element header block as specified in [\[WSRM1-1\]](#) section 3.2.

```
<r:SequenceAcknowledgement>
  <r:Identifier>urn:uuid:cd8ea5a2-4867-45ed-bb39-46c4cab2213f</r:Identifier>
  <r:AcknowledgementRange Lower="1" Upper="3"/>
</r:SequenceAcknowledgement>
```

9. After receiving acknowledgement of the last message, RMS sends a <TerminateSequence> element as specified in [\[WSRM1-1\]](#) section 3.5.

```
<s:Envelope xmlns:s="http://www.w3.org/2003/05/soap-envelope"
  xmlns:a="http://www.w3.org/2005/08/addressing">
  <s:Header>
    <a:Action s:mustUnderstand="1">
      http://schemas.xmlsoap.org/ws/2005/02/rm/TerminateSequence
    </a:Action>
    <a:To s:mustUnderstand="1">
      net.tcp://10.185.189.61:9000/servicemodelsamples/service
    </a:To>
  </s:Header>
  <s:Body>
    <TerminateSequence xmlns="http://schemas.xmlsoap.org/ws/2005/02/rm">
      <Identifier>urn:uuid:cd8ea5a2-4867-45ed-bb39-46c4cab2213f</Identifier>
    </TerminateSequence>
  </s:Body>
</s:Envelope>
```

### 3.3.3 Final System State

There is no change in the server state except the operations performed by the server.

## 3.4 Example 4 (WCF): Reliable Messaging with flow control

This example is mapped to the Web service with Reliable Messaging and flow control use case.

This example illustrates the use of flow control in reliable messaging. The extension described in [\[MS-WSRVCRM\]](#) extends WS-ReliableMessaging to provide advanced flow-control (AFCE). This example assumes that the RM Destination (RMD) is capable of storing only one message. After storing a message, the RMD passes it to the Application Destination (AD) for processing. This example assumes that the processing rate of the consumer application (RMD) is slower than the processing rate of the producer application (RMS). The message exchange pattern between sender and receiver is simplex. The RMS sends three messages to the RMD and a third (and last) message with an empty body and an Action URI of: "http://schemas.xmlsoap.org/ws/2005/02/rm/LastMessage".

In WCF, the flow control can be enabled by adding a flowControlEnabled attribute set to "true" to the <reliableSession> element. The maximum number of messages which an RMD can accept at a time can be specified using the maxTransferWindowSize attribute. For this example, the value is 1.

```
<system:serviceModel>
```

```

<!-- ... -->

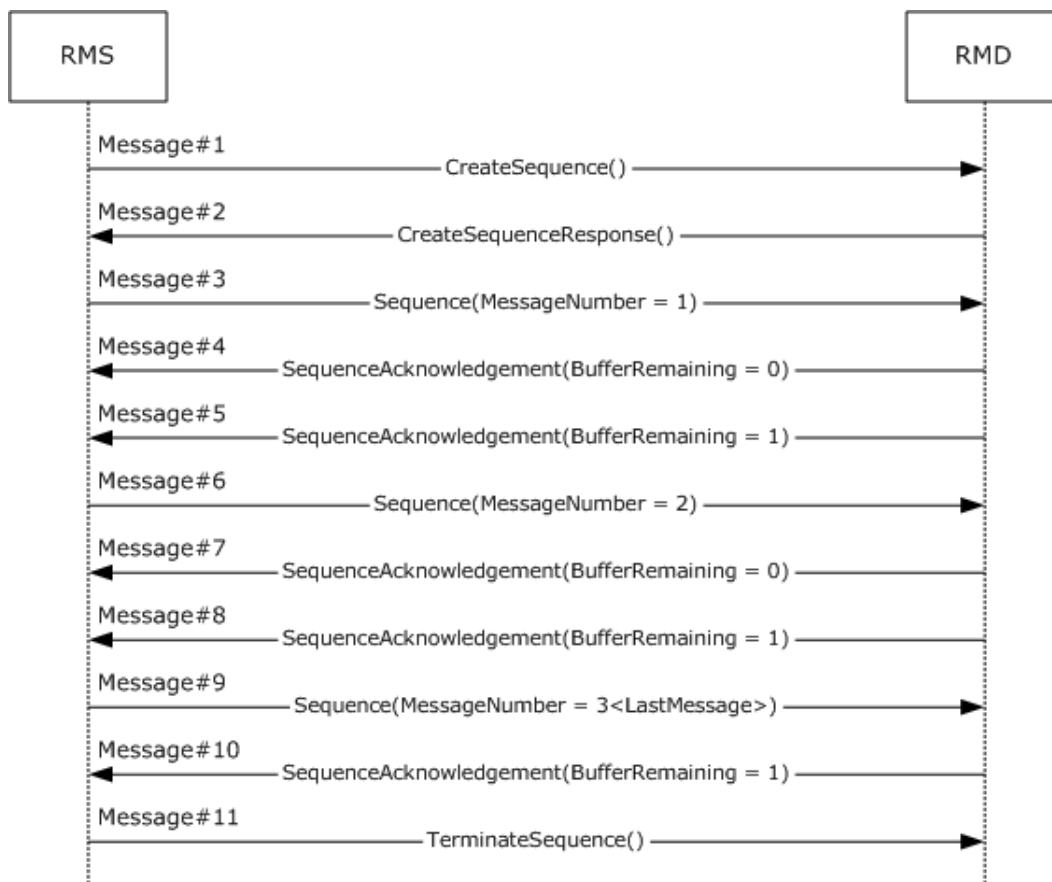
<bindings>
  <customBinding>
    <!-- Configure a CustomBinding that supports
         Http transport and text encoding -->
    <binding name="httpBinding">
      <!-- This will enable the WS Reliable messaging with flow control -->
      <reliableSession flowControlEnabled="true"
                      maxTransferWindowSize="1" />
      <textMessageEncoding messageVersion="Soap12WSAddressing10" />
      < httpsTransport />
    </binding>
  </customBinding>
</bindings>
</system.serviceModel>

```

### 3.4.1 Initial System State

The general requirements, as specified in [\[MS-WSRVCRM\]](#) section 1.5.

### 3.4.2 Sequence of Events





## Figure 19: Reliable messaging with flow control

The following are the actual messages, as shown in the preceding diagram, sent between the RM Source (RMS) and the RM Destination (RMD). The body of each message is not shown, as it is not relevant to the advanced flow-control extension (AFCE) to the web services reliable messaging protocol (WSRM). The purpose of each message is not included in this example. See the WSRM specifications [\[WSRM1-0\]](#), [\[WSRM1-1\]](#), and [\[WSRM1-2\]](#) for details on each message type.

### 1. CreateSequence

The RMS sends a CreateSequence message as specified in [\[WSRM1-1\]](#) section 3.4 to the RMD.

### 2. CreateSequenceResponse

The RMD sends a CreateSequenceResponse message as specified in [\[WSRM1-1\]](#) section 3.4 to the RMS.

### 3. Sequence (MessageNumber = 1)

The RMS sends the first message to the RMD with a <MessageNumber> value of 1 and an <AckRequested> header block in the header to signal to the RMD that the RMS is requesting a <SequenceAcknowledgement> to be returned as specified in [\[WSRM1-1\]](#) section 3.3.

```
<s:Envelope xmlns:s="http://www.w3.org/2003/05/soap-envelope"
            xmlns:r="http://schemas.xmlsoap.org/ws/2005/02/rm"
            xmlns:a="http://www.w3.org/2005/08/addressing">
  <s:Header>
    <r:AckRequested>
      <r:Identifier>urn:uuid:ed0fc900-3bef-43a6-a5a0-83ed5935e2de</r:Identifier>
    </r:AckRequested>
    <r:Sequence s:mustUnderstand="1">
      <r:Identifier>urn:uuid:ed0fc900-3bef-43a6-a5a0-83ed5935e2de</r:Identifier>
      <r:MessageNumber>1</r:MessageNumber>
    </r:Sequence>
    <a:Action s:mustUnderstand="1"> http://Server/AFCEExample </a:Action>
  </s:Header>
  <s:Body> </s:Body>
</s:Envelope>
```

### 4. SequenceAcknowledgement (BufferRemaining = 0)

This message contains the <SequenceAcknowledgement> header block (as specified in [\[MS-WSRVCRM\]](#) section 2.2.1) sent by the RMD in response to message 1.

The RMD responds with <AcknowledgementRange> values of 1, 1 to acknowledge receipt of the first message, but indicates with a **BufferRemaining** value of zero that it cannot receive more messages until the **AD** finishes processing the first message.

```
<s:Envelope xmlns:s="http://www.w3.org/2003/05/soap-envelope"
            xmlns:r="http://schemas.xmlsoap.org/ws/2005/02/rm"
            xmlns:a="http://www.w3.org/2005/08/addressing">
  <s:Header>
    <r:SequenceAcknowledgement>
      <r:Identifier>urn:uuid:ed0fc900-3bef-43a6-a5a0-83ed5935e2de</r:Identifier>
      <r:AcknowledgementRange Lower="1" Upper="1"/>
    </r:SequenceAcknowledgement>
  </s:Header>
  <s:Body> </s:Body>
</s:Envelope>
```

```

    <netrm:BufferRemaining
xmlns:netrm="http://schemas.microsoft.com/ws/2006/05/rm">0</netrm:BufferRemaining>
  </r:SequenceAcknowledgement>
  <a:Action
s:mustUnderstand="1">http://schemas.xmlsoap.org/ws/2005/02/rm/SequenceAcknowledgement<
/a:Action>
  </s:Header>
  <s:Body/>
</s:Envelope>

```

## 5. SequenceAcknowledgement (BufferRemaining = 1)

The RMD responds with <AcknowledgementRange> values of 1, 1 to acknowledge receipt of the first message, and with a <BufferRemaining> value of 1 in the header block to indicate that the RMD is capable of receiving another message.

```

<s:Envelope xmlns:s="http://www.w3.org/2003/05/soap-envelope"
  xmlns:r="http://schemas.xmlsoap.org/ws/2005/02/rm"
  xmlns:a="http://www.w3.org/2005/08/addressing">
  <s:Header>
    <r:SequenceAcknowledgement>
      <r:Identifier>urn:uuid:ed0fc900-3bef-43a6-a5a0-83ed5935e2de</r:Identifier>
      <r:AcknowledgementRange Lower="1" Upper="1"/>
      <netrm:BufferRemaining
xmlns:netrm="http://schemas.microsoft.com/ws/2006/05/rm">1</netrm:BufferRemaining>
    </r:SequenceAcknowledgement>
    <a:Action
s:mustUnderstand="1">http://schemas.xmlsoap.org/ws/2005/02/rm/SequenceAcknowledgement<
/a:Action>
    </s:Header>
    <s:Body/>
  </s:Envelope>

```

## 6. Sequence (MessageNumber = 2)

The RMS sends a second message to the RMD with a <MessageNumber> value of 2 and an <AckRequested> element header block in the header to signal to the RMD that the RMS is requesting a <SequenceAcknowledgement> to be returned as specified in [WSRM1-1](#) section 3.3.

```

<s:Envelope xmlns:s="http://www.w3.org/2003/05/soap-envelope"
  xmlns:r="http://schemas.xmlsoap.org/ws/2005/02/rm"
  xmlns:a="http://www.w3.org/2005/08/addressing">
  <s:Header>
    <r:AckRequested>
      <r:Identifier>urn:uuid:ed0fc900-3bef-43a6-a5a0-83ed5935e2de</r:Identifier>
    </r:AckRequested>
    <r:Sequence s:mustUnderstand="1">
      <r:Identifier>urn:uuid:ed0fc900-3bef-43a6-a5a0-83ed5935e2de</r:Identifier>
      <r:MessageNumber>2</r:MessageNumber>
    </r:Sequence>
    <a:Action s:mustUnderstand="1"> http://Server/AFCEEExample</a:Action>
  </s:Header>
  <s:Body> </s:Body>

```

</s:Envelope>

## 7. SequenceAcknowledgement (BufferRemaining = 0)

This message contains the <SequenceAcknowledgement> element header block (as specified in [\[MS-WSRVCRM\]](#) section 2.2.1) sent by the RMD in response to message 2.

The RMD responds to the RMS with <AcknowledgementRange> values of 1, 2 to acknowledge receipt of the first and second messages, but indicates with a <BufferRemaining> value of zero that it cannot receive more messages until AD finishes processing the second message.

```
<s:Envelope xmlns:s="http://www.w3.org/2003/05/soap-envelope"
  xmlns:r="http://schemas.xmlsoap.org/ws/2005/02/rm"
  xmlns:a="http://www.w3.org/2005/08/addressing">
  <s:Header>
    <r:SequenceAcknowledgement>
      <r:Identifier>urn:uuid:ed0fc900-3bef-43a6-a5a0-83ed5935e2de</r:Identifier>
      <r:AcknowledgementRange Lower="1" Upper="2"/>
      <netrm:BufferRemaining
xmlns:netrm="http://schemas.microsoft.com/ws/2006/05/rm">0</netrm:BufferRemaining>
    </r:SequenceAcknowledgement>
    <a:Action
s:mustUnderstand="1">http://schemas.xmlsoap.org/ws/2005/02/rm/SequenceAcknowledgement<
/a:Action>
  </s:Header>
  <s:Body/>
</s:Envelope>
```

## 8. SequenceAcknowledgement (BufferRemaining = 1)

Once the AD finishes processing the first message and starts processing the second message, the RMD sends a <SequenceAcknowledgement> header block (as specified in [\[MS-WSRVCRM\]](#) section 2.2.1) with a <BufferRemaining> value of 1 to inform the RMS that it can receive another message.

```
<s:Envelope xmlns:s="http://www.w3.org/2003/05/soap-envelope"
  xmlns:r="http://schemas.xmlsoap.org/ws/2005/02/rm"
  xmlns:a="http://www.w3.org/2005/08/addressing">
  <s:Header>
    <r:SequenceAcknowledgement>
      <r:Identifier>urn:uuid:ed0fc900-3bef-43a6-a5a0-83ed5935e2de</r:Identifier>
      <r:AcknowledgementRange Lower="1" Upper="2"/>
      <netrm:BufferRemaining
xmlns:netrm="http://schemas.microsoft.com/ws/2006/05/rm">1</netrm:BufferRemaining>
    </r:SequenceAcknowledgement>
    <a:Action
s:mustUnderstand="1">http://schemas.xmlsoap.org/ws/2005/02/rm/SequenceAcknowledgement<
/a:Action>
  </s:Header>
  <s:Body/>
</s:Envelope>
```

## 9. Sequence (MessageNumber = 3)

The RMS sends a third message to the RMD with a <MessageNumber> value of 3 and an <AckRequested> header block in the header to signal to the RM Destination that the RM Source is requesting a <SequenceAcknowledgement> to be returned as specified in [\[WSRM1-1\]](#) section 3.3. It adds a <LastMessage> element in the sequence block to indicate to the RMD that this is the last message in the sequence. This message contains no Application message, and its action URI is "http://schemas.xmlsoap.org/ws/2005/02/rm/LastMessage".

```
<s:Envelope xmlns:s="http://www.w3.org/2003/05/soap-envelope"
  xmlns:r="http://schemas.xmlsoap.org/ws/2005/02/rm"
  xmlns:a="http://www.w3.org/2005/08/addressing">
  <s:Header>
    <r:AckRequested>
      <r:Identifier>urn:uuid:ed0fc900-3bef-43a6-a5a0-83ed5935e2de</r:Identifier>
    </r:AckRequested>
    <r:Sequence s:mustUnderstand="1">
      <r:Identifier>urn:uuid:ed0fc900-3bef-43a6-a5a0-83ed5935e2de</r:Identifier>
      <r:MessageNumber>3</r:MessageNumber>
    </r:Sequence>
    <a:Action s:mustUnderstand="1"> http://Server/AFCEExample</a:Action>
  </s:Header>
  <s:Body> </s:Body>
</s:Envelope>
```

## 10.SequenceAcknowledgement (LastMessage)

This message contains the <SequenceAcknowledgement> header block (as specified in [\[MS-WSRVCRM\]](#) section 2.2.1) sent by the RMD in response to message 3.

The RMD informs the RMS that it has received messages 1 through 3 in the sequence (3 being the last).

```
<s:Envelope xmlns:s="http://www.w3.org/2003/05/soap-envelope"
  xmlns:r="http://schemas.xmlsoap.org/ws/2005/02/rm"
  xmlns:a="http://www.w3.org/2005/08/addressing">
  <s:Header>
    <r:SequenceAcknowledgement>
      <r:Identifier>urn:uuid:ed0fc900-3bef-43a6-a5a0-83ed5935e2de</r:Identifier>
      <r:AcknowledgementRange Lower="1" Upper="4"/>
      <netrm:BufferRemaining
xmlns:netrm="http://schemas.microsoft.com/ws/2006/05/rm">0</netrm:BufferRemaining>
    </r:SequenceAcknowledgement>
    <a:Action
s:mustUnderstand="1">http://schemas.xmlsoap.org/ws/2005/02/rm/SequenceAcknowledgement<
/a:Action>
  </s:Header>
  <s:Body/>
</s:Envelope>
```

## 11.TerminateSequence()

After receiving acknowledgement of the last message, the RMS sends a <TerminateSequence> element as specified in [\[WSRM1-1\]](#) section 3.5.

```
<s:Envelope xmlns:s="http://www.w3.org/2003/05/soap-envelope"
```

```

        xmlns:a="http://www.w3.org/2005/08/addressing">
    <s:Header>
        <a:Action
s:mustUnderstand="1">http://schemas.xmlsoap.org/ws/2005/02/rm/TerminateSequence</a:Act
ion>
    </s:Header>
    <s:Body>
        <TerminateSequence xmlns="http://schemas.xmlsoap.org/ws/2005/02/rm">
            <Identifier>urn:uuid:ed0fc900-3bef-43a6-a5a0-83ed5935e2de</Identifier>
        </TerminateSequence>
    </s:Body>
</s:Envelope>

```

### 3.4.3 Final System State

There is no change in state.

## 3.5 Example 5 (Data Access): Retrieve a Single Entity Using the JSON Format

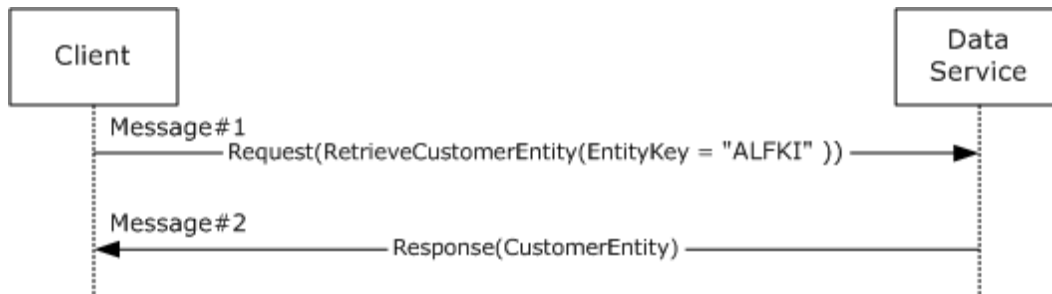
This example is mapped to the Accessing data from Data Service use case.

This example illustrates the retrieval of an entity from a data service. The EntityKey value "ALKFI" is used in the send request with the format as JavaScript Object Notation (JSON).

### 3.5.1 Initial System State

The sample data model and instance data used for this example is taken from Appendix A: Sample Entity Data Model and CSDL Document in [\[MS-ODATA\]](#) section 6.

### 3.5.2 Sequence of Events



**Figure 20: Retrieve a single entity using the JSON format**

The request and response messages are described in [\[MS-ODATA\]](#) section 4.2.3.

### 3.5.3 Final System State

There is no change in state.

## 4 Microsoft Implementations

The information in this document is applicable to the following versions of the Microsoft® .NET Framework:

- Microsoft® .NET Framework 1.0
- Microsoft® .NET Framework 1.1
- Microsoft® .NET Framework 2.0
- Microsoft® .NET Framework 3.0
- Microsoft® .NET Framework 3.5
- Microsoft® .NET Framework 4.0

The following table provides a mapping of the .NET Framework versions to the versions of Microsoft Windows® on which they are supported:

<b>.NET Framework version</b>	<b>Windows version</b>
.NET Framework 1.0	Microsoft Windows® 98 operating system, Microsoft Windows® Millennium Edition operating system, Microsoft Windows NT® 4.0 operating system, Microsoft Windows® 2000 operating system, Windows® XP operating system, and Windows Server® 2003 operating system
.NET Framework 1.1	Windows 98, Windows Millennium Edition, Windows 2000, Windows XP, Windows Vista® operating system, Windows Server 2003*, Windows Server® 2003 R2 operating system, and Windows Server® 2008 operating system
.NET Framework 2.0	Windows 98, Windows Millennium Edition, Windows 2000, Windows XP, Windows Vista, Windows® 7 operating system, Windows Server 2003, Windows Server 2003 R2*, Windows Server 2008, and Windows Server® 2008 R2 operating system
.NET Framework 3.0	Windows XP, Windows Vista*, Windows 7, Windows Server 2003, Windows Server 2003 R2, Windows Server 2008*, and Windows Server 2008 R2
.NET Framework 3.5	Windows XP, Windows Vista, Windows 7*, Windows Server 2003, Windows Server 2003 R2, Windows Server 2008, and Windows Server 2008 R2*
.NET Framework 4.0	Windows XP, Windows Vista, Windows 7, Windows Server 2003, Windows Server 2003 R2, Windows Server 2008, and Windows Server 2008 R2

\* Denotes the versions of the Windows Operating Systems on which a version of the .NET Framework is installed as part of the initial operating system installation.

Exceptions, if any, are noted in the following section.

### 4.1 Product Behavior

There are no exceptions.

## 5 Change Tracking

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

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

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

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

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

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

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

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

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

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

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

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

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

The changes made to this document are listed in the following table. For more information, please contact [protocol@microsoft.com](mailto:protocol@microsoft.com).

Section	Tracking number (if applicable) and description	Major change (Y or N)	Change type
<a href="#">1.2 Glossary</a>	Revised the Security Token Service glossary entry.	N	Content updated.
<a href="#">1.3 References</a>	Added explanatory statement regarding the removal of the publishing year from Microsoft Open Specification document references.	N	Content updated.
<a href="#">1.3 References</a>	Replaced reference to [MS-CTAP] with reference to Oasis Standard "Identity Metasystem Interoperability V1.0".	Y	Content updated.
<a href="#">2.1.3 Identity and Directory Services</a>	Revised the section to reference the Identity Metasystem Interoperability V1.0 specification [IMI].	Y	Content updated.
<a href="#">2.2 Protocol Summary</a>	Removed reference to [MS-CTAP].	Y	Content updated.



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