

**PROTOCOL STANDARD FOR A NetBIOS SERVICE  
ON A TCP/UDP TRANSPORT:  
DETAILED SPECIFICATIONS**

ABSTRACT

This RFC defines a proposed standard protocol to support NetBIOS services in a TCP/IP environment. Both local network and internet operation are supported. Various node types are defined to accommodate local and internet topologies and to allow operation with or without the use of IP broadcast.

This RFC gives the detailed specifications of the NetBIOS-over-TCP packets, protocols, and defined constants and variables. A more general overview is found in a companion RFC, "Protocol Standard For a NetBIOS Service on a TCP/UDP Transport: Concepts and Methods".



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DETAILED SPECIFICATIONS

**1. STATUS OF THIS MEMO**

This RFC specifies a proposed standard for the DARPA Internet community. Since this topic is new to the Internet community, discussions and suggestions are specifically requested.

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Distribution of this memorandum is unlimited.

**2. ACKNOWLEDGEMENTS**

This RFC has been developed under the auspices of the Internet Activities Board.

The following individuals have contributed to the development of this RFC:

Avnish Aggarwal	Arvind Agrawal	Lorenzo Aguilar
Geoffrey Arnold	Karl Auerbach	K. Ramesh Babu
Keith Ball	Amatzia Ben-Artzi	Vint Cerf
Richard Cherry	David Crocker	Steve Deering
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David Kaufman	Lee LaBarre	James Lau
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Steve Thomas	Ishan Wu	

The system proposed by this RFC does not reflect any existing Netbios-over-TCP implementation. However, the design incorporates considerable knowledge obtained from prior implementations. Special thanks goes to the following organizations which have provided this invaluable information:

CMC/Syros      Excelan      Sytek      Ungermann-Bass





### **3. INTRODUCTION**

This RFC contains the detailed packet formats and protocol specifications for NetBIOS-over-TCP. This RFC is a companion to [RFC 1001](#), "Protocol Standard For a NetBIOS Service on a TCP/UDP Transport: Concepts and Methods" [[1](#)].

### **4. PACKET DESCRIPTIONS**

Bit and byte ordering are defined by the most recent version of "Assigned Numbers" [[2](#)].

#### **4.1. NAME FORMAT**

The NetBIOS name representation in all NetBIOS packets (for NAME, SESSION, and DATAGRAM services) is defined in the Domain Name Service [RFC 883](#)[[3](#)] as "compressed" name messages. This format is called "second-level encoding" in the section entitled "Representation of NetBIOS Names" in the Concepts and Methods document.

For ease of description, the first two paragraphs from page 31, the section titled "Domain name representation and compression", of [RFC 883](#) are replicated here:

Domain names messages are expressed in terms of a sequence of labels. Each label is represented as a one octet length field followed by that number of octets. Since every domain name ends with the null label of the root, a compressed domain name is terminated by a length byte of zero. The high order two bits of the length field must be zero, and the remaining six bits of the length field limit the label to 63 octets or less.

To simplify implementations, the total length of label octets and label length octets that make up a domain name is restricted to 255 octets or less.

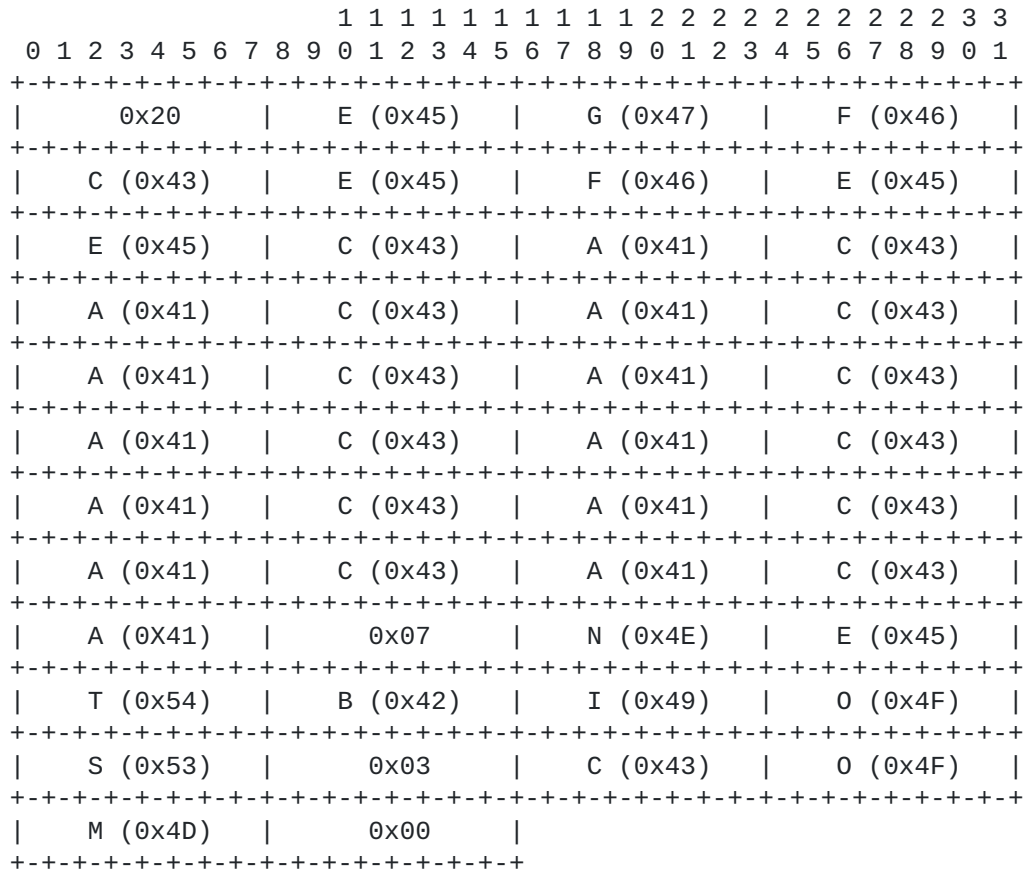
The following is the uncompressed representation of the NetBIOS name "FRED ", which is the 4 ASCII characters, F, R, E, D, followed by 12 space characters (0x20). This name has the SCOPE\_ID: "NETBIOS.COM"

```
EGFCEFEECACACACACACACACACACACACA.NETBIOS.COM
```

This uncompressed representation of names is called "first-level encoding" in the section entitled "Representation of NetBIOS Names" in the Concepts and Methods document.

The following is a pictographic representation of the compressed representation of the previous uncompressed Domain Name representation.





Each section of a domain name is called a label [7 (page 31)]. A label can be a maximum of 63 bytes. The first byte of a label in compressed representation is the number of bytes in the label. For the above example, the first 0x20 is the number of bytes in the left-most label, EGFCEFEECACACACACACACACACACACACA, of the domain name. The bytes following the label length count are the characters of the label. The following labels are in sequence after the first label, which is the encoded NetBIOS name, until a zero (0x00) length count. The zero length count represents the root label, which is always null.

A label length count is actually a 6-bit field in the label length field. The most significant 2 bits of the field, bits 7 and 6, are flags allowing an escape from the above compressed representation. If bits 7 and 6 are both set (11), the following 14 bits are an offset pointer into the full message to the actual label string from another domain name that belongs in this name. This label pointer allows for a further compression of a domain name in a packet.

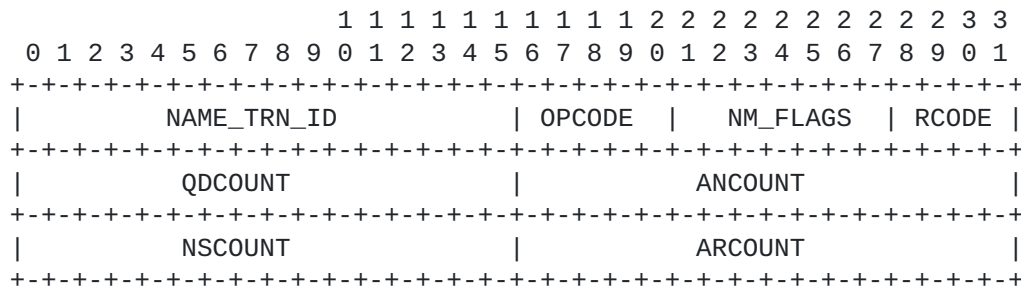
NetBIOS implementations can only use label string pointers in Name Service packets. They cannot be used in Session or Datagram Service packets.





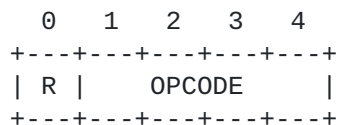


**4.2.1.1. HEADER**



Field	Description
NAME_TRN_ID	Transaction ID for Name Service Transaction. Requestor places a unique value for each active transaction. Responder puts NAME_TRN_ID value from request packet in response packet.
OPCODE	Packet type code, see table below.
NM_FLAGS	Flags for operation, see table below.
RCODE	Result codes of request. Table of RCODE values for each response packet below.
QDCOUNT	Unsigned 16 bit integer specifying the number of entries in the question section of a Name Service packet. Always zero (0) for responses. Must be non-zero for all NetBIOS Name requests.
ANCOUNT	Unsigned 16 bit integer specifying the number of resource records in the answer section of a Name Service packet.
NSCOUNT	Unsigned 16 bit integer specifying the number of resource records in the authority section of a Name Service packet.
ARCOUNT	Unsigned 16 bit integer specifying the number of resource records in the additional records section of a Name Service packet.

The OPCODE field is defined as:

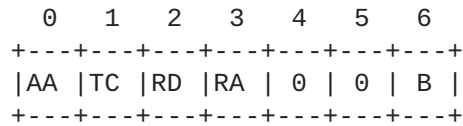






Symbol	Bit(s)	Description
OPCODE	1-4	Operation specifier: 0 = query 5 = registration 6 = release 7 = WACK 8 = refresh
R	0	RESPONSE flag: if bit == 0 then request packet if bit == 1 then response packet.

The NM\_FLAGS field is defined as:



Symbol	Bit(s)	Description
B	6	Broadcast Flag. = 1: packet was broadcast or multicast = 0: unicast
RA	3	Recursion Available Flag.  Only valid in responses from a NetBIOS Name Server -- must be zero in all other responses.  If one (1) then the NBNS supports recursive query, registration, and release.  If zero (0) then the end-node must iterate for query and challenge for registration.
RD	2	Recursion Desired Flag.  May only be set on a request to a NetBIOS Name Server.  The NBNS will copy its state into the response packet.  If one (1) the NBNS will iterate on the query, registration, or release.
TC	1	Truncation Flag.



Set if this message was truncated because the datagram carrying it would be greater than 576 bytes in length. Use TCP to get the information from the NetBIOS Name Server.

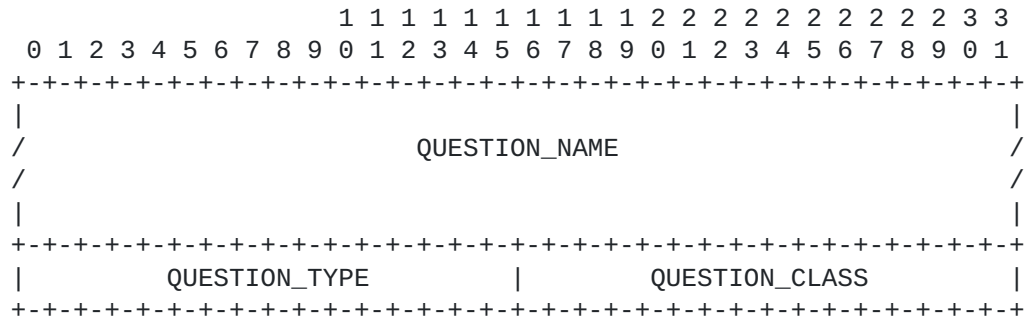
AA                    0    Authoritative Answer flag.

Must be zero (0) if R flag of OPCODE is zero (0).

If R flag is one (1) then if AA is one (1) then the node responding is an authority for the domain name.

End nodes responding to queries always set this bit in responses.

**4.2.1.2. QUESTION SECTION**



Field	Description
QUESTION_NAME	The compressed name representation of the NetBIOS name for the request.
QUESTION_TYPE	The type of request. The values for this field are specified for each request.
QUESTION_CLASS	The class of the request. The values for this field are specified for each request.

QUESTION\_TYPE is defined as:

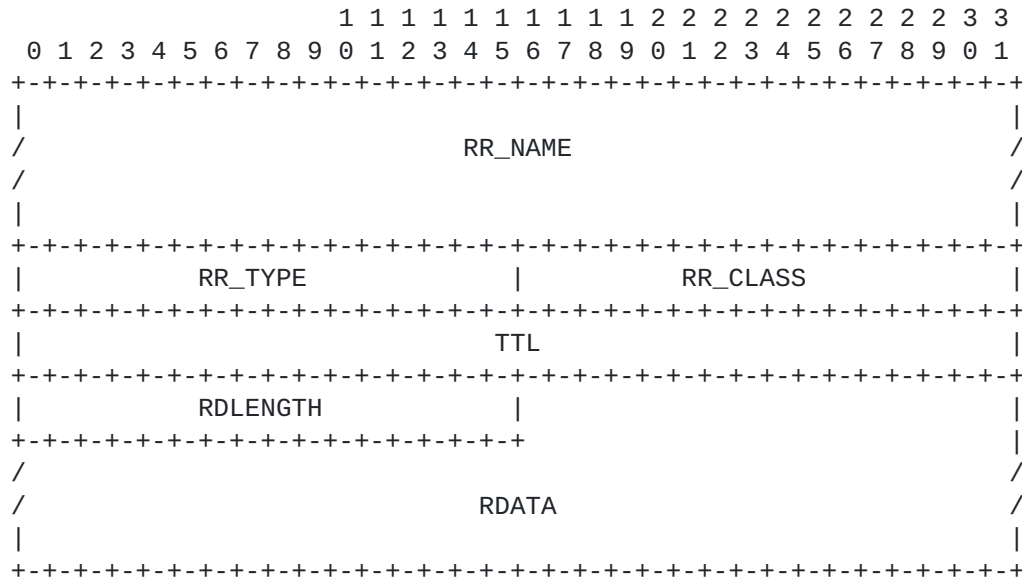
Symbol	Value	Description:
NB	0x0020	NetBIOS general Name Service Resource Record
NBSTAT	0x0021	NetBIOS NODE STATUS Resource Record (See NODE STATUS REQUEST)

QUESTION\_CLASS is defined as:



Symbol	Value	Description:
IN	0x0001	Internet class

**4.2.1.3. RESOURCE RECORD**



Field	Description
RR_NAME	The compressed name representation of the NetBIOS name corresponding to this resource record.
RR_TYPE	Resource record type code
RR_CLASS	Resource record class code
TTL	The Time To Live of a the resource record's name.
RDLENGTH	Unsigned 16 bit integer that specifies the number of bytes in the RDATA field.
RDATA	RR_CLASS and RR_TYPE dependent field. Contains the resource information for the NetBIOS name.

RESOURCE RECORD RR\_TYPE field definitions:

Symbol	Value	Description:
A	0x0001	IP address Resource Record (See REDIRECT NAME QUERY RESPONSE)
NS	0x0002	Name Server Resource Record (See REDIRECT

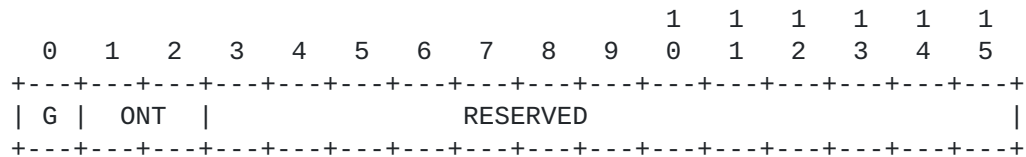


		NAME QUERY RESPONSE)
NULL	0x000A	NULL Resource Record (See WAIT FOR ACKNOWLEDGEMENT RESPONSE)
NB	0x0020	NetBIOS general Name Service Resource Record (See NB_FLAGS and NB_ADDRESS, below)
NBSTAT	0x0021	NetBIOS NODE STATUS Resource Record (See NODE STATUS RESPONSE)

RESOURCE RECORD RR\_CLASS field definitions:

Symbol	Value	Description:
IN	0x0001	Internet class

NB\_FLAGS field of the RESOURCE RECORD RDATA field for RR\_TYPE of "NB":



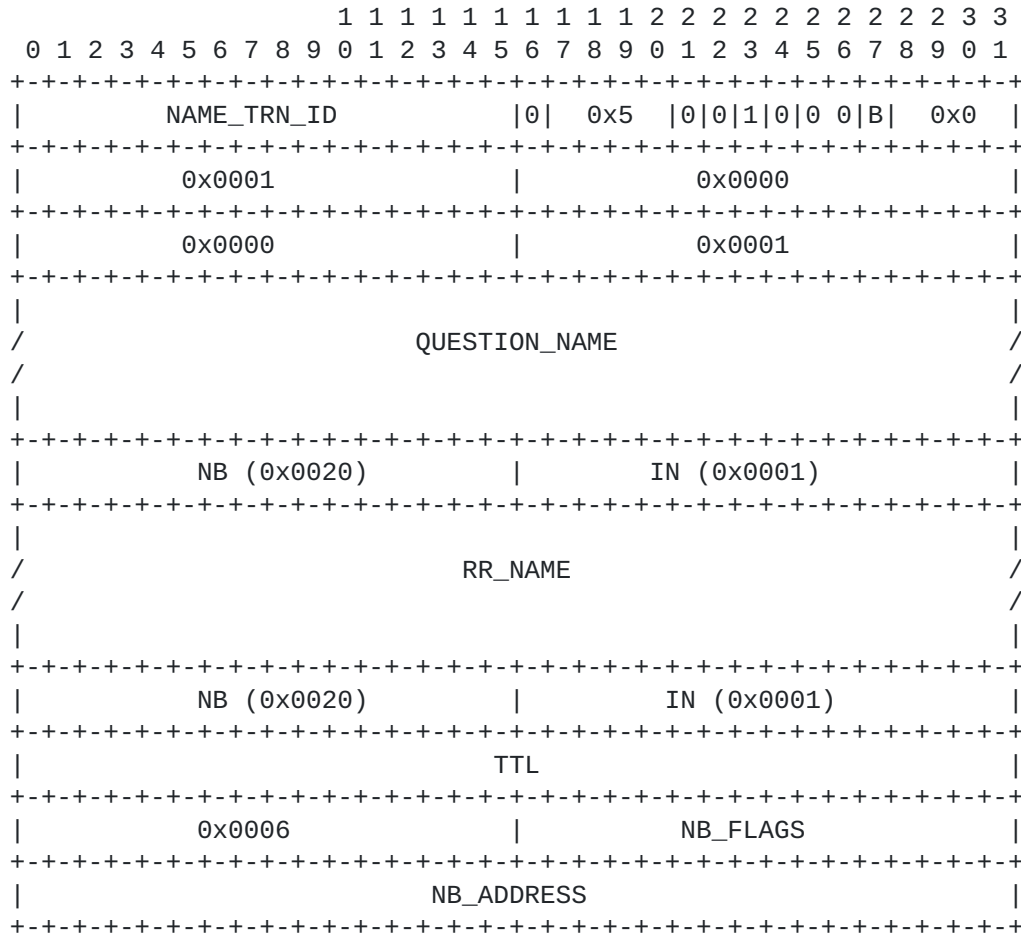
Symbol	Bit(s)	Description:
RESERVED	3-15	Reserved for future use. Must be zero (0).
ONT	1,2	Owner Node Type: 00 = B node 01 = P node 10 = M node 11 = Reserved for future use For registration requests this is the claimant's type. For responses this is the actual owner's type.
G	0	Group Name Flag. If one (1) then the RR_NAME is a GROUP NetBIOS name. If zero (0) then the RR_NAME is a UNIQUE NetBIOS name.

The NB\_ADDRESS field of the RESOURCE RECORD RDATA field for RR\_TYPE of "NB" is the IP address of the name's owner.





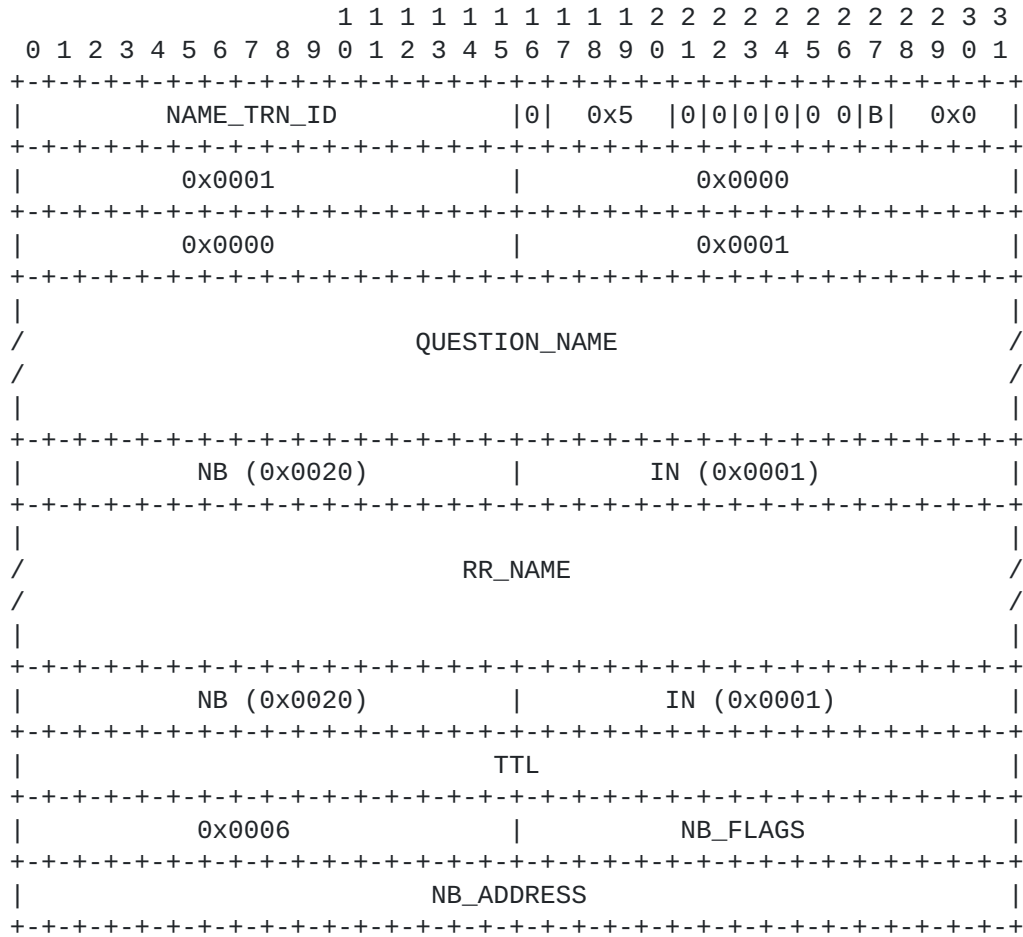
**4.2.2. NAME REGISTRATION REQUEST**



Since the RR\_NAME is the same name as the QUESTION\_NAME, the RR\_NAME representation must use pointers to the QUESTION\_NAME name's labels to guarantee the length of the datagram is less than the maximum 576 bytes. See section above on name formats and also page 31 and 32 of [RFC 883](#), Domain Names - Implementation and Specification, for a complete description of compressed name label pointers.

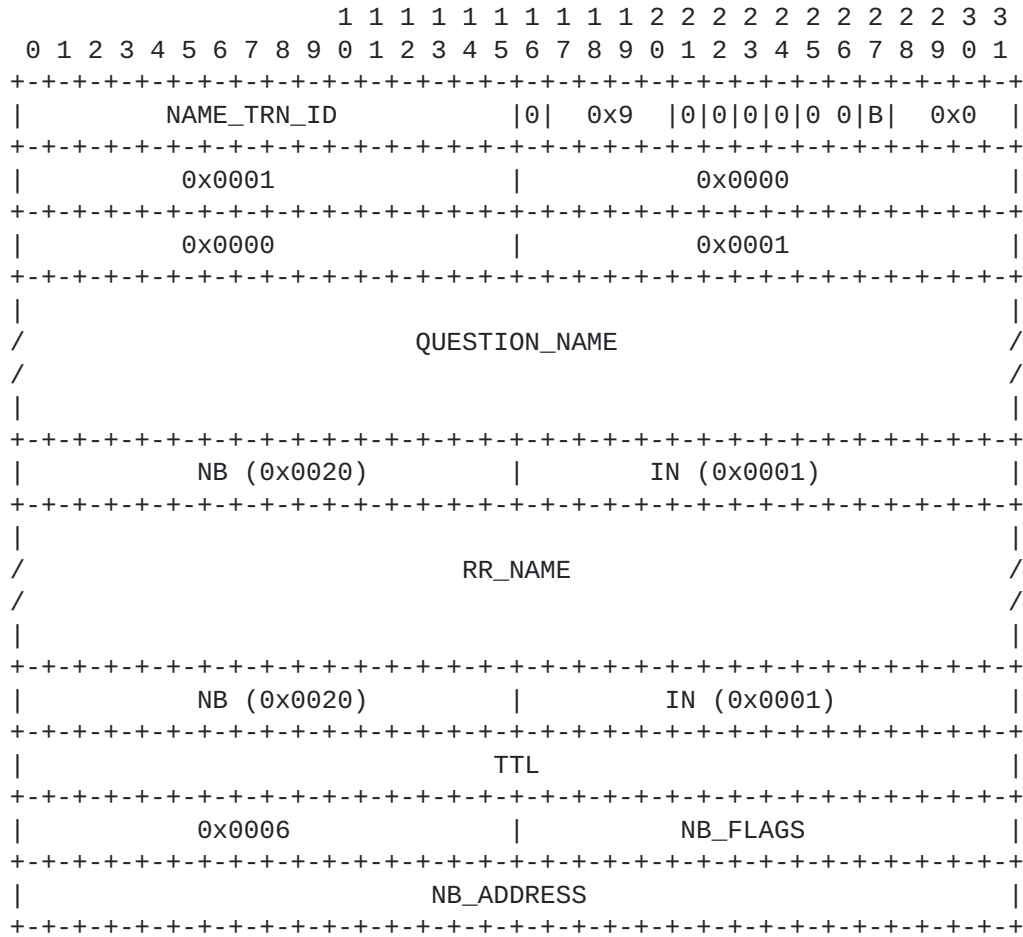


**4.2.3. NAME OVERWRITE REQUEST & DEMAND**



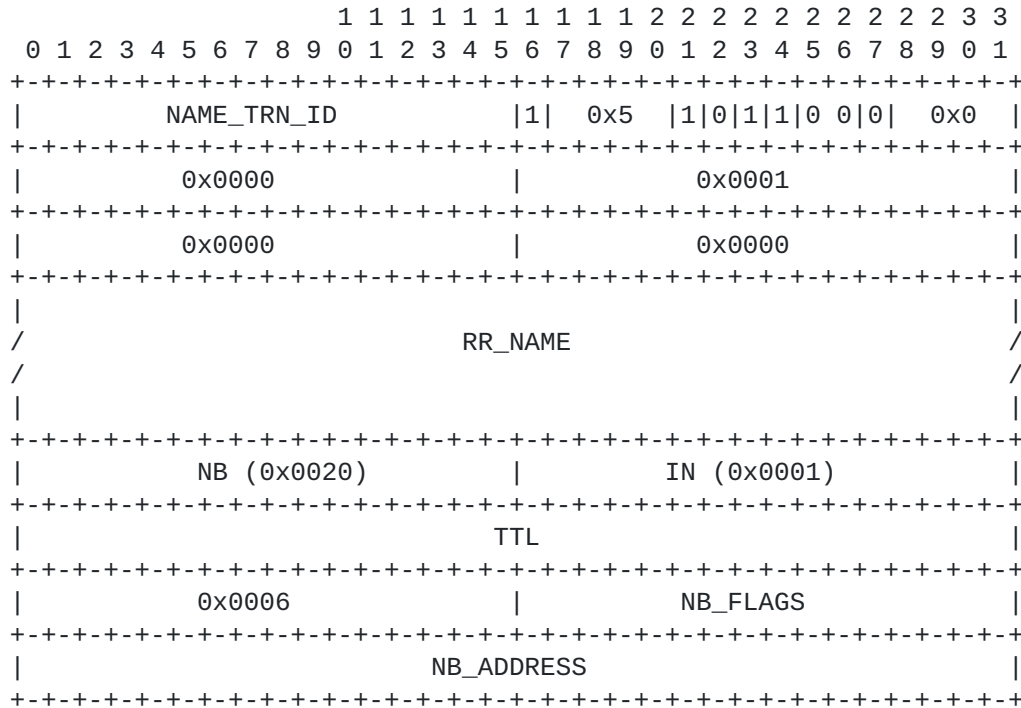


**4.2.4. NAME REFRESH REQUEST**

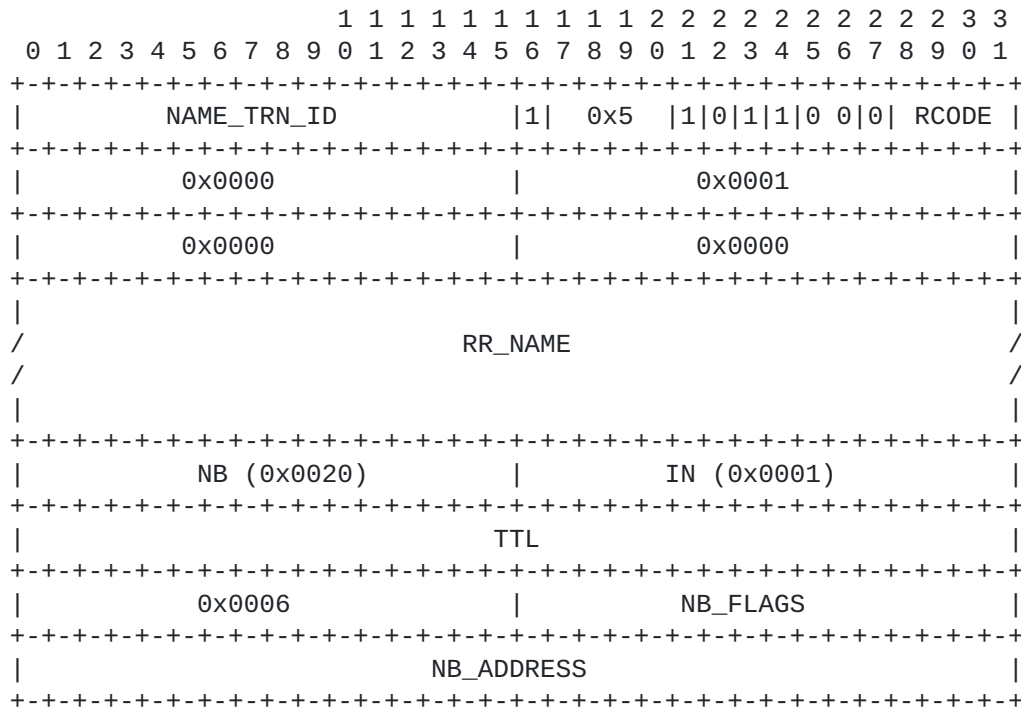




**4.2.5. POSITIVE NAME REGISTRATION RESPONSE**



**4.2.6. NEGATIVE NAME REGISTRATION RESPONSE**











**4.2.8. NAME CONFLICT DEMAND**

```

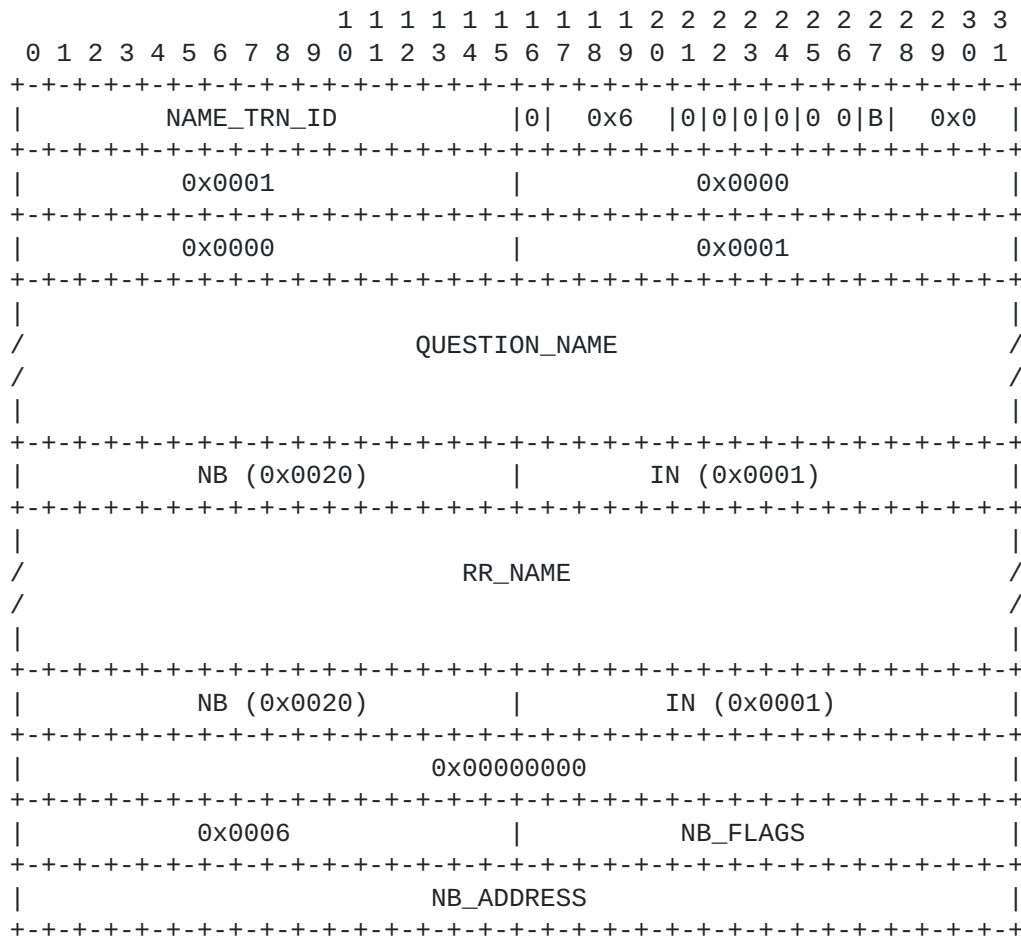
          1 1 1 1 1 1 1 1 1 1 2 2 2 2 2 2 2 2 2 2 3 3
0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+-----+-----+-----+-----+-----+-----+-----+-----+
|          NAME_TRN_ID          |1| 0x5 |1|0|1|1|0 0|0| 0x7 |
+-----+-----+-----+-----+-----+-----+-----+-----+
|          0x0000          |          0x0001          |
+-----+-----+-----+-----+-----+-----+-----+-----+
|          0x0000          |          0x0000          |
+-----+-----+-----+-----+-----+-----+-----+-----+
|
/          RR_NAME          /
/
|
+-----+-----+-----+-----+-----+-----+-----+-----+
|          NB (0x0020)          |          IN (0x0001)          |
+-----+-----+-----+-----+-----+-----+-----+-----+
|          0x00000000          |
+-----+-----+-----+-----+-----+-----+-----+-----+
|          0x0006          |0|ONT|0|          0x000          |
+-----+-----+-----+-----+-----+-----+-----+-----+
|          0x00000000          |
+-----+-----+-----+-----+-----+-----+-----+-----+

```

This packet is identical to a NEGATIVE NAME REGISTRATION RESPONSE with RCODE = CFT\_ERR.



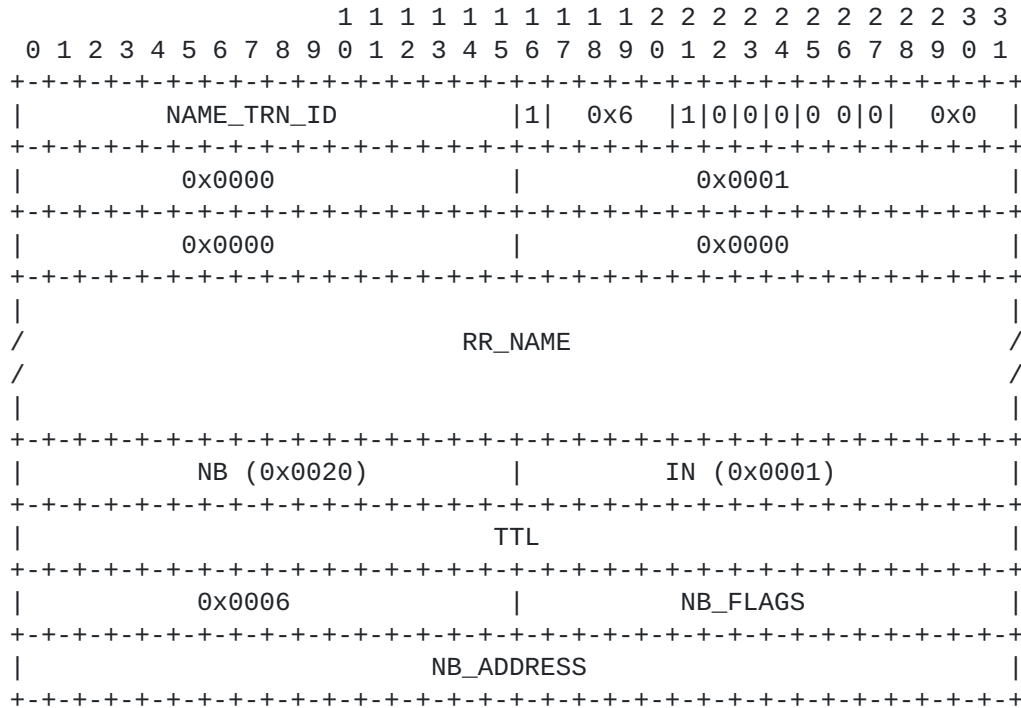
**4.2.9. NAME RELEASE REQUEST & DEMAND**



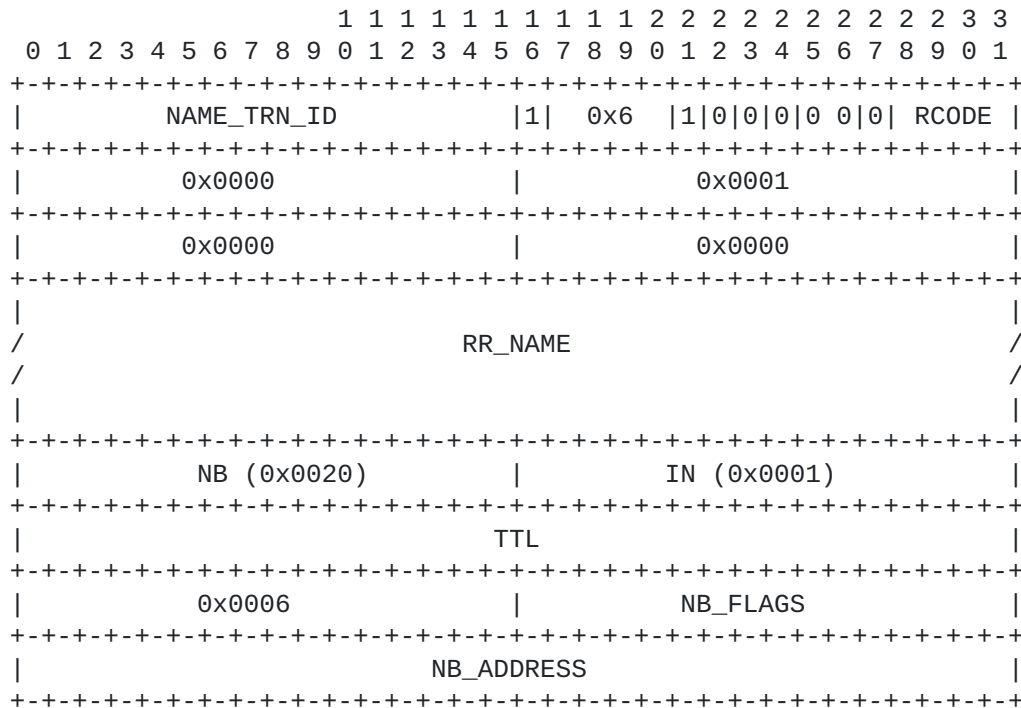
Since the RR\_NAME is the same name as the QUESTION\_NAME, the RR\_NAME representation must use label string pointers to the QUESTION\_NAME labels to guarantee the length of the datagram is less than the maximum 576 bytes. This is the same condition as with the NAME REGISTRATION REQUEST.



**4.2.10. POSITIVE NAME RELEASE RESPONSE**



**4.2.11. NEGATIVE NAME RELEASE RESPONSE**







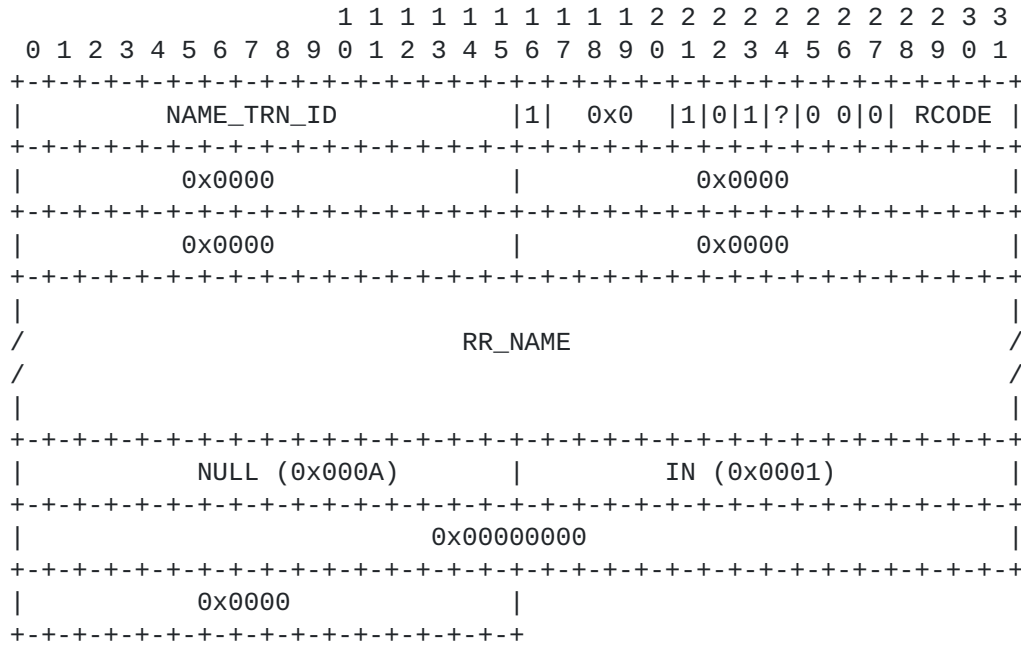








**4.2.14. NEGATIVE NAME QUERY RESPONSE**

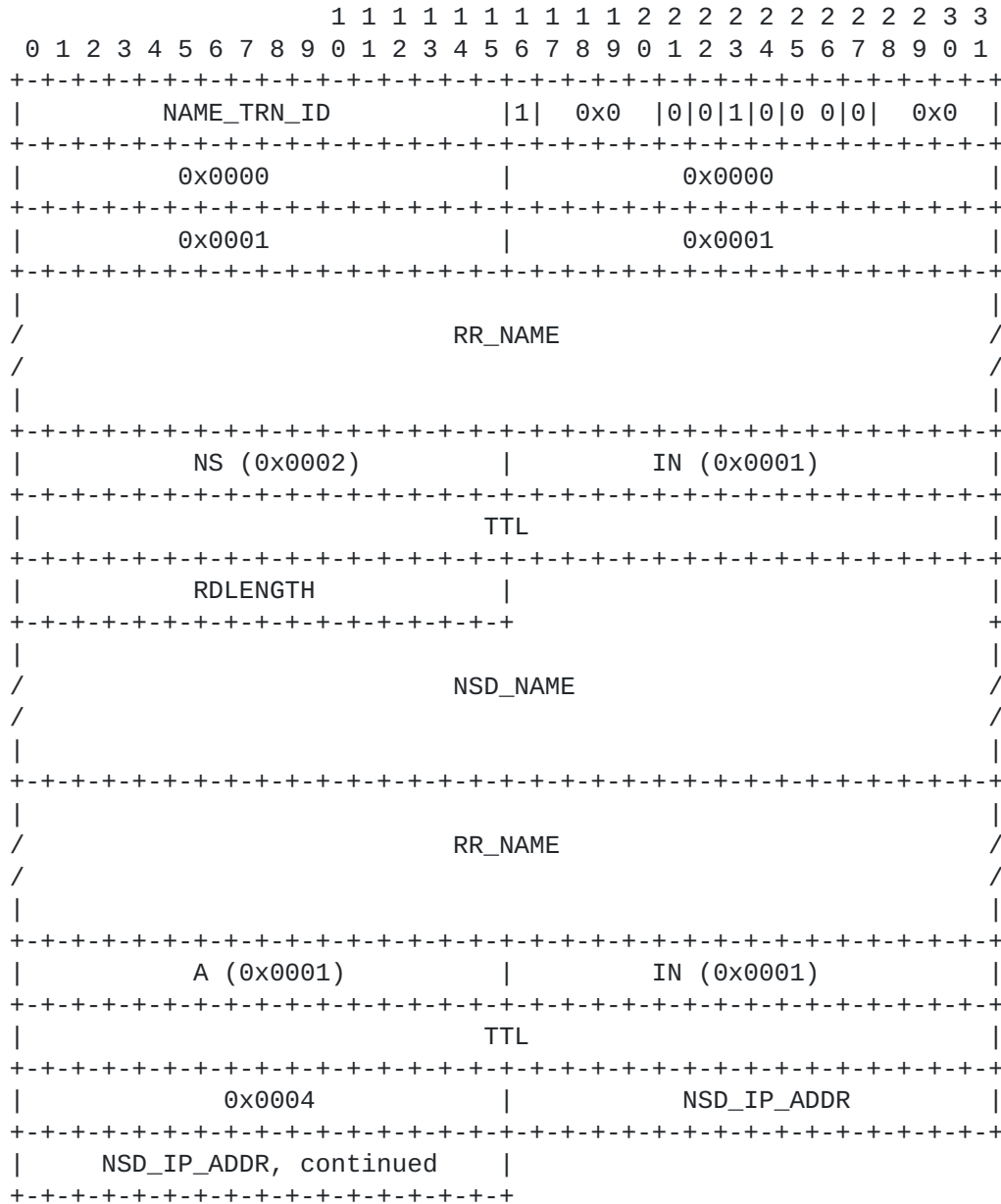


RCODE field values:

Symbol	Value	Description
FMT_ERR	0x1	Format Error. Request was invalidly formatted.
SRV_ERR	0x2	Server failure. Problem with NBNS, cannot process name.
NAM_ERR	0x3	Name Error. The name requested does not exist.
IMP_ERR	0x4	Unsupported request error. Allowable only for challenging NBNS when gets an Update type registration request.
RFS_ERR	0x5	Refused error. For policy reasons server will not register this name from this host.



**4.2.15. REDIRECT NAME QUERY RESPONSE**



An end node responding to a NAME QUERY REQUEST always responds with the AA and RA bits set for both the NEGATIVE and POSITIVE NAME QUERY RESPONSE packets. An end node never sends a REDIRECT NAME QUERY RESPONSE packet.





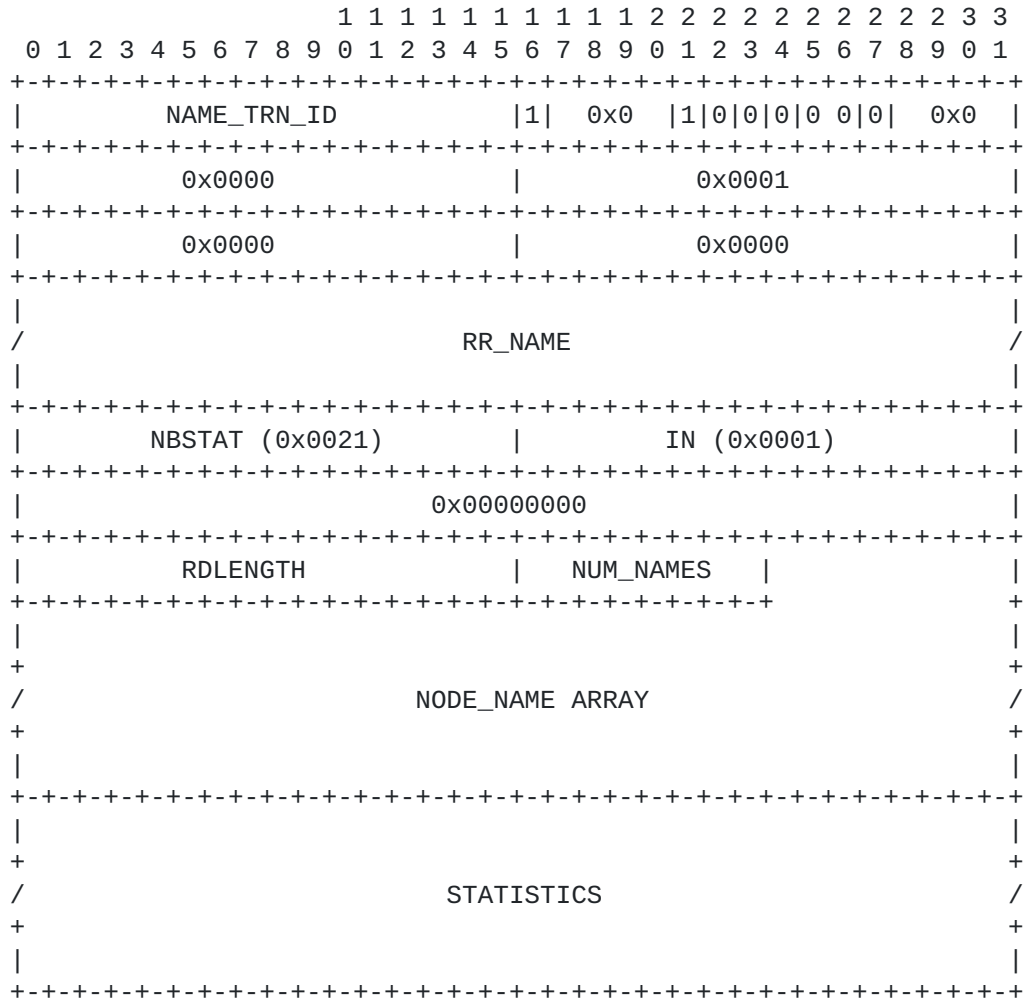








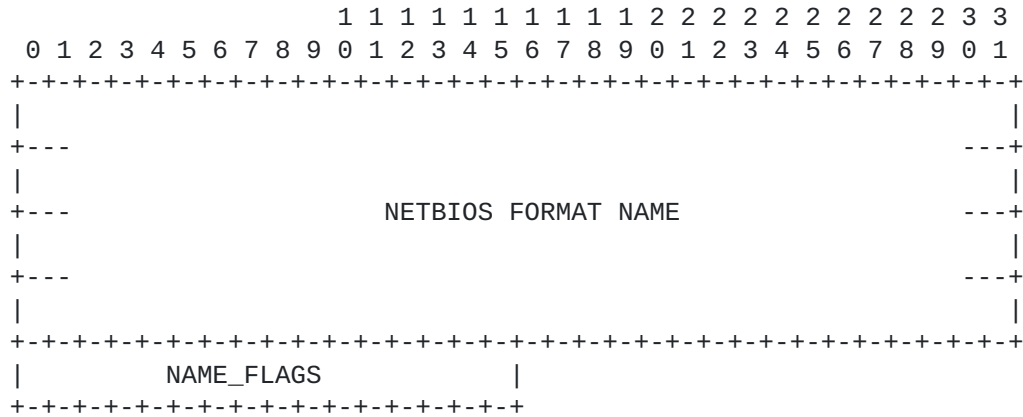
**4.2.18. NODE STATUS RESPONSE**



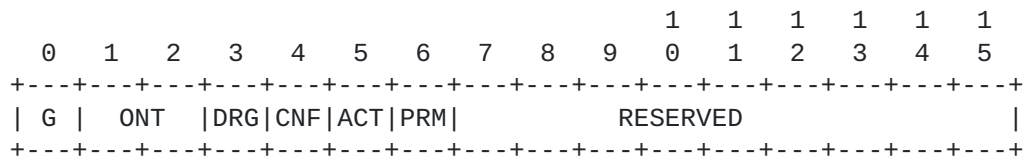
The NODE\_NAME ARRAY is an array of zero or more NUM\_NAMES entries of NODE\_NAME records. Each NODE\_NAME entry represents an active name in the same NetBIOS scope as the requesting name in the local name table of the responder. RR\_NAME is the requesting name.



NODE\_NAME Entry:



The NAME\_FLAGS field:



The NAME\_FLAGS field is defined as:

Symbol	Bit(s)	Description:
RESERVED	7-15	Reserved for future use. Must be zero (0).
PRM	6	Permanent Name Flag. If one (1) then entry is for the permanent node name. Flag is zero (0) for all other names.
ACT	5	Active Name Flag. All entries have this flag set to one (1).
CNF	4	Conflict Flag. If one (1) then name on this node is in conflict.
DRG	3	Deregister Flag. If one (1) then this name is in the process of being deleted.
ONT	1,2	Owner Node Type: 00 = B node 01 = P node 10 = M node 11 = Reserved for future use
G	0	Group Name Flag. If one (1) then the name is a GROUP NetBIOS name. If zero (0) then it is a UNIQUE NetBIOS name.





STATISTICS Field of the NODE STATUS RESPONSE:

```

      1 1 1 1 1 1 1 1 1 1 2 2 2 2 2 2 2 2 2 3 3
0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|              UNIT_ID (Unique unit ID)              |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|  UNIT_ID,continued |   JUMPERS   | TEST_RESULT |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|  VERSION_NUMBER   | PERIOD_OF_STATISTICS |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|  NUMBER_OF_CRCs   | NUMBER_ALIGNMENT_ERRORS |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|  NUMBER_OF_COLLISIONS | NUMBER_SEND_ABORTS |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|              NUMBER_GOOD_SENDS                      |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|              NUMBER_GOOD_RECEIVES                    |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|  NUMBER_RETRANSMITS | NUMBER_NO_RESOURCE_CONDITIONS |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| NUMBER_FREE_COMMAND_BLOCKS | TOTAL_NUMBER_COMMAND_BLOCKS |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| MAX_TOTAL_NUMBER_COMMAND_BLOCKS | NUMBER_PENDING_SESSIONS |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| MAX_NUMBER_PENDING_SESSIONS | MAX_TOTAL_SESSIONS_POSSIBLE |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|  SESSION_DATA_PACKET_SIZE  |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
```

### **4.3. SESSION SERVICE PACKETS**

#### **4.3.1. GENERAL FORMAT OF SESSION PACKETS**

All session service messages are sent over a TCP connection.

All session packets are of the following general structure:

```

      1 1 1 1 1 1 1 1 1 1 2 2 2 2 2 2 2 2 2 3 3
0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|   TYPE   |   FLAGS   |           LENGTH           |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|
/          TRAILER (Packet Type Dependent)          /
|
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
```

The TYPE, FLAGS, and LENGTH fields are present in every session packet.



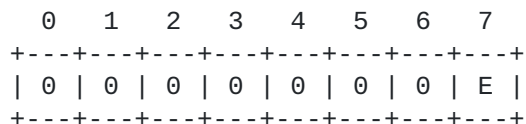
The LENGTH field is the number of bytes following the LENGTH field. In other words, LENGTH is the combined size of the TRAILER field(s). For example, the POSITIVE SESSION RESPONSE packet always has a LENGTH field value of zero (0000) while the RETARGET SESSION RESPONSE always has a LENGTH field value of six (0006).

One of the bits of the FLAGS field acts as an additional, high-order bit for the LENGTH field. Thus the cumulative size of the trailer field(s) may range from 0 to 128K bytes.

Session Packet Types (in hexadecimal):

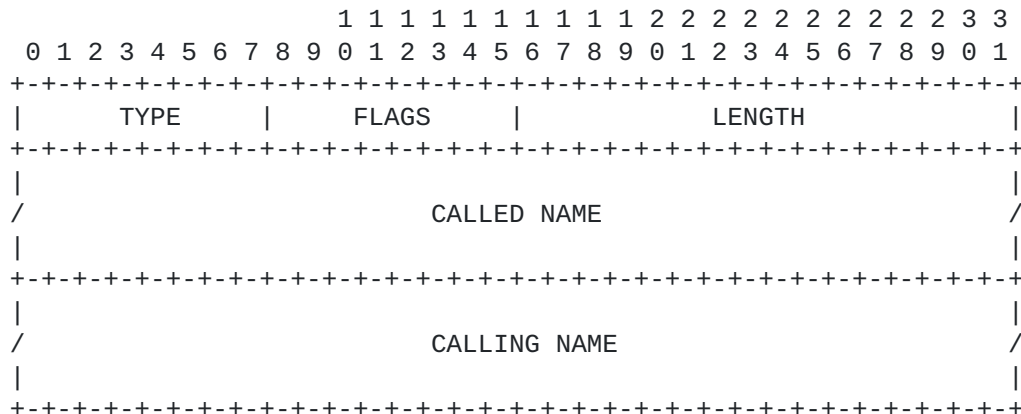
- 00 - SESSION MESSAGE
- 81 - SESSION REQUEST
- 82 - POSITIVE SESSION RESPONSE
- 83 - NEGATIVE SESSION RESPONSE
- 84 - RETARGET SESSION RESPONSE
- 85 - SESSION KEEP ALIVE

Bit definitions of the FLAGS field:



Symbol	Bit(s)	Description
E	7	Length extension, used as an additional, high-order bit on the LENGTH field.
RESERVED	0-6	Reserved, must be zero (0)

**4.3.2. SESSION REQUEST PACKET**

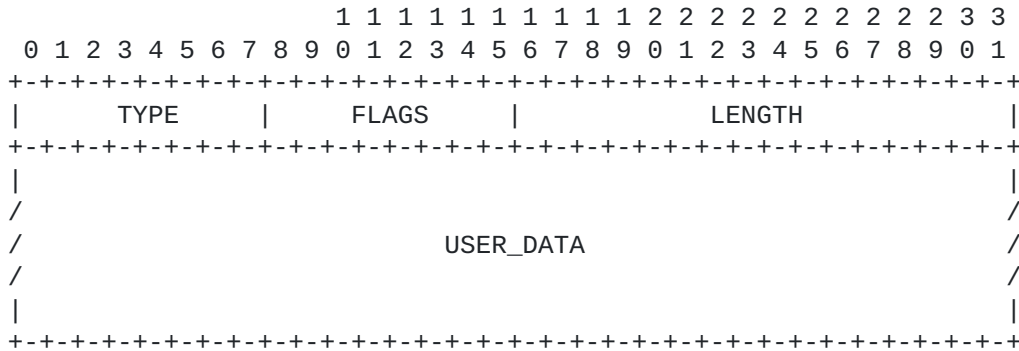




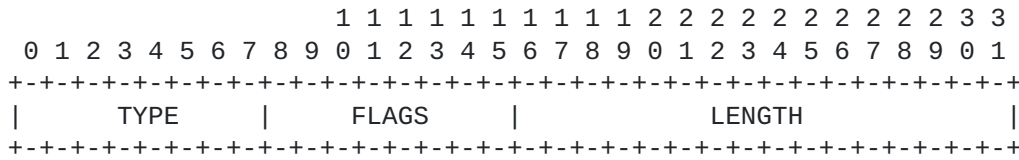




#### 4.3.6. SESSION MESSAGE PACKET

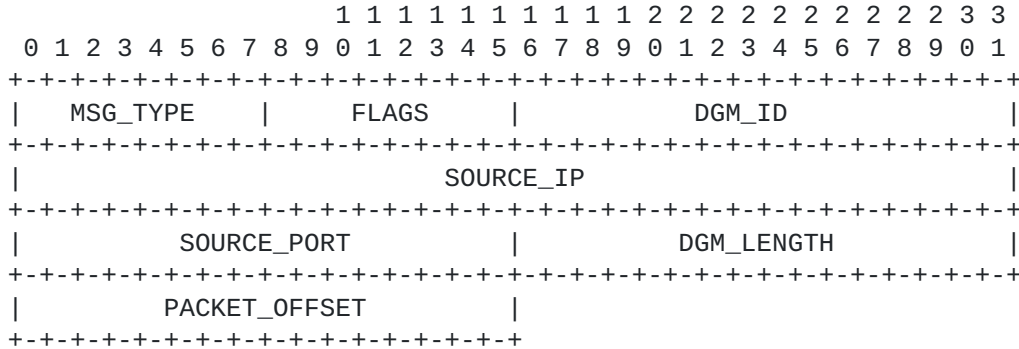


#### 4.3.7. SESSION KEEP ALIVE PACKET



#### 4.4. DATAGRAM SERVICE PACKETS

##### 4.4.1. NetBIOS DATAGRAM HEADER



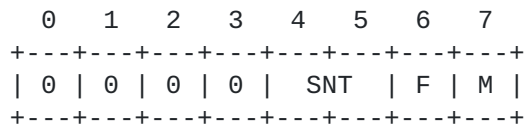
MSG\_TYPE values (in hexadecimal):

- 10 - DIRECT\_UNIQUE DATAGRAM
- 11 - DIRECT\_GROUP DATAGRAM
- 12 - BROADCAST DATAGRAM
- 13 - DATAGRAM ERROR
- 14 - DATAGRAM QUERY REQUEST
- 15 - DATAGRAM POSITIVE QUERY RESPONSE
- 16 - DATAGRAM NEGATIVE QUERY RESPONSE



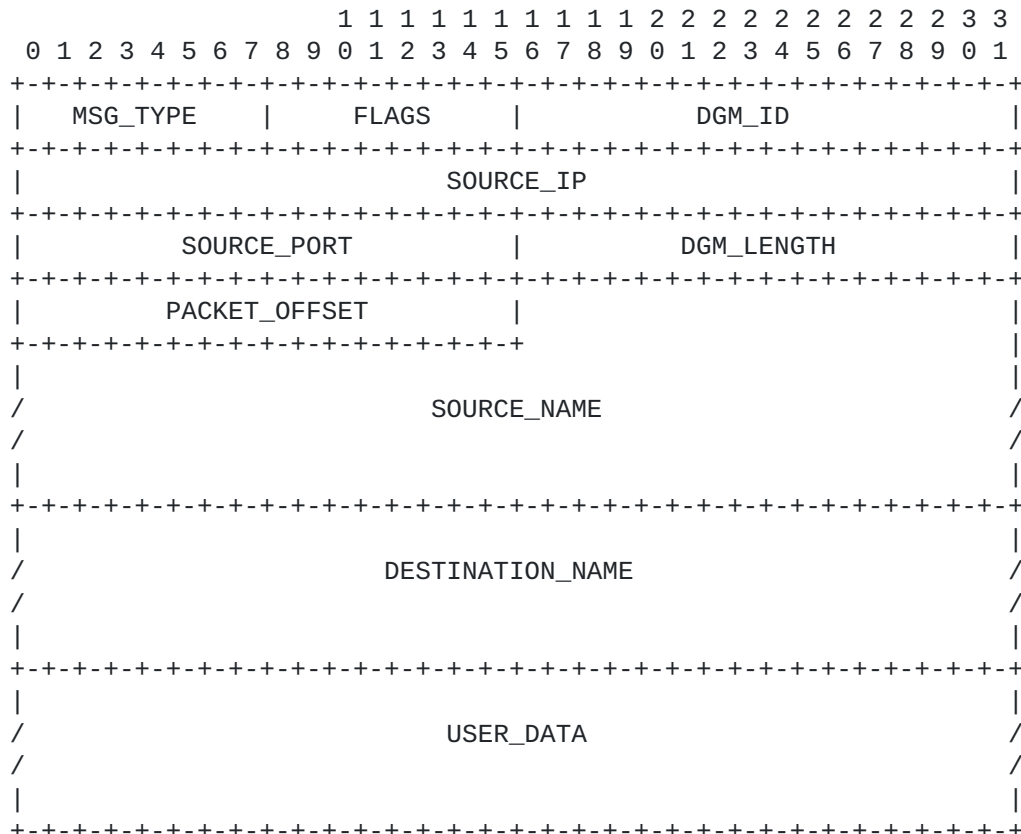


Bit definitions of the FLAGS field:



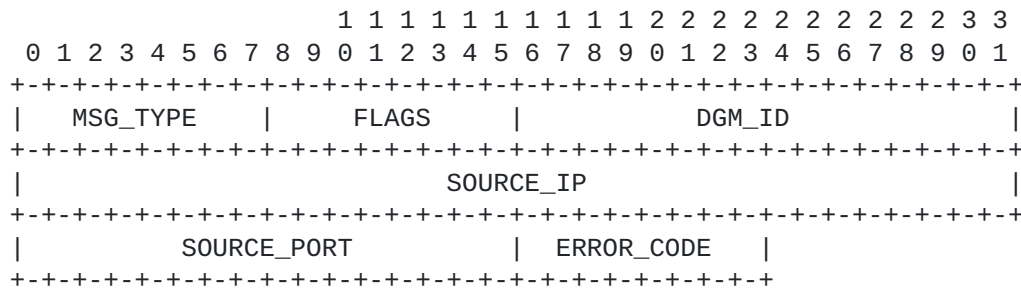
Symbol	Bit(s)	Description
M	7	MORE flag, If set then more NetBIOS datagram fragments follow.
F	6	FIRST packet flag, If set then this is first (and possibly only) fragment of NetBIOS datagram
SNT	4,5	Source End-Node type: 00 = B node 01 = P node 10 = M node 11 = NBDD
RESERVED	0-3	Reserved, must be zero (0)

**4.4.2. DIRECT\_UNIQUE, DIRECT\_GROUP, & BROADCAST DATAGRAM**





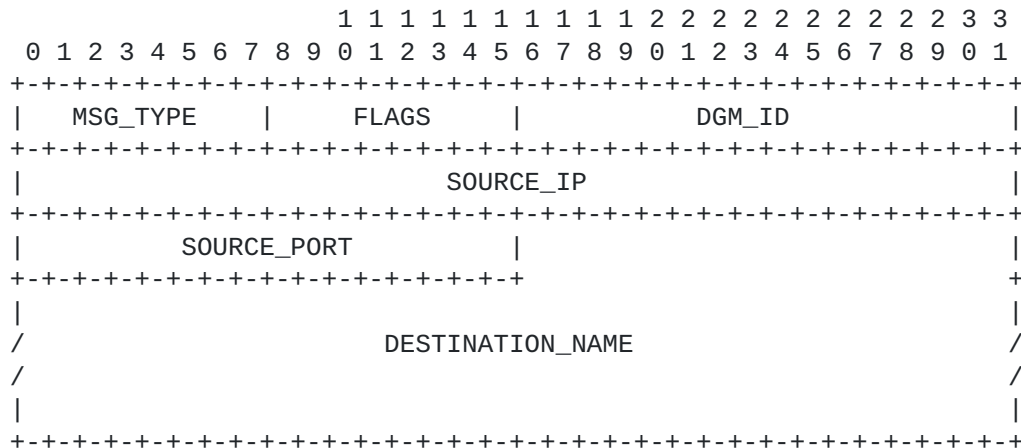
4.4.3. DATAGRAM ERROR PACKET



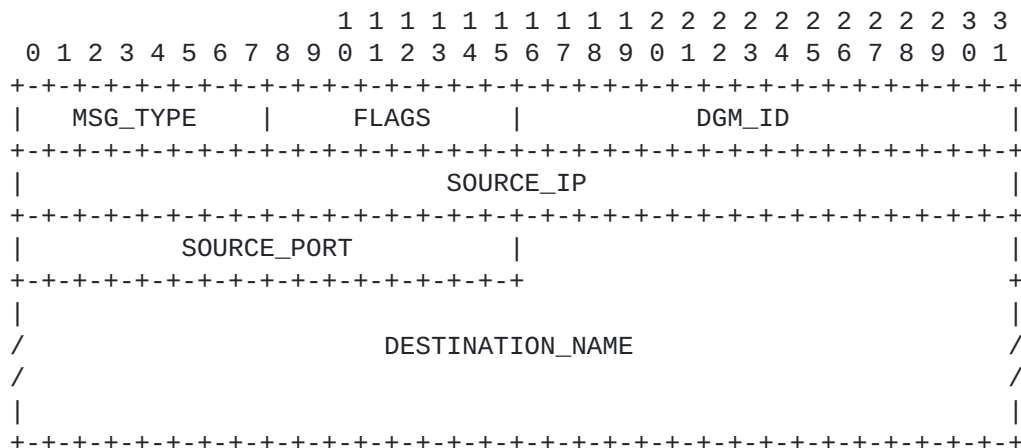
ERROR\_CODE values (in hexadecimal):

- 82 - DESTINATION NAME NOT PRESENT
- 83 - INVALID SOURCE NAME FORMAT
- 84 - INVALID DESTINATION NAME FORMAT

4.4.4. DATAGRAM QUERY REQUEST



4.4.5. DATAGRAM POSITIVE AND NEGATIVE QUERY RESPONSE





## **5. PROTOCOL DESCRIPTIONS**

### **5.1. NAME SERVICE PROTOCOLS**

A REQUEST packet is always sent to the well known UDP port - NAME\_SERVICE\_UDP\_PORT. The destination address is normally either the IP broadcast address or the address of the NBNS - the address of the NBNS server it set up at initialization time. In rare cases, a request packet will be sent to an end node, e.g. a NAME QUERY REQUEST sent to "challenge" a node.

A RESPONSE packet is always sent to the source UDP port and source IP address of the request packet.

A DEMAND packet must always be sent to the well known UDP port - NAME\_SERVICE\_UDP\_PORT. There is no restriction on the target IP address.

Terms used in this section:

tid - Transaction ID. This is a value composed from the requestor's IP address and a unique 16 bit value generated by the originator of the transaction.

#### **5.1.1. B-NODE ACTIVITY**

##### **5.1.1.1. B-NODE ADD NAME**

```
PROCEDURE add_name(newname)

/*
 * Host initiated processing for a B node
 */
BEGIN

    REPEAT

        /* build name service packet */

        ONT = B_NODE; /* broadcast node */
        G = UNIQUE; /* unique name */
        TTL = 0;

        broadcast NAME REGISTRATION REQUEST packet;

    /*
     * remote node(s) will send response packet
     * if applicable
     */
```



```
        pause(BCAST_REQ_RETRY_TIMEOUT);

UNTIL response packet is received or
      retransmit count has been exceeded

IF no response packet was received THEN
BEGIN /* no response */
  /*
   * build packet
   */

  ONT = B_NODE; /* broadcast node */
  G = UNIQUE; /* unique name */
  TTL = 0;

  /*
   * Let other nodes know you have the name
   */

  broadcast NAME UPDATE REQUEST packet;
  /* name can be added to local name table */
  return success;
END /* no response */
ELSE
BEGIN /* got response */

  /*
   * Match return transaction id
   * against tid sent in request
   */

  IF NOT response tid = request tid THEN
  BEGIN
    ignore response packet;
  END
  ELSE
  CASE packet type OF

  NEGATIVE NAME REGISTRATION RESPONSE:

    return failure; /* name cannot be added */

  POSITIVE NAME REGISTRATION RESPONSE:
  END-NODE CHALLENGE NAME REGISTRATION RESPONSE:

    /*
     * B nodes should normally not get this
     * response.
     */

    ignore packet;
```





```
        END /* case */;
    END /* got response */
END /* procedure */
```

#### 5.1.1.2. B-NODE ADD\_GROUP NAME

```
PROCEDURE add_group_name(newname)

/*
 * Host initiated processing for a B node
 */

BEGIN
    /*
     * same as for a unique name with the
     * exception that the group bit (G) must
     * be set in the request packets.
     */

    ...
    G = GROUP;
    ...
    ...

    /*
     * broadcast request ...
     */

END
```

#### 5.1.1.3. B-NODE FIND\_NAME

```
PROCEDURE find_name(name)

/*
 * Host initiated processing for a B node
 */

BEGIN

    REPEAT
        /*
         * build packet
         */
        ONT = B;
        TTL = 0;
        G = DONT CARE;

        broadcast NAME QUERY REQUEST packet;
```



```
    /*
     * a node might send response packet
     */

    pause(BCAST_REQ_RETRY_TIMEOUT);
UNTIL response packet received OR
    max transmit threshold exceeded

IF no response packet received THEN
    return failure;
ELSE
IF NOT response tid = request tid THEN
    ignore packet;
ELSE
CASE packet type OF
POSITIVE NAME QUERY RESPONSE:
    /*
     * Start a timer to detect conflict.
     *
     * Be prepared to detect conflict if
     * any more response packets are received.
     */

    save response as authoritative response;
    start_timer(CONFLICT_TIMER);
    return success;

NEGATIVE NAME QUERY RESPONSE:
REDIRECT NAME QUERY RESPONSE:

    /*
     * B Node should normally not get either
     * response.
     */

    ignore response packet;

END /* case */
END /* procedure */
```

#### [5.1.1.4.](#) B NODE NAME RELEASE

```
PROCEDURE delete_name (name)
BEGIN

    REPEAT

        /*
         * build packet
         */
```



```
    ...

    /*
     * send request
     */

    broadcast NAME RELEASE REQUEST packet;

    /*
     * no response packet expected
     */

    pause(BCAST_REQ_RETRY_TIMEOUT);

    UNTIL retransmit count has been exceeded
END /* procedure */
```

#### **5.1.1.5. B-NODE INCOMING PACKET PROCESSING**

Following processing is done when broadcast or unicast packets are received at the NAME\_SERVICE\_UDP\_PORT.

```
PROCEDURE process_incoming_packet(packet)
```

```
/*
 * Processing initiated by incoming packets for a B node
 */
```

```
BEGIN
```

```
    /*
     * Note: response packets are always sent
     * to:
     * source IP address of request packet
     * source UDP port of request packet
     */

    CASE packet type OF

    NAME REGISTRATION REQUEST (UNIQUE):
        IF name exists in local name table THEN
            send NEGATIVE NAME REGISTRATION RESPONSE ;
    NAME REGISTRATION REQUEST (GROUP):
        IF name exists in local name table THEN
            BEGIN
                IF local entry is a unique name THEN
                    send NEGATIVE NAME REGISTRATION RESPONSE ;
            END
    NAME QUERY REQUEST:
        IF name exists in local name table THEN
            BEGIN
                build response packet;
```



```
        send POSITIVE NAME QUERY RESPONSE;
POSITIVE NAME QUERY RESPONSE:
    IF name conflict timer is not active THEN
    BEGIN
        /*
         * timer has expired already... ignore this
         * packet
         */

        return;
    END
    ELSE /* timer is active */
    IF a response for this name has previously been
        received THEN
    BEGIN /* existing entry */

        /*
         * we sent out a request packet, and
         * have already received (at least)
         * one response
         *
         * Check if conflict exists.
         * If so, send out a conflict packet.
         *
         * Note: detecting conflict does NOT
         * affect any existing sessions.
         *
         */

        /*
         * Check for name conflict.
         * See "Name Conflict" in Concepts and Methods
         */
        check saved authoritative response against
            information in this response packet;
        IF conflict detected THEN
        BEGIN
            unicast NAME CONFLICT DEMAND packet;
            IF entry exists in cache THEN
            BEGIN
                remove entry from cache;
            END
        END
    END /* existing entry */
    ELSE
    BEGIN
        /*
         * Note: If this was the first response
         * to a name query, it would have been
         * handled in the
         * find_name() procedure.
         */
    END
```





```
        */

        ignore packet;
    END
NAME CONFLICT DEMAND:
    IF name exists in local name table THEN
    BEGIN
        mark name as conflict detected;

        /*
         * a name in the state "conflict detected"
         * does not "logically" exist on that node.
         * No further session will be accepted on
         * that name.
         * No datagrams can be sent against that name.
         * Such an entry will not be used for
         * purposes of processing incoming request
         * packets.
         * The only valid user NetBIOS operation
         * against such a name is DELETE NAME.
         */
    END
NAME RELEASE REQUEST:
    IF caching is being done THEN
    BEGIN
        remove entry from cache;
    END
NAME UPDATE REQUEST:
    IF caching is being done THEN
    BEGIN
        IF entry exists in cache already,
            update cache;
        ELSE IF name is "interesting" THEN
        BEGIN
            add entry to cache;
        END
    END
END

NODE STATUS REQUEST:
    IF name exists in local name table THEN
    BEGIN
        /*
         * send only those names that are
         * in the same scope as the scope
         * field in the request packet
         */

        send NODE STATUS RESPONSE;
    END
END
```



### 5.1.2. P-NODE ACTIVITY

All packets sent or received by P nodes are unicast UDP packets. A P node sends name service requests to the NBNS node that is specified in the P-node configuration.

#### 5.1.2.1. P-NODE ADD\_NAME

```
PROCEDURE add_name(newname)

/*
 * Host initiated processing for a P node
 */

BEGIN

    REPEAT
        /*
         * build packet
         */

        ONT = P;
        G = UNIQUE;
        ...

        /*
         * send request
         */

        unicast NAME REGISTRATION REQUEST packet;

        /*
         * NBNS will send response packet
         */

        IF receive a WACK RESPONSE THEN
            pause(time from TTL field of response);
        ELSE
            pause(UCAST_REQ_RETRY_TIMEOUT);
    UNTIL response packet is received OR
        retransmit count has been exceeded

    IF no response packet was received THEN
    BEGIN /* no response */
        /*
         * NBNS is down. Cannot claim name.
         */

        return failure; /* name cannot be claimed */
    END /* no response */
    ELSE
```



```
BEGIN /* response */
  IF NOT response tid = request tid THEN
  BEGIN
    /* Packet may belong to another transaction */
    ignore response packet;
  END
  ELSE
  CASE packet type OF

    POSITIVE NAME REGISTRATION RESPONSE:

      /*
       * name can be added
       */

      adjust refresh timeout value, TTL, for this name;
      return success;      /* name can be added */

    NEGATIVE NAME REGISTRATION RESPONSE:
      return failure; /* name cannot be added */

    END-NODE CHALLENGE REGISTRATION REQUEST:
    BEGIN /* end node challenge */

      /*
       * The response packet has in it the
       * address of the presumed owner of the
       * name. Challenge that owner.
       * If owner either does not
       * respond or indicates that he no longer
       * owns the name, claim the name.
       * Otherwise, the name cannot be claimed.
       */
      */

      REPEAT
        /*
         * build packet
         */
        ...

        unicast NAME QUERY REQUEST packet to the
          address contained in the END NODE
          CHALLENGE RESPONSE packet;

      /*
       * remote node may send response packet
       */

      pause(UCAST_REQ_RETRY_TIMEOUT);
```



```
UNTIL response packet is received or
    retransmit count has been exceeded
IF no response packet is received OR
    NEGATIVE NAME QUERY RESPONSE packet
    received THEN
BEGIN /* update */

    /*
     * name can be claimed
     */

REPEAT

    /*
     * build packet
     */
    ...

    unicast NAME UPDATE REQUEST to NBNS;

    /*
     * NBNS node will send response packet
     */

    IF receive a WACK RESPONSE THEN
        pause(time from TTL field of response);
    ELSE
        pause(UCAST_REQ_RETRY_TIMEOUT);
UNTIL response packet is received or
    retransmit count has been exceeded
IF no response packet received THEN
BEGIN /* no response */

    /*
     * name could not be claimed
     */

    return failure;
END /* no response */
ELSE
CASE packet type OF
    POSITIVE NAME REGISTRATION RESPONSE:
        /*
         * add name
         */
        return success;
    NEGATIVE NAME REGISTRATION RESPONSE:

        /*
         * you lose ...
         */
```





```

        return failure;
    END /* case */
END /* update */
ELSE

/*
 * received a positive response to the "challenge"
 * Remote node still has name
 */

        return failure;
    END /* end node challenge */
END /* response */
END /* procedure */

```

#### 5.1.2.2. P-NODE ADD GROUP NAME

```

PROCEDURE add_group_name(newname)

/*
 * Host initiated processing for a P node
 */

BEGIN
    /*
     * same as for a unique name, except that the
     * request packet must indicate that a
     * group name claim is being made.
     */

    ...
    G = GROUP;
    ...

    /*
     * send packet
     */

    ...

END

```

#### 5.1.2.3. P-NODE FIND NAME

```

PROCEDURE find_name(name)

/*
 * Host initiated processing for a P node
 */

BEGIN

```



```
REPEAT
  /*
   * build packet
   */

  ONT = P;
  G = DONT CARE;

  unicast NAME QUERY REQUEST packet;

  /*
   * a NBNS node might send response packet
   */

  IF receive a WACK RESPONSE THEN
    pause(time from TTL field of response);
  ELSE
    pause(UCAST_REQ_RETRY_TIMEOUT);
UNTIL response packet received OR
  max transmit threshold exceeded

  IF no response packet received THEN
    return failure;
  ELSE
    IF NOT response tid = request tid THEN
      ignore packet;
    ELSE
      CASE packet type OF
      POSITIVE NAME QUERY RESPONSE:
        return success;

      REDIRECT NAME QUERY RESPONSE:

        /*
         * NBNS node wants this end node
         * to use some other NBNS node
         * to resolve the query.
         */

        repeat query with NBNS address
          in the response packet;
      NEGATIVE NAME QUERY RESPONSE:
        return failure;

    END /* case */
  END /* procedure */
```

#### [5.1.2.4.](#) P-NODE DELETE\_NAME

```
PROCEDURE delete_name (name)
```



```

/*
 * Host initiated processing for a P node
 */

BEGIN

    REPEAT

        /*
         * build packet
         */
        ...

        /*
         * send request
         */

        unicast NAME RELEASE REQUEST packet;
        IF receive a WACK RESPONSE THEN
            pause(time from TTL field of response);
        ELSE
            pause(UCAST_REQ_RETRY_TIMEOUT);
        UNTIL retransmit count has been exceeded
            or response been received

        IF response has been received THEN
        CASE packet type OF
        POSITIVE NAME RELEASE RESPONSE:
            return success;
        NEGATIVE NAME RELEASE RESPONSE:

            /*
             * NBNS does want node to delete this
             * name !!!
             */

            return failure;
        END /* case */
    END /* procedure */

```

#### 5.1.2.5. P-NODE INCOMING PACKET PROCESSING

Processing initiated by reception of packets at a P node

PROCEDURE process\_incoming\_packet(packet)

```

/*
 * Processing initiated by incoming packets at a P node
 */

```

BEGIN



```
/*
 * always ignore UDP broadcast packets
 */

IF packet was sent as a broadcast THEN
BEGIN
    ignore packet;
    return;
END
CASE packet type of

NAME CONFLICT DEMAND:
    IF name exists in local name table THEN
        mark name as in conflict;
        return;

NAME QUERY REQUEST:
    IF name exists in local name table THEN
        BEGIN /* name exists */

            /*
             * build packet
             */
            ...

            /*
             * send response to the IP address and port
             * number from which the request was received.
             */

            send POSITIVE NAME QUERY RESPONSE ;
            return;
        END /* exists */
    ELSE
        BEGIN /* does not exist */

            /*
             * send response to the requestor
             */

            send NEGATIVE NAME QUERY RESPONSE ;
            return;
        END /* does not exist */
    END STATUS REQUEST:
    /*
     * Name of "*" may be used for force node to
     * divulge status for administrative purposes
     */
    IF name in local name table OR name = "*" THEN
        BEGIN
            /*
```





```
        * Build response packet and
        * send to requestor node
        * Send only those names that are
        * in the same scope as the scope
        * in the request packet.
        */

    send NODE STATUS RESPONSE;
END

NAME RELEASE REQUEST:
/*
 * This will be received if the NBNS wants to flush the
 * name from the local name table, or from the local
 * cache.
 */

IF name exists in the local name table THEN
BEGIN
    delete name from local name table;
    inform user that name has been deleted;
END
ELSE
    IF name has been cached locally THEN
    BEGIN
        remove entry from cache:
    END

    END /* case */
END /* procedure */
```

#### **5.1.2.6. P-NODE TIMER INITIATED PROCESSING**

Processing initiated by timer expiration.

```
PROCEDURE timer_expired()
/*
 * Processing initiated by the expiration of a timer on a P node
 */
BEGIN
    /*
    * Send a NAME REFRESH REQUEST for each name which the
    * TTL which has expired.
    */
    REPEAT
        build NAME REFRESH REQUEST packet;
        REPEAT
            send packet to NBNS;

            IF receive a WACK RESPONSE THEN
                pause(time from TTL field of response);
```



```
        ELSE
            pause(UCAST_REQ_RETRY_TIMEOUT);
UNTIL response packet is received or
      retransmit count has been exceeded

CASE packet type OF
  POSITIVE NAME REGISTRATION RESPONSE:
    /* successfully refreshed */
    reset TTL timer for this name;

  NEGATIVE NAME REGISTRATION RESPONSE:
    /*
     * refused, can't keep name
     * assume in conflict
     */
    mark name as in conflict;
END /* case */

UNTIL request sent for all names for which TTL
      has expired
END /* procedure */
```

### **5.1.3. M-NODE ACTIVITY**

M nodes behavior is similar to that of P nodes with the addition of some B node-like broadcast actions. M node name service proceeds in two steps:

1. Use broadcast UDP based name service. Depending on the operation, goto step 2.
2. Use directed UDP name service.

The following code for M nodes is exactly the same as for a P node, with the exception that broadcast operations are done before P type operation is attempted.

#### **5.1.3.1. M-NODE ADD NAME**

```
PROCEDURE add_name(newname)

/*
 * Host initiated processing for a M node
 */

BEGIN

  /*
   * check if name exists on the
   * broadcast area
   */
```



```
REPEAT
    /* build packet */

    ....
    broadcast NAME REGISTRATION REQUEST packet;
    pause(BCAST_REQ_RETRY_TIMEOUT);

UNTIL response packet is received or
    retransmit count has been exceeded

IF valid response received THEN
BEGIN
    /* cannot claim name */

    return failure;
END

/*
 * No objections received within the
 * broadcast area.
 * Send request to name server.
 */

REPEAT
    /*
     * build packet
     */

    ONT = M;
    ...

    unicast NAME REGISTRATION REQUEST packet;

    /*
     * remote NBNS will send response packet
     */

    IF receive a WACK RESPONSE THEN
        pause(time from TTL field of response);
    ELSE
        pause(UCAST_REQ_RETRY_TIMEOUT);

UNTIL response packet is received or
    retransmit count has been exceeded

IF no response packet was received THEN
BEGIN /* no response */
    /*
     * NBNS is down. Cannot claim name.
     */
```



```
        return failure; /* name cannot be claimed */
END /* no response */
ELSE
BEGIN /* response */
    IF NOT response tid = request tid THEN
    BEGIN
        ignore response packet;
    END
    ELSE
    CASE packet type OF
    POSITIVE NAME REGISTRATION RESPONSE:

        /*
         * name can be added
         */

        adjust refresh timeout value, TTL;
        return success;      /* name can be added */

    NEGATIVE NAME REGISTRATION RESPONSE:
        return failure; /* name cannot be added */

    END-NODE CHALLENGE REGISTRATION REQUEST:
    BEGIN /* end node challenge */

        /*
         * The response packet has in it the
         * address of the presumed owner of the
         * name. Challenge that owner.
         * If owner either does not
         * respond or indicates that he no longer
         * owns the name, claim the name.
         * Otherwise, the name cannot be claimed.
         *
         */

        REPEAT
        /*
         * build packet
         */
        ...

        /*
         * send packet to address contained in the
         * response packet
         */

        unicast NAME QUERY REQUEST packet;

        /*
         * remote node may send response packet
```





```
*/

pause(UCAST_REQ_RETRY_TIMEOUT);

UNTIL response packet is received or
      retransmit count has been exceeded
IF no response packet is received THEN
BEGIN /* no response */

/*
 * name can be claimed
 */
REPEAT

/*
 * build packet
 */
...

unicast NAME UPDATE REQUEST to NBNS;

/*
 * NBNS node will send response packet
 */

IF receive a WACK RESPONSE THEN
      pause(time from TTL field of response);
ELSE
      pause(UCAST_REQ_RETRY_TIMEOUT);

UNTIL response packet is received or
      retransmit count has been exceeded
IF no response packet received THEN
BEGIN /* no response */

/*
 * name could not be claimed
 */

      return failure;
END /* no response */
ELSE
CASE packet type OF
POSITIVE NAME REGISTRATION RESPONSE:
/*
 * add name
 */

      return success;
NEGATIVE NAME REGISTRATION RESPONSE:
```



```

        /*
         * you lose ...
         */

        return failure;
    END /* case */
END /* no response */
ELSE
IF NOT response tid = request tid THEN
BEGIN
    ignore response packet;
END

/*
 * received a response to the "challenge"
 * packet
 */

CASE packet type OF
POSITIVE NAME QUERY:

    /*
     * remote node still has name.
     */

    return failure;
NEGATIVE NAME QUERY:

    /*
     * remote node no longer has name
     */

    return success;
END /* case */
END /* end node challenge */
END /* case */
END /* response */
END /* procedure */

```

#### 5.1.3.2. M-NODE ADD GROUP NAME

```

PROCEDURE add_group_name(newname)

/*
 * Host initiated processing for a P node
 */

BEGIN
    /*
     * same as for a unique name, except that the
     * request packet must indicate that a
    */

```



```
    * group name claim is being made.
    */

    ...
    G = GROUP;
    ...

    /*
    * send packet
    */
    ...
```

END

### [5.1.3.3.](#) M-NODE FIND NAME

PROCEDURE find\_name(name)

```
/*
 * Host initiated processing for a M node
 */

BEGIN
    /*
    * check if any node on the broadcast
    * area has the name
    */

    REPEAT
        /* build packet */
        ...

        broadcast NAME QUERY REQUEST packet;
        pause(BCAST_REQ_RETRY_TIMEOUT);
    UNTIL response packet received OR
        max transmit threshold exceeded

    IF valid response received THEN
    BEGIN
        save response as authoritative response;
        start_timer(CONFLICT_TIMER);
        return success;
    END

    /*
    * no valid response on the b'cast segment.
    * Try the name server.
    */

    REPEAT
```



```
    /*
     * build packet
     */

    ONT = M;
    G = DONT CARE;

    unicast NAME QUERY REQUEST packet to NBNS;

    /*
     * a NBNS node might send response packet
     */

    IF receive a WACK RESPONSE THEN
        pause(time from TTL field of response);
    ELSE
        pause(UCAST_REQ_RETRY_TIMEOUT);
    UNTIL response packet received OR
        max transmit threshold exceeded

    IF no response packet received THEN
        return failure;
    ELSE
    IF NOT response tid = request tid THEN
        ignore packet;
    ELSE
    CASE packet type OF
    POSITIVE NAME QUERY RESPONSE:
        return success;

    REDIRECT NAME QUERY RESPONSE:

        /*
         * NBNS node wants this end node
         * to use some other NBNS node
         * to resolve the query.
         */

        repeat query with NBNS address
            in the response packet;
    NEGATIVE NAME QUERY RESPONSE:
        return failure;

    END /* case */
END /* procedure */
```

#### [5.1.3.4.](#) M-NODE DELETE NAME

```
PROCEDURE delete_name (name)

/*
```





```
* Host initiated processing for a P node
*/
```

```
BEGIN
```

```
/*
 * First, delete name on NBNS
 */
```

```
REPEAT
```

```
/*
 * build packet
 */
```

```
...
```

```
/*
 * send request
 */
```

```
unicast NAME RELEASE REQUEST packet to NBNS;
```

```
IF receive a WACK RESPONSE THEN
    pause(time from TTL field of response);
```

```
ELSE
    pause(UCAST_REQ_RETRY_TIMEOUT);
```

```
UNTIL retransmit count has been exceeded
    or response been received
```

```
IF response has been received THEN
```

```
CASE packet type OF
```

```
POSITIVE NAME RELEASE RESPONSE:
```

```
/*
 * Deletion of name on b'cast segment is deferred
 * until after NBNS has deleted the name
 */
```

```
REPEAT
```

```
/* build packet */
```

```
...
```

```
broadcast NAME RELEASE REQUEST;
pause(BCAST_REQ_RETRY_TIMEOUT);
```

```
UNTIL rexmt threshold exceeded
```

```
return success;
```

```
NEGATIVE NAME RELEASE RESPONSE:
```

```
/*
 * NBNS does want node to delete this
 * name
 */
```



```

        return failure;
    END /* case */
END /* procedure */

```

#### 5.1.3.5. M-NODE INCOMING PACKET PROCESSING

Processing initiated by reception of packets at a M node

```
PROCEDURE process_incoming_packet(packet)
```

```

/*
 * Processing initiated by incoming packets at a M node
 */

BEGIN
    CASE packet type of

        NAME CONFLICT DEMAND:
            IF name exists in local name table THEN
                mark name as in conflict;
                return;

        NAME QUERY REQUEST:
            IF name exists in local name table THEN
                BEGIN /* name exists */

                    /*
                     * build packet
                     */
                    ...

                    /*
                     * send response to the IP address and port
                     * number from which the request was received.
                     */

                    send POSITIVE NAME QUERY RESPONSE ;
                    return;
                END /* exists */
            ELSE
                BEGIN /* does not exist */

                    /*
                     * send response to the requestor
                     */

                    IF request NOT broadcast THEN
                        /*
                         * Don't send negative responses to
                         * queries sent by B nodes
                         */

```



```
                send NEGATIVE NAME QUERY RESPONSE ;
            return;
        END /* does not exist */
    NODE STATUS REQUEST:
    BEGIN
        /*
         * Name of "*" may be used for force node to
         * divulge status for administrative purposes
         */
        IF name in local name table OR name = "*" THEN
            /*
             * Build response packet and
             * send to requestor node
             * Send only those names that are
             * in the same scope as the scope
             * in the request packet.
             */

            send NODE STATUS RESPONSE;
        END

    NAME RELEASE REQUEST:
        /*
         * This will be received if the NBNS wants to flush the
         * name from the local name table, or from the local
         * cache.
         */

        IF name exists in the local name table THEN
            BEGIN
                delete name from local name table;
                inform user that name has been deleted;
            END
        ELSE
            IF name has been cached locally THEN
                BEGIN
                    remove entry from cache:
                END
            END

    NAME REGISTRATION REQUEST (UNIQUE):
        IF name exists in local name table THEN
            send NEGATIVE NAME REGISTRATION RESPONSE ;
    NAME REGISTRATION REQUEST (GROUP):
        IF name exists in local name table THEN
            BEGIN
                IF local entry is a unique name THEN
                    send NEGATIVE NAME REGISTRATION RESPONSE ;
                END
            END
        END /* case */
    END /* procedure */
```



#### 5.1.3.6. M-NODE TIMER INITIATED PROCESSING

Processing initiated by timer expiration:

```
PROCEDURE timer_expired()
/*
 * Processing initiated by the expiration of a timer on a M node
 */
BEGIN
  /*
   * Send a NAME REFRESH REQUEST for each name which the
   * TTL which has expired.
   */
  REPEAT
    build NAME REFRESH REQUEST packet;
    REPEAT
      send packet to NBNS;

      IF receive a WACK RESPONSE THEN
        pause(time from TTL field of response);
      ELSE
        pause(UCAST_REQ_RETRY_TIMEOUT);
    UNTIL response packet is received or
      retransmit count has been exceeded

    CASE packet type OF
      POSITIVE NAME REGISTRATION RESPONSE:
        /* successfully refreshed */
        reset TTL timer for this name;

      NEGATIVE NAME REGISTRATION RESPONSE:
        /*
         * refused, can't keep name
         * assume in conflict
         */
        mark name as in conflict;
    END /* case */

  UNTIL request sent for all names for which TTL
    has expired
END /* procedure */
```

#### 5.1.4. NBNS ACTIVITY

A NBNS node will receive directed packets from P and M nodes. Reply packets are always sent as directed packets to the source IP address and UDP port number. Received broadcast packets must be ignored.





**5.1.4.1. NBNS INCOMING PACKET PROCESSING**

```

PROCEDURE process_incoming_packet(packet)

/*
 * Incoming packet processing on a NS node
 */

BEGIN
  IF packet was sent as a broadcast THEN
    BEGIN
      discard packet;
      return;
    END
  CASE packet type of

    NAME REGISTRATION REQUEST (UNIQUE):
      IF unique name exists in data base THEN
        BEGIN /* unique name exists */
          /*
           * NBNS node may be a "passive"
           * server in that it expects the
           * end node to do the challenge
           * server. Such a NBNS node is
           * called a "non-secure" server.
           * A "secure" server will do the
           * challenging before it sends
           * back a response packet.
           */

          IF non-secure THEN
            BEGIN
              /*
               * build response packet
               */
              ...

              /*
               * let end node do the challenge
               */

              send END-NODE CHALLENGE NAME REGISTRATION
                RESPONSE;
              return;
            END
          ELSE
            /*
             * secure server - do the name
             * challenge operation
             */

```



```
REPEAT
    send NAME QUERY REQUEST;
    pause(UCAST_REQ_RETRY_TIMEOUT);
UNTIL response has been received or
    retransmit count has been exceeded
IF no response was received THEN
BEGIN

    /* node down */

    update data base - remove entry;
    update data base - add new entry;
    send POSITIVE NAME REGISTRATION RESPONSE;
    return;
END
ELSE
BEGIN /* challenged node replied */
    /*
     * challenged node replied with
     * a response packet
     */

    CASE packet type

    POSITIVE NAME QUERY RESPONSE:

        /*
         * name still owned by the
         * challenged node
         *
         * build packet and send response
         */
        ...

        /*
         * Note: The NBNS will need to
         * keep track (based on transaction id) of
         * the IP address and port number
         * of the original requestor.
         */

        send NEGATIVE NAME REGISTRATION RESPONSE;
        return;
    NEGATIVE NAME QUERY RESPONSE:

        update data base - remove entry;
        update data base - add new entry;

        /*
         * build response packet and send
```



```
        * response
        */
        send POSITIVE NAME REGISTRATION RESPONSE;
        return;
    END /* case */
END /* challenged node replied */
END /* unique name exists in data base */
ELSE
IF group name exists in data base THEN
BEGIN /* group names exists */

    /*
    * Members of a group name are NOT
    * challenged.
    * Make the assumption that
    * at least some of the group members
    * are still alive.
    * Refresh mechanism will
    * allow the NBNS to detect when all
    * members of a group no longer use that
    * name
    */

        send NEGATIVE NAME REGISTRATION RESPONSE;
    END /* group name exists */
ELSE
BEGIN /* name does not exist */

    /*
    * Name does not exist in data base
    *
    * This code applies to both non-secure
    * and secure server.
    */

        update data base - add new entry;
        send POSITIVE NAME REGISTRATION RESPONSE;
        return;
    END
```

NAME QUERY REQUEST:

```
IF name exists in data base THEN
BEGIN
    /*
    * build response packet and send to
    * requestor
    */
    ...

    send POSITIVE NAME QUERY RESPONSE;
    return;
```



```
ELSE
BEGIN
    /*
    * build response packet and send to
    * requestor
    */
    ...

    send NEGATIVE NAME QUERY RESPONSE;
    return;
END

NAME REGISTRATION REQUEST (GROUP):
IF name exists in data base THEN
BEGIN
    IF local entry is a unique name THEN
    BEGIN /* local is unique */

        IF non-secure THEN
        BEGIN
            send END-NODE CHALLENGE NAME
                REGISTRATION RESPONSE;
            return;
        END

        REPEAT
            send NAME QUERY REQUEST;
            pause(UCAST_REQ_RETRY_TIMEOUT);
        UNTIL response received or
            retransmit count exceeded
        IF no response received or
            NEGATIVE NAME QUERY RESPONSE
            received THEN
        BEGIN
            update data base - remove entry;
            update data base - add new entry;
            send POSITIVE NAME REGISTRATION RESPONSE;
            return;
        END
    ELSE
    BEGIN
        /*
        * name still being held
        * by challenged node
        */

        send NEGATIVE NAME REGISTRATION RESPONSE;
    END
    END /* local is unique */
ELSE
BEGIN /* local is group */
```





```
        /*
         * existing entry is a group name
         */

        update data base - remove entry;
        update data base - add new entry;
        send POSITIVE NAME REGISTRATION RESPONSE;
        return;
    END /* local is group */
END /* names exists */
ELSE
BEGIN /* does not exist */

    /* name does not exist in data base */

    update data base - add new entry;
    send POSITIVE NAME REGISTRATION RESPONSE;
    return;
END /* does not exist */
```

NAME RELEASE REQUEST:

```
/*
 * secure server may choose to disallow
 * a node from deleting a name
 */

update data base - remove entry;
send POSITIVE NAME RELEASE RESPONSE;
return;
```

NAME UPDATE REQUEST:

```
/*
 * End-node completed a successful challenge,
 * no update database
 */

IF secure server THEN
    send NEGATIVE NAME REGISTRATION RESPONSE;
ELSE
BEGIN /* new entry */
    IF entry already exists THEN
        update data base - remove entry;
    update data base - add new entry;
    send POSITIVE NAME REGISTRATION RESPONSE;
    start_timer(TTL);
END
```

NAME REFRESH REQUEST:  
check for consistency;



```
IF node not allowed to have name THEN
BEGIN

    /*
    * tell end node that it can't have name
    */
    send NEGATIVE NAME REGISTRATION RESPONSE;
END
ELSE
BEGIN

    /*
    * send confirmation response to the
    * end node.
    */
    send POSITIVE NAME REGISTRATION;
    start_timer(TTL);
END
return;
END /* case */
END /* procedure */
```

#### **5.1.4.2. NBNS TIMER INITIATED PROCESSING**

A NS node uses timers to flush out entries from the data base. Each entry in the data base is removed when its timer expires. This time value is a multiple of the refresh TTL established when the name was registered.

```
PROCEDURE timer_expired()

/*
* processing initiated by expiration of TTL for a given name
*/

BEGIN
    /*
    * NBNS can (optionally) ensure
    * that the node is actually down
    * by sending a NODE STATUS REQUEST.
    * If such a request is sent, and
    * no response is received, it can
    * be assumed that the node is down.
    */
    remove entry from data base;
END
```



## **5.2. SESSION SERVICE PROTOCOLS**

The following are variables and should be configurable by the NetBIOS user. The default values of these variables is found in "Defined Constants and Variables" in the Detailed Specification.):

- SSN\_RETRY\_COUNT - The maximum number TCP connection attempts allowable per a single NetBIOS call request.
- SSN\_CLOSE\_TIMEOUT is the time period to wait when closing the NetBIOS session before killing the TCP connection if session sends are outstanding.

The following are Defined Constants for the NetBIOS Session Service. (See "Defined Constants and Variables" in the Detailed Specification for the value of these constants):

- SSN\_SRVC\_TCP\_PORT - is the globally well-known TCP port allocated for the NetBIOS Session Service. The service accepts TCP connections on this port to establish NetBIOS Sessions. The TCP connection established to this port by the caller is initially used for the exchange of NetBIOS control information. The actual NetBIOS data connection may also pass through this port or, through the retargetting facility, through another port.

### **5.2.1. SESSION ESTABLISHMENT PROTOCOLS**

#### **5.2.1.1. USER REQUEST PROCESSING**

```
PROCEDURE listen(listening name, caller name)
/*
 * User initiated processing for B, P and M nodes
 *
 * This procedure assumes that an incoming session will be
 * retargetted here by a session server.
 */
BEGIN
    Do TCP listen; /* Returns TCP port used */
    Register listen with Session Service, give names and
        TCP port;

    Wait for TCP connection to open; /* Incoming call */

    Read SESSION REQUEST packet from connection

    Process session request (see section on
        processing initiated by the reception of session
        service packets);
```



```
    Inform Session Service that NetBIOS listen is complete;

    IF session established THEN
        return success and session information to user;
    ELSE
        return failure;
END /* procedure */

PROCEDURE call(calling name, called name)
/*
 * user initiated processing for B, P and M nodes
 */

/*
 * This algorithm assumes that the called name is a unique name.
 * If the called name is a group name, the call() procedure
 * needs to cycle through the members of the group
 * until either (retry_count == SSN_RETRY_COUNT) or
 * the list has been exhausted.
 */
BEGIN
    retry_count = 0;
    retarget = FALSE; /* TRUE: caller is being retargetted */
    name_query = TRUE; /* TRUE: caller must begin again with */
                    /* name query. */

    REPEAT
        IF name_query THEN
            BEGIN
                do name discovery, returns IP address;
                TCP port = SSN_SRVC_TCP_PORT;

                IF name discovery fails THEN
                    return failure;
                ELSE
                    name_query = FALSE;
            END

            /*
             * now have IP address and TCP port of
             * remote party.
             */

            establish TCP connection with remote party, use an
                ephemeral port as source TCP port;
            IF connection refused THEN
                BEGIN
                    IF retarget THEN
                        BEGIN
                            /* retry */
                            retarget = FALSE;

```





```
        use original IP address and TCP port;
        goto LOOP;
    END

    /* retry for just missed TCP listen */

    pause(SESSION_RETRY_TIMER);
    establish TCP connection, again use ephemeral
        port as source TCP port;

    IF connection refused OR
        connection timed out THEN
        return failure;
    END
    ELSE
    IF connection timed out THEN
    BEGIN
        IF retarget THEN
        BEGIN
            /* retry */
            retarget = FALSE;
            use original IP address and TCP port;
            goto LOOP;
        END
        ELSE
        BEGIN
            /*
             * incorrect name discovery was done,
             * try again
             */

            inform name discovery process of
                possible error;
            name_query = TRUE;
            goto LOOP;
        END
    END
END

/*
 * TCP connection has been established
 */

wait for session response packet;
CASE packet type OF

    POSITIVE SESSION RESPONSE:
        return success and session established
            information;

    NEGATIVE SESSION RESPONSE:
    BEGIN
```



```
CASE error OF
  NOT LISTENING ON CALLED NAME:
  NOT LISTENING FOR CALLING NAME:
  BEGIN
    kill TCP connection;
    return failure;
  END

  CALLED NAME NOT PRESENT:
  BEGIN
    /*
     * called name does not exist on
     * remote node
     */

    inform name discovery procedure
      of possible error;

    IF this is a P or M node THEN
      BEGIN
        /*
         * Inform NetBIOS Name Server
         * it has returned incorrect
         * information.
         */
        send NAME RELEASE REQUEST for called
          name and IP address to
          NetBIOS Name Server;

        END
        /* retry from beginning */
        retarget = FALSE;
        name_query = TRUE;
        goto LOOP;
      END /* called name not present */
    END /* case */
  END /* negative response */

  RETARGET SESSION RESPONSE:
  BEGIN
    close TCP connection;
    extract IP address and TCP port from
      response;
    retarget = TRUE;
  END /* retarget response */
END /* case */

LOOP:      retry_count = retry_count + 1;

          UNTIL (retry_count > SSN_RETRY_COUNT);
          return failure;
END /* procedure */
```



#### 5.2.1.2. RECEIVED PACKET PROCESSING

These are packets received on a TCP connection before a session has been established. The listen routines attached to a NetBIOS user process need not implement the RETARGET response section. The user process version, separate from a shared Session Service, need only accept (POSITIVE SESSION RESPONSE) or reject (NEGATIVE SESSION RESPONSE) a session request.

```
PROCEDURE session_packet(packet)
/*
 * processing initiated by receipt of a session service
 * packet for a session in the session establishment phase.
 * Assumes the TCP connection has been accepted.
 */
BEGIN
    CASE packet type

        SESSION REQUEST:
        BEGIN
            IF called name does not exist on node THEN
                BEGIN
                    send NEGATIVE SESSION RESPONSE with CALLED
                        NAME NOT PRESENT error code;
                    close TCP connection;
                END
            END

            Search for a listen with CALLING NAME for CALLED
                NAME;
            IF matching listen is found THEN
                BEGIN
                    IF port of listener process is port TCP
                        connection is on THEN
                            BEGIN
                                send POSITIVE SESSION RESPONSE;

                                Hand off connection to client process
                                    and/or inform user session is
                                        established;
                            END
                        ELSE
                            BEGIN
                                send RETARGET SESSION RESPONSE with
                                    listener's IP address and
                                        TCP port;
                                close TCP connection;
                            END
                        END
                    END
                BEGIN
                    /* no matching listen pending */
                END
            END
        END
    END
END
```



```
        send NEGATIVE SESSION RESPONSE with either
          NOT LISTENING ON CALLED NAME or NOT
          LISTENING FOR CALLING NAME error
          code;
        close TCP connection;
      END
    END /* session request */
  END /* case */
END /* procedure */
```

### 5.2.2. SESSION DATA TRANSFER PROTOCOLS

#### 5.2.2.1. USER REQUEST PROCESSING

```
PROCEDURE send_message(user_message)
BEGIN
  build SESSION MESSAGE header;
  send SESSION MESSAGE header;
  send user_message;
  reset and restart keep-alive timer;
  IF send fails THEN
    BEGIN
      /*
       * TCP connection has failed */
      */
      close NetBIOS session;
      inform user that session is lost;
      return failure;
    END
  ELSE
    return success;
  END
END
```

#### 5.2.2.2. RECEIVED PACKET PROCESSING

These are packets received after a session has been established.

```
PROCEDURE session_packet(packet)
/*
 * processing initiated by receipt of a session service
 * packet for a session in the data transfer phase.
 */
BEGIN
  CASE packet type OF

    SESSION MESSAGE:
      BEGIN
        process message header;
        read in user data;
        reset and restart keep-alive timer;
        deliver data to user;
```





```
        END /* session message */

        SESSION KEEP ALIVE:
            discard packet;

    END /* case */
END /* procedure */
```

### **5.2.2.3. PROCESSING INITIATED BY TIMER**

```
PROCEDURE session_ka_timer()
/*
 * processing initiated when session keep alive timer expires
 */
BEGIN
    send SESSION KEEP ALIVE, if configured;
    IF send fails THEN
        BEGIN
            /* remote node, or path to it, is down */

            abort TCP connection;
            close NetBIOS session;
            inform user that session is lost;
            return;
        END
    END /* procedure */
```

### **5.2.3. SESSION TERMINATION PROTOCOLS**

#### **5.2.3.1. USER REQUEST PROCESSING**

```
PROCEDURE close_session()

/* initiated by a user request to close a session */

BEGIN
    close gracefully the TCP connection;

    WAIT for the connection to close or SSN_CLOSE_TIMEOUT
        to expire;

    IF time out expired THEN
        abort TCP connection;
    END /* procedure */
```

#### **5.2.3.2. RECEPTION INDICATION PROCESSING**

```
PROCEDURE close_indication()
/*
 * initiated by a TCP indication of a close request from
 * the remote connection partner.
```



```
*/  
BEGIN  
    close gracefully TCP connection;  
  
    close NetBIOS session;  
  
    inform user session closed by remote partner;  
END /* procedure */
```

### **5.3. NetBIOS DATAGRAM SERVICE PROTOCOLS**

The following are GLOBAL variables and should be NetBIOS user configurable:

- SCOPE\_ID: the non-leaf section of the domain name preceded by a '.' which represents the domain of the NetBIOS scope for the NetBIOS name. The following protocol description only supports single scope operation.
- MAX\_DATAGRAM\_LENGTH: the maximum length of an IP datagram. The minimal maximum length defined in for IP is 576 bytes. This value is used when determining whether to fragment a NetBIOS datagram. Implementations are expected to be capable of receiving unfragmented NetBIOS datagrams up to their maximum size.
- BROADCAST\_ADDRESS: the IP address B-nodes use to send datagrams with group name destinations and broadcast datagrams. The default is the IP broadcast address for a single IP network.

The following are Defined Constants for the NetBIOS Datagram Service:

- DGM\_SRVC\_UDP\_PORT: the globally well-known UDP port allocated where the NetBIOS Datagram Service receives UDP packets. See [section 6](#), "Defined Constants", for its value.

#### **5.3.1. B NODE TRANSMISSION OF NetBIOS DATAGRAMS**

```
PROCEDURE send_datagram(data, source, destination, broadcast)  
  
/*  
 * user initiated processing on B node  
 */  
  
BEGIN  
    group = FALSE;  
  
    do name discovery on destination name, returns name type and  
        IP address;
```



```
IF name type is group name THEN
BEGIN
    group = TRUE;
END

/*
 * build datagram service UDP packet;
 */
convert source and destination NetBIOS names into
    half-ASCII, biased encoded name;
SOURCE_NAME = cat(source, SCOPE_ID);
SOURCE_IP = this nodes IP address;
SOURCE_PORT = DGM_SRVC_UDP_PORT;

IF NetBIOS broadcast THEN
BEGIN
    DESTINATION_NAME = cat("*", SCOPE_ID)
END
ELSE
BEGIN
    DESTINATION_NAME = cat(destination, SCOPE_ID)
END

MSG_TYPE = select_one_from_set
    {BROADCAST, DIRECT_UNIQUE, DIRECT_GROUP}
DGM_ID = next transaction id for Datagrams;
DGM_LENGTH = length of data + length of second level encoded
    source and destination names;

IF (length of the NetBIOS Datagram, including UDP and
    IP headers, > MAX_DATAGRAM_LENGTH) THEN
BEGIN
    /*
     * fragment NetBIOS datagram into 2 UDP packets
     */
    Put names into 1st UDP packet and any data that fits
        after names;
    Set MORE and FIRST bits in 1st UDP packet's FLAGS;
    OFFSET in 1st UDP = 0;

    Replicate NetBIOS Datagram header from 1st UDP packet
        into 2nd UDP packet;
    Put rest of data in 2nd UDP packet;
    Clear MORE and FIRST bits in 2nd UDP packet's FLAGS;
    OFFSET in 2nd UDP = DGM_LENGTH - number of name and
        data bytes in 1st UDP;
END
BEGIN
    /*
     * Only need one UDP packet
     */
```



```

        USER_DATA = data;
        Clear MORE bit and set FIRST bit in FLAGS;
        OFFSET = 0;
    END

    IF (group == TRUE) OR (NetBIOS broadcast) THEN
    BEGIN
        send UDP packet(s) to BROADCAST_ADDRESS;
    END
    ELSE
    BEGIN
        send UDP packet(s) to IP address returned by name
        discovery;
    END
END /* procedure */

```

### 5.3.2. P AND M NODE TRANSMISSION OF NetBIOS DATAGRAMS

```

PROCEDURE send_datagram(data, source, destination, broadcast)

/*
 * User initiated processing on P and M node.
 *
 * This processing is the same as for B nodes except for
 * sending broadcast and multicast NetBIOS datagrams.
 */

BEGIN
    group = FALSE;

    do name discovery on destination name, returns name type
    and IP address;
    IF name type is group name THEN
    BEGIN
        group = TRUE;
    END

    /*
     * build datagram service UDP packet;
     */
    convert source and destination NetBIOS names into
        half-ASCII, biased encoded name;
    SOURCE_NAME = cat(source, SCOPE_ID);
    SOURCE_IP = this nodes IP address;
    SOURCE_PORT = DGM_SRVC_UDP_PORT;

    IF NetBIOS broadcast THEN
    BEGIN
        DESTINATION_NAME = cat("!", SCOPE_ID)
    END
    ELSE

```





```
BEGIN
    DESTINATION_NAME = cat(destination, SCOPE_ID)
END

MSG_TYPE = select_one_from_set
    {BROADCAST, DIRECT_UNIQUE, DIRECT_GROUP}
DGM_ID = next transaction id for Datagrams;
DGM_LENGTH = length of data + length of second level encoded
    source and destination names;

IF (length of the NetBIOS Datagram, including UDP and
    IP headers, > MAX_DATAGRAM_LENGTH) THEN
BEGIN
    /*
     * fragment NetBIOS datagram into 2 UDP packets
     */
    Put names into 1st UDP packet and any data that fits
        after names;
    Set MORE and FIRST bits in 1st UDP packet's FLAGS;

    OFFSET in 1st UDP = 0;

    Replicate NetBIOS Datagram header from 1st UDP packet
        into 2nd UDP packet;
    Put rest of data in 2nd UDP packet;
    Clear MORE and FIRST bits in 2nd UDP packet's FLAGS;
    OFFSET in 2nd UDP = DGM_LENGTH - number of name and
        data bytes in 1st UDP;
END
BEGIN
    /*
     * Only need one UDP packet
     */
    USER_DATA = data;
    Clear MORE bit and set FIRST bit in FLAGS;
    OFFSET = 0;
END

IF (group == TRUE) OR (NetBIOS broadcast) THEN
BEGIN
    /*
     * Sending of following query is optional.
     * Node may send datagram to NBDD immediately
     * but NBDD may discard the datagram.
     */
    send DATAGRAM QUERY REQUEST to NBDD;
    IF response is POSITIVE QUERY RESPONSE THEN
        send UDP packet(s) to NBDD Server IP address;
    ELSE
    BEGIN
        get list of destination nodes from NBNS;
```



```
                FOR EACH node in list
                BEGIN
                    send UDP packet(s) to this node's
                      IP address;
                END
            END
        END
    ELSE
    BEGIN
        send UDP packet(s) to IP address returned by name
          discovery;
    END /* procedure */
```

### **5.3.3. RECEPTION OF NetBIOS DATAGRAMS BY ALL NODES**

The following algorithm discards out of order NetBIOS Datagram fragments. An implementation which reassembles out of order NetBIOS Datagram fragments conforms to this specification. The fragment discard timer is initialized to the value FRAGMENT\_TO. This value should be user configurable. The default value is given in [Section 6](#), "Defined Constants and Variables".

```
PROCEDURE datagram_packet(packet)

/*
 * processing initiated by datagram packet reception
 * on B, P and M nodes
 */
BEGIN
    /*
     * if this node is a P node, ignore
     * broadcast packets.
     */

    IF this is a P node AND incoming packet is
      a broadcast packet THEN
    BEGIN
        discard packet;
    END

    CASE packet type OF

        DATAGRAM SERVICE:
        BEGIN
            IF FIRST bit in FLAGS is set THEN
            BEGIN
                IF MORE bit in FLAGS is set THEN
                BEGIN
                    Save 1st UDP packet of the Datagram;
                    Set this Datagram's fragment discard
                      timer to FRAGMENT_TO;
```



```
        return;
    END
    ELSE
        Datagram is composed of a single
            UDP packet;
    END
    ELSE
    BEGIN
        /* Have the second fragment of a Datagram */

        Search for 1st fragment by source IP address
            and DGM_ID;
        IF found 1st fragment THEN
            Process both UDP packets;
        ELSE
        BEGIN
            discard 2nd fragment UDP packet;
            return;
        END
    END

    IF DESTINATION_NAME is '*' THEN
    BEGIN
        /* NetBIOS broadcast */

        deliver USER_DATA from UDP packet(s) to all
            outstanding receive broadcast
            datagram requests;
        return;
    END
    ELSE
    BEGIN /* non-broadcast */
        /* Datagram for Unique or Group Name */

        IF DESTINATION_NAME is not present in the
            local name table THEN
        BEGIN
            /* destination not present */
            build DATAGRAM ERROR packet, clear
                FIRST and MORE bit, put in
                this nodes IP and PORT, set
                ERROR_CODE;
            send DATAGRAM ERROR packet to
                source IP address and port
                of UDP;
            discard UDP packet(s);
            return;
        END
        ELSE
        BEGIN /* good */
            /*
```



```
        * Replicate received NetBIOS datagram for
        * each recipient
        */
FOR EACH pending NetBIOS user's receive
  datagram operation
BEGIN
  IF source name of operation
    matches destination name
    of packet THEN
    BEGIN
      deliver USER_DATA from UDP
      packet(s);
    END
  END /* for each */
  return;
END /* good */
END /* non-broadcast */
END /* datagram service */

DATAGRAM ERROR:
BEGIN
  /*
  * name service returned incorrect information
  */

  inform local name service that incorrect
  information was provided;

  IF this is a P or M node THEN
  BEGIN
    /*
    * tell NetBIOS Name Server that it may
    * have given incorrect information
    */

    send NAME RELEASE REQUEST with name
    and incorrect IP address to NetBIOS
    Name Server;
  END
END /* datagram error */

END /* case */
END
```

#### **5.3.4. PROTOCOLS FOR THE NBDD**

The key to NetBIOS Datagram forwarding service is the packet delivered to the destination end node must have the same NetBIOS header as if the source end node sent the packet directly to the destination end node. Consequently, the NBDD does not reassemble NetBIOS Datagrams. It forwards the UDP packet as is.





```
PROCEDURE datagram_packet(packet)

/*
 * processing initiated by a incoming datagram service
 * packet on a NBDD node.
 */

BEGIN
  CASE packet type OF

    DATAGRAM SERVICE:
      BEGIN
        IF packet was sent as a directed
          NetBIOS datagram THEN
          BEGIN
            /*
             * provide group forwarding service
             *
             * Forward datagram to each member of the
             * group. Can forward via:
             * 1) get list of group members and send
             * the DATAGRAM SERVICE packet unicast
             * to each
             * 2) use Group Multicast, if available
             * 3) combination of 1) and 2)
             */
            ...

          END

        ELSE
          BEGIN
            /*
             * provide broadcast forwarding service
             *
             * Forward datagram to every node in the
             * NetBIOS scope. Can forward via:
             * 1) get list of group members and send
             * the DATAGRAM SERVICE packet unicast
             * to each
             * 2) use Group Multicast, if available
             * 3) combination of 1) and 2)
             */
            ...

          END
        END /* datagram service */

    DATAGRAM ERROR:
```



```
BEGIN
  /*
   * Should never receive these because Datagrams
   * forwarded have source end node IP address and
   * port in NetBIOS header.
   */

  send DELETE NAME REQUEST with incorrect name and
    IP address to NetBIOS Name Server;

END /* datagram error */

DATAGRAM QUERY REQUEST:
BEGIN
  IF can send packet to DESTINATION_NAME THEN
  BEGIN
    /*
     * NBDD is able to relay Datagrams for
     * this name
     */

    send POSITIVE DATAGRAM QUERY RESPONSE to
      REQUEST source IP address and UDP port
      with request's DGM_ID;

  END
  ELSE
  BEGIN
    /*
     * NBDD is NOT able to relay Datagrams for
     * this name
     */

    send NEGATIVE DATAGRAM QUERY RESPONSE to
      REQUEST source IP address and UDP port

      with request's DGM_ID;

  END
  END /* datagram query request */

END /* case */
END /* procedure */
```



## 6. DEFINED CONSTANTS AND VARIABLES

### GENERAL :

SCOPE_ID	The name of the NetBIOS scope.  This is expressed as a character string meeting the requirements of the domain name system and without a leading or trailing "dot".  An implementation may elect to make this a single global value for the node or allow it to be specified with each separate NetBIOS name (thus permitting cross-scope references.)
BROADCAST_ADDRESS	An IP address composed of the nodes's network and subnetwork numbers with all remaining bits set to one.  I.e. "Specific subnet" broadcast addressing according to <a href="#">section 2.3 of RFC 950</a> .
BCAST_REQ_RETRY_TIMEOUT	250 milliseconds. An adaptive timer may be used.
BCAST_REQ_RETRY_COUNT	3
UCAST_REQ_RETRY_TIMEOUT	5 seconds An adaptive timer may be used.
UCAST_REQ_RETRY_COUNT	3
MAX_DATAGRAM_LENGTH	576 bytes (default)

### NAME SERVICE :

REFRESH_TIMER	Negotiated with NBNS for each name.
CONFLICT_TIMER	1 second Implementations may chose a longer value.
NAME_SERVICE_TCP_PORT	137 (decimal)



NAME\_SERVICE\_UDP\_PORT      137 (decimal)

INFINITE\_TTL                0

SESSION SERVICE:

SSN\_SRVC\_TCP\_PORT          139 (decimal)

SSN\_RETRY\_COUNT            4 (default)  
Re-configurable by user.

SSN\_CLOSE\_TIMEOUT         30 seconds (default)  
Re-configurable by user.

SSN\_KEEP\_ALIVE\_TIMEOUT    60 seconds, recommended, may be set to  
a higher value.  
(Session keep-alives are used only  
if configured.)

DATAGRAM SERVICE:

DGM\_SRVC\_UDP\_PORT         138 (decimal)

FRAGMENT\_TO                2 seconds (default)





REFERENCES

- [1] "Protocol Standard For a NetBIOS Service on a TCP/UDP Transport: Concepts and Methods", [RFC 1001](#), March 1987.
- [2] J. Reynolds, J. Postel, "Assigned Numbers", [RFC 990](#), November 1986.
- [3] P. Mockapetris, "Domain Names - Implementation and Specification", [RFC 883](#), November 1983.

