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1 Introduction

The NT LAN Manager (NTLM) Authentication Protocol is used in Microsoft Windows® for authentication between clients and servers.

For Microsoft Windows® 2000 Server operating system, Windows® XP operating system, Windows Server® 2003 operating system, Windows Vista® operating system, and Windows Server® 2008 operating system, Kerberos authentication [MS-KILE] replaces NTLM as the preferred authentication protocol. These extensions provide additional capability for authorization information including group memberships, interactive logon information and integrity levels, as well as constrained delegation and encryption supported by Kerberos principals.

However, NTLM can be used when the Kerberos Protocol Extensions (KILE) do not work, such as in the following scenarios.

- One of the machines is not Kerberos-capable.
- The server is not joined to a domain.
- The KILE configuration is not set up correctly.
- The implementation chooses to directly use NLMP.

1.1 Glossary

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

- Active Directory
- checksum
- code page
- directory
- domain
- domain controller (DC)
- domain name (3)
- forest
- fully qualified domain name (FQDN) (1) (2)
- Kerberos
- key
- Message Authentication Code (MAC)
- nonce
- original equipment manufacturer (OEM) character set
- remote procedure call (RPC)
- Security Support Provider Interface (SSPI)
- service
- session
- session key
- Unicode

The following terms are specific to this document:

- AV pair: A term for "attribute/value pair". An attribute/value pair is the name of some attribute, along with its value. AV pairs in NTLM have a structure specifying the encoding of the information stored in them.
**challenge:** A piece of data used to authenticate a user. A challenge typically takes the form of a **nonce**.

**connection oriented NTLM:** A particular variant of NTLM designed to be used with connection oriented remote procedure call (RPC).

**cyclic redundancy check (CRC):** An algorithm used to produce a **checksum** (that is, a small, fixed number of bits) against a block of data, such as a packet of network traffic or a block of a computer file. The CRC is used to detect errors after transmission or storage. A CRC is designed to catch stochastic errors, as opposed to intentional errors. If errors might be introduced by a motivated and intelligent adversary, a cryptographic hash function should be used instead.

**FILETIME:** The date and time as a 64-bit value in little-endian order representing the number of 100-nanosecond intervals elapsed since January 1, 1601 (UTC).

**forest tree name:** A **forest tree name** is the first **domain name** in a Microsoft **Active Directory forest** when the **forest** was created.

**identify level token:** A security token resulting from authentication that represents the authenticated user but does not allow the **service** holding the token to impersonate that user to other resources.

**key exchange key:** The **key** used to protect the **session key** that is generated by the client. The key exchange key is derived from the response key during authentication.

**LMOWF:** A one-way function used to generate a **key** based on the user's password.

**LMOWF:** The result generated by the LMOWF function.

**NTOWF:** A one-way function (similar to the LMOWF function) used to generate a **key** based on the user’s password.

**NTOWF:** The result generated by the NTOWF function.

**response key:** A **key** generated by a one-way function from the name of the user, the name of the user's domain, and the password. The function depends on which version of NTLM is being used. The response key is used to derive the key exchange key.

**sequence number:** In the NTLM protocol, a sequence number can be explicitly provided by the application protocol, or generated by NTLM. If generated by NTLM, the sequence number is the count of each message sent, starting with 0.

**session security:** The provision of message integrity and/or confidentiality through use of a session key.

**MAY, SHOULD, MUST, SHOULD NOT, MUST NOT:** These terms (in all caps) are used as described in [RFC2119]. All statements of optional behavior use either MAY, SHOULD, or SHOULD NOT.

### 1.2 References

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.
1.2.1 Normative References

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[MS-DTYP] Microsoft Corporation, "Windows Data Types".

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


[MS-SPNG] Microsoft Corporation, "Simple and Protected GSS-API Negotiation Mechanism (SPNEGO) Extension".


1.2.2 Informative References


1.3 Overview

NT LAN Manager (NTLM) is the name of a family of security protocols in Microsoft Windows®. NTLM is used by application protocols to authenticate remote users and, optionally, to provide session security when requested by the application.

NTLM is a challenge-response style authentication protocol. This means that to authenticate a user, the server sends a challenge to the client. The client then sends back a response that is a function of the challenge, the user's password, and possibly other information. Computing the correct response requires knowledge of the user's password. The server (or another party trusted by the server) can validate the response by consulting an account database to get the user's password and computing the proper response for that challenge.

The NTLM protocols are embedded protocols. Unlike stand-alone application protocols such as [MS-SMB] or HTTP, NTLM messages are embedded in the packets of an application protocol that requires authentication of a user. The application protocol semantics determine how and when the NTLM messages are encoded, framed, and transported from the client to the server and vice versa. See section 4 for an example of how NTLM messages are embedded in the SMB Version 1.0 Protocol as specified in [MS-SMB]. The NTLM implementation also differs from normal protocol implementations, in that the best way to implement it is as a function library called by some other protocol implementation (the application protocol), rather than as a layer in a network protocol stack. For more information about GSS-API calls, see section 3.4.6. The NTLM function library receives parameters from the application protocol caller and returns an authentication message that the caller places into fields of its own messages as it chooses. Nevertheless, if one looks at just the NTLM messages apart from the application protocol in which they are embedded, there is an NTLM protocol and that is what is specified by this document.

There are two major variants of the NTLM authentication protocol: the connection-oriented variant and the connectionless variant. In the connectionless (datagram) variant:

- NTLM does not use the internal sequence number maintained by the NTLM implementation. Instead, it uses a sequence number passed in by the protocol implementation in which NTLM is embedded.
- Keys for session security are established at client initialization time (while in connection-oriented mode they are established only at the end of authentication exchange), and session security can be used as soon as the session keys are established.
- It is not possible to send a NEGOTIATE message (see section 2.2.1.1).

Each of these variants has three versions: LM, NTLMv1, and NTLMv2. The message flow for all three is the same; the only differences are the function used to compute various response fields from the challenge, and which response fields are set. <1>

In addition to authentication, the NTLM protocol optionally provides for session security—specifically message integrity and confidentiality through signing and sealing functions in NTLM.
1.3.1 NTLM Authentication Call Flow

This section provides an overview of the end-to-end message flow when application protocols use NTLM to authenticate a user to a server.

The following diagram shows a typical connection-oriented message flow when an application uses NTLM. The message flow typically consists of a number of application messages, followed by NTLM authentication messages (which are embedded in the application protocol and transported by the application from the client to the server), and then additional application messages, as specified in the application protocol.

![Diagram of NTLM authentication message flow]

**Figure 1: Typical NTLM authentication message flow**

**Note** In the preceding diagram, the embedding of NTLM messages in the application protocol is shown by placing the NTLM messages within [ ] brackets. NTLM messages for both connection-oriented and connectionless authentication are embedded in the application protocol as shown. Variations between the connection-oriented and connectionless NTLM protocol sequence are documented in sections 1.3.1.1 and 1.3.1.2.

After an authenticated NTLM session is established, the subsequent application messages may optionally be protected with NTLM session security. This is done by the application, which specifies what options (such as message integrity or confidentiality, as specified in the Abstract Data Model) it requires, before the NTLM authentication message sequence begins. <2>

Success and failure messages that are sent after the NTLM authentication message sequence are specific to the application protocol invoking NTLM authentication and are not part of the NTLM Authentication Protocol.

**Note** In subsequent message flows, only the NTLM message flows are shown because they are the focus of this document. Keep in mind that the NTLM messages in this section are embedded in the application protocol and transported by that protocol.

An overview of the connection-oriented and connectionless variants of NTLM is provided in the following sections.
1.3.1.1 NTLM Connection-Oriented Call Flow

The following illustration shows a typical NTLM connection-oriented call flow when an application protocol creates an authenticated session. For detailed message specifications, see section 2. The messages are processed (section 3).

![Diagram of NTLM connection-oriented call flow]

Figure 2: Connection-oriented NTLM message flow

1. Application-specific protocol messages are sent between client and server.

2. The NTLM protocol begins when the application requires an authenticated session. The client sends an NTLM NEGOTIATE_MESSAGE message to the server. This message specifies the desired security features of the session.

3. The server sends an NTLM CHALLENGE_MESSAGE message to the client. The message includes agreed upon security features, and a nonce that the server generates.

4. The client sends an NTLM AUTHENTICATE_MESSAGE message to the server. The message contains the name of a user and a response that proves that the client has the user's password. The server validates the response sent by the client. If the user name is for a local account, it can validate the response by using information in its local account database. If the user name is for a domain account, it can validate the response by sending the user authentication information (the user name, the challenge sent to the client, and the response received from the client) to a domain controller (DC) that can validate the response. (Section 3.1 [MS-APDS]). The NTLM protocol completes.

5. If the challenge and the response prove that the client has the user's password, the authentication succeeds and the application protocol continues according to its specification. If the authentication fails, the server may send the status in an application protocol–specified way, or it may simply terminate the connection.
1.3.1.2 NTLM Connectionless (Datagram-Oriented) Call Flow

The following illustration shows a typical NTLM connectionless (datagram-oriented) call flow.

![Connectionless NTLM message flow diagram](image)

**Figure 3: Connectionless NTLM message flow**

Although it appears that the server is initiating the request, the client initiates the sequence by sending a message specified by the application protocol in use.

1. Application-specific protocol messages are sent between client and server.

2. The NTLM protocol begins when the application requires an authenticated session. The server sends the client an NTLM CHALLENGE_MESSAGE message. The message includes an indication of the security features desired by the server, and a nonce that the server generates.

3. The client sends an NTLM AUTHENTICATE_MESSAGE message to the server. The message contains the name of a user and a response that proves that the client has the user's password. The server validates the response sent by the client. If the user name is for a local account, it can validate the response by using information in its local account database. If the user name is for a domain account, it validates the response by sending the user authentication information (the user name, the challenge sent to the client, and the response received from the client) to a DC that can validate the response. (Section 3.1 [MS-APDS]). The NTLM protocol completes.

4. If the challenge and the response prove that the client has the user's password, the authentication succeeds and the application protocol continues according to its specification. If the authentication fails, the server may send the status in an application protocol-specified way, or it may simply terminate the connection.

1.4 Relationship to Other Protocols

Because NTLM is embedded in the application protocol, it does not have transport dependencies of its own.

NTLM is used for authentication by several application protocols, including server message block [MS-SMB] (SMB), and [MS-NTHT] (HTTP). For an example of how NTLM is used in SMB, see section 4.
Other protocols invoke NTLM as a function library. The interface to that library is specified in GSS-API [RFC2743]. The NTLM implementation of GSS-API calls is specified in section 3.4.6.<3>

1.5 Prerequisites/Preconditions

To use NTLM or to use the NTLM security support provider (SSP), a client is required to have a shared secret with the server or domain controller (DC) when using a domain account.

1.6 Applicability Statement

An implementer may use the NTLM Authentication Protocol to provide for client authentication (where the server verifies the client's identity) for applications. Because NTLM does not provide for server authentication, applications that use NTLM are susceptible to attacks from spoofed servers. Applications are therefore discouraged from using NTLM directly. If it is an option, authentication via KILE is preferred. <4>

1.7 Versioning and Capability Negotiation

The NTLM authentication version is not negotiated by the protocol. It must be configured on both the client and the server prior to authentication. The version is selected by the client, and requested during the protocol negotiation. If the server does not support the version selected by the client, authentication fails.

NTLM implements capability negotiation by using the flags described in section 2.2.2.5. The protocol messages used for negotiation depend on the mode of NTLM being used:

- In connection-oriented NTLM, negotiation starts with a NEGOTIATE_MESSAGE, carrying the client's preferences, and the server replies with NegotiateFlags in the subsequent CHALLENGE_MESSAGE.

- In connectionless NTLM, the server starts the negotiation with the CHALLENGE_MESSAGE and the client replies with NegotiateFlags in the subsequent AUTHENTICATE_MESSAGE.

1.8 Vendor-Extensible Fields

None.

1.9 Standards Assignments

NTLM has been assigned the following object identifier (OID):
iso.org.dod.internet.private.enterprise.Microsoft.security.mechanisms.NTLM (1.3.6.1.4.1.311.2.2.10)
2 Messages

2.1 Transport

NTLM messages are passed between the client and server. The NTLM messages MUST be embedded within the application protocol that is using NTLM authentication. NTLM itself does not establish any transport connections.

2.2 Message Syntax

The NTLM Authentication Protocol consists of three message types used during authentication and one message type used for message integrity after authentication has occurred.

The authentication messages:
- **NEGOTIATE_MESSAGE** (2.2.1.1)
- **CHALLENGE_MESSAGE** (2.2.1.2)
- **AUTHENTICATE_MESSAGE** (2.2.1.3)

are variable-length messages containing a fixed-length header and a variable-sized message payload. The fixed-length header always starts as shown in the following table with a **Signature** and **MessageType** field.

Depending on the **MessageType** field, the message may have other message-dependent fixed-length fields. The fixed-length fields are then followed by a variable-length message payload.

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 2 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 3 | 0 | 1 |
| Signature |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| ... |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| MessageType |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| MessageDependentFields |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| ... |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| ... |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| payload (variable) |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| ... |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

**Signature (8 bytes):** An 8-byte character array that MUST contain the ASCII string ('N', 'T', 'L', 'M', 'S', 'S', 'P', '\0').

**MessageType (4 bytes):** The **MessageType** field MUST take one of the values from the following list:
<table>
<thead>
<tr>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>NtLmNegotiate</td>
<td>The message is a NEGOTIATE_MESSAGE.</td>
</tr>
<tr>
<td>0x00000001</td>
<td></td>
</tr>
<tr>
<td>NtLmChallenge</td>
<td>The message is a CHALLENGE_MESSAGE.</td>
</tr>
<tr>
<td>0x00000002</td>
<td></td>
</tr>
<tr>
<td>NtLmAuthenticate</td>
<td>The message is an AUTHENTICATE_MESSAGE.</td>
</tr>
<tr>
<td>0x00000003</td>
<td></td>
</tr>
</tbody>
</table>

**MessageDependentFields (12 bytes):** The NTLM message contents, as specified in section 2.2.1.

**payload (variable):** The payload data contains a message-dependent number of individual payload messages. This payload data is referenced by byte offsets located in the MessageDependentFields.

The message integrity message, NTLMSSP_MESSAGE_SIGNATURE (section 2.2.2.9) is fixed length and is appended to the calling application's messages. This message type is used only when an application has requested message integrity or confidentiality operations, based on the session key negotiated during a successful authentication.

All multiple-byte values are encoded in little-endian byte order. Unless specified otherwise, 16-bit value fields are of type unsigned short, while 32-bit value fields are of type unsigned long.

All character string fields in NEGOTIATE_MESSAGE contain characters in the OEM character set. As specified in section 2.2.2.5, the client and server negotiate if they both support Unicode characters—in which case, all character string fields in the CHALLENGE_MESSAGE and AUTHENTICATE_MESSAGE contain UNICODE_STRING unless otherwise specified. Otherwise, the OEM character set is used. Agreement between client and server on the choice of OEM character set is not covered by the protocol and MUST occur out-of-band.

All Unicode strings are encoded with UTF-16 and the Byte Order Mark (BOM) is not sent over the wire. NLMP uses little-endian order unless otherwise specified.

### 2.2.1 NTLM Messages

#### 2.2.1.1 NEGOTIATE_MESSAGE

The NEGOTIATE_MESSAGE defines an NTLM Negotiate message that is sent from the client to the server. This message allows the client to specify its supported NTLM options to the server.

```plaintext
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 3 0 1
Signature
...
MessageType
NegotiateFlags
```
Signature (8 bytes): An 8-byte character array that MUST contain the ASCII string ('N', 'T', 'L', 'M', 'S', 'S', 'P', '\0').

MessageType (4 bytes): A 32-bit unsigned integer that indicates the message type. This field MUST be set to 0x00000001.

NegotiateFlags (4 bytes): A NEGOTIATE structure that contains a set of bit flags, as defined in section 2.2.2.5. The client sets flags to indicate options it supports.

DomainNameFields (8 bytes): If the NTLMSSP_NEGOTIATE_OEM_DOMAIN_SUPPLIED flag is not set in NegotiateFlags, indicating that no DomainName is supplied in Payload:

- DomainNameLen and DomainNameMaxLen fields SHOULD be set to zero.
- DomainNameBufferOffset field SHOULD be set to the offset from the beginning of the NEGOTIATE_MESSAGE to where the DomainName would be in Payload if it was present.
- DomainNameLen, DomainNameMaxLen, and DomainNameBufferOffset MUST be ignored on receipt.

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | 1 |
| DomainNameLen | DomainNameMaxLen |

DomainNameLen (2 bytes): A 16-bit unsigned integer that defines the size, in bytes, of DomainName in Payload.

DomainNameMaxLen (2 bytes): A 16-bit unsigned integer that SHOULD be set to the value of DomainNameLen and MUST be ignored on receipt.
DomainNameBufferOffset (4 bytes): A 32-bit unsigned integer that defines the offset, in bytes, from the beginning of the NEGOTIATE_MESSAGE to DomainName in Payload.

WorkstationFields (8 bytes): If the NTLMSSP_NEGOTIATE_OEM_WORKSTATION_SUPPLIED flag is not set in NegotiateFlags, indicating that no WorkstationName is supplied in Payload:

- WorkstationLen and WorkstationMaxLen fields SHOULD be set to zero.
- WorkstationBufferOffset field SHOULD be set to the offset from the beginning of the NEGOTIATE_MESSAGE to where the WorkstationName would be in Payload if it was present.
- WorkstationLen, WorkstationMaxLen, and WorkstationBufferOffset MUST be ignored on receipt.

<table>
<thead>
<tr>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
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<th>11</th>
<th>12</th>
<th>13</th>
<th>14</th>
<th>15</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>WorkstationLen</td>
<td>WorkstationMaxLen</td>
<td>WorkstationBufferOffset</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

WorkstationLen (2 bytes): A 16-bit unsigned integer that defines the size, in bytes, of WorkstationName in Payload.

WorkstationMaxLen (2 bytes): A 16-bit unsigned integer that SHOULD be set to the value of WorkstationLen and MUST be ignored on receipt.

WorkstationBufferOffset (4 bytes): A 32-bit unsigned integer that defines the offset, in bytes, from the beginning of the NEGOTIATE_MESSAGE to WorkstationName in Payload.

Version (8 bytes): A VERSION structure (as defined in section 2.2.2.10) that is present only when the NTLMSSP_NEGOTIATE_VERSION flag is set in the NegotiateFlags field. This structure is used for debugging purposes only. In normal (non-debugging) protocol messages, it is ignored and does not affect the NTLM message processing.<5>

Payload (variable): A byte-array that contains the data referred to by the DomainNameBufferOffset and WorkstationBufferOffset message fields. Payload data can be present in any order within the Payload field, with variable-length padding before or after the data. The data that can be present in the Payload field of this message, in no particular order, are:

<table>
<thead>
<tr>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
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<th>14</th>
<th>15</th>
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</thead>
<tbody>
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<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>DomainName (variable)</td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td>WorkstationName (variable)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
DomainName (variable): If DomainNameLen does not equal 0x0000, DomainName MUST be a byte-array that contains the name of the client authentication domain that MUST be encoded using the OEM character set. Otherwise, this data is not present.<6>

WorkstationName (variable): If WorkstationLen does not equal 0x0000, WorkstationName MUST be a byte array that contains the name of the client machine that MUST be encoded using the OEM character set. Otherwise, this data is not present.

### 2.2.1.2 CHALLENGE_MESSAGE

The CHALLENGE_MESSAGE defines an NTLM challenge message that is sent from the server to the client. The CHALLENGE_MESSAGE is used by the server to challenge the client to prove its identity. For connection-oriented requests, the CHALLENGE_MESSAGE generated by the server is in response to the NEGOTIATE_MESSAGE (section 2.2.1.1) from the client.
Signature (8 bytes): An 8-byte character array that MUST contain the ASCII string ('N', 'T', 'L', 'M', 'S', 'P', '0').

MessageType (4 bytes): A 32-bit unsigned integer that indicates the message type. This field MUST be set to 0x00000002.

TargetNameFields (8 bytes): If the NTLMSSP_REQUEST_TARGET flag is not set in NegotiateFlags, indicating that no TargetName is required:

- TargetNameLen and TargetNameMaxLen SHOULD be set to zero on transmission.
- TargetNameBufferOffset field SHOULD be set to the offset from the beginning of the CHALLENGE_MESSAGE to where the TargetName would be in Payload if it were present.
- TargetNameLen, TargetNameMaxLen, and TargetNameBufferOffset MUST be ignored on receipt.

Otherwise, these fields are defined as:

<table>
<thead>
<tr>
<th>0 1 2 3 4 5 6 7 8 9 1 0 1 2 3 4 5 6 7 8 9 2 1 0 9 8 7 6 5 4 3 2 1</th>
<th>TargetNameLen</th>
<th>TargetNameMaxLen</th>
</tr>
</thead>
<tbody>
<tr>
<td>TargetNameBufferOffset</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

TargetNameLen (2 bytes): A 16-bit unsigned integer that defines the size, in bytes, of TargetName in Payload.

TargetNameMaxLen (2 bytes): A 16-bit unsigned integer that SHOULD be set to the value of TargetNameLen and MUST be ignored on receipt.

TargetNameBufferOffset (4 bytes): A 32-bit unsigned integer that defines the offset, in bytes, from the beginning of the CHALLENGE_MESSAGE to TargetName in Payload. If TargetName is a Unicode string, the values of TargetNameBufferOffset and TargetNameLen MUST be multiples of 2.

NegotiateFlags (4 bytes): A NEGOTIATE structure that contains a set of bit flags, as defined by section 2.2.2.5. The server sets flags to indicate options it supports or, if there has been a NEGOTIATE_MESSAGE (section 2.2.1.1), the choices it has made from the options offered by the client.

ServerChallenge (8 bytes): A 64-bit value that contains the NTLM challenge. The challenge is a 64-bit nonce. The processing of the ServerChallenge is specified in sections 3.1.5 and 3.2.5.

Reserved (8 bytes): An 8-byte array whose elements MUST be zero when sent and MUST be ignored on receipt.

TargetInfoFields (8 bytes): If the NTLMSSP_NEGOTIATE_TARGET_INFO flag of NegotiateFlags is clear, indicating that no TargetInfo is required:
- **TargetInfoLen**, **TargetInfoMaxLen**, and **TargetInfoBufferOffset** SHOULD be set to zero on transmission.

- **TargetInfoBufferOffset** field SHOULD be set to the offset from the beginning of the CHALLENGE_MESSAGE to where the **TargetInfo** would be in **Payload** if it were present.

- **TargetInfoLen**, **TargetInfoMaxLen**, and **TargetInfoBufferOffset** MUST be ignored on receipt.

Otherwise, these fields are defined as:

<table>
<thead>
<tr>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
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<th>11</th>
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<th>15</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>TargetInfoLen</td>
<td></td>
<td></td>
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<td></td>
<td></td>
<td>TargetInfoMaxLen</td>
<td></td>
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<td></td>
<td>TargetInfoBufferOffset</td>
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<td></td>
<td></td>
<td></td>
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<td></td>
</tr>
</tbody>
</table>

**TargetInfoLen (2 bytes):** A 16-bit unsigned integer that defines the size, in bytes, of **TargetInfo** in **Payload**.

**TargetInfoMaxLen (2 bytes):** A 16-bit unsigned integer that SHOULD be set to the value of **TargetInfoLen** and MUST be ignored on receipt.

**TargetInfoBufferOffset (4 bytes):** A 32-bit unsigned integer that defines the offset, in bytes, from the beginning of the CHALLENGE_MESSAGE to **TargetInfo** in **Payload**.

**Version (8 bytes):** A **VERSION** structure (as defined in section 2.2.2.10) that is present only when the NTLMSSP_NEGOTIATE_VERSION flag is set in the **NegotiateFlags** field. This structure is used for debugging purposes only. In normal (non-debugging) protocol messages, it is ignored and does not affect the NTLM message processing.<7>

**Payload (variable):** A byte array that contains the data referred to by the **TargetNameBufferOffset** and **TargetInfoBufferOffset** message fields. Payload data can be present in any order within the **Payload** field, with variable-length padding before or after the data. The data that can be present in the **Payload** field of this message, in no particular order, are:

<table>
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<tr>
<th>0</th>
<th>1</th>
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<tbody>
<tr>
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<td></td>
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<td></td>
<td>TargetName (variable)</td>
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<td>TargetInfo (variable)</td>
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<td></td>
<td></td>
</tr>
</tbody>
</table>

**TargetName (variable):** If **TargetNameLen** does not equal 0x0000, **TargetName** MUST be a byte array that contains the name of the server authentication realm, and MUST be expressed in the negotiated character set. A server that is a member of a
domain returns the domain of which it is a member, and a server that is not a member of a domain returns the server name.

**TargetInfo (variable):** If `TargetInfoLen` does not equal 0x0000, `TargetInfo` MUST be a byte array that contains a sequence of AV_PAIR structures. The AV_PAIR structure is defined in section 2.2.2.1. The length of each AV_PAIR is determined by its `AvLen` field (plus 4 bytes).

**Note** An AV_PAIR structure can start on any byte alignment and the sequence of AV_PAIRs has no padding between structures.

The sequence MUST be terminated by an AV_PAIR structure with an `AvId` field of MsvAvEOL. The total length of the `TargetInfo` byte array is the sum of the lengths, in bytes, of the AV_PAIR structures it contains.

**Note** If a `TargetInfo` AV_PAIR Value is textual, it MUST be encoded in Unicode irrespective of what character set was negotiated (section 2.2.2.1).

### 2.2.1.3 AUTHENTICATE_MESSAGE

The AUTHENTICATE_MESSAGE defines an NTLM authenticate message that is sent from the client to the server after the CHALLENGE_MESSAGE (section 2.2.1.2) is processed by the client.

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 2 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 3 | 0 | 1 |
| **Signature** |
| ... |
| **MessageType** |
| LmChallengeResponseFields |
| ... |
| NtChallengeResponseFields |
| ... |
| DomainNameFields |
| ... |
| UserNameFields |
| ... |
| WorkstationFields |
Signature (8 bytes): An 8-byte character array that MUST contain the ASCII string ('N', 'T', 'L', 'M', 'S', 'S', 'P', '\0').

MessageType (4 bytes): A 32-bit unsigned integer that indicates the message type. This field MUST be set to 0x00000003.

LmChallengeResponseFields (8 bytes): If the client chooses not to send an LmChallengeResponse to the server:

- LmChallengeResponseLen and LmChallengeResponseMaxLen MUST be set to zero on transmission.
- LmChallengeResponseBufferOffset field SHOULD be set to the offset from the beginning of the AUTHENTICATE_MESSAGE to where the LmChallengeResponse would be in Payload if it was present.

Otherwise, these fields are defined as:

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | 1 |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| LmChallengeResponseLen | LmChallengeResponseMaxLen |
| LmChallengeResponseBufferOffset |
**LmChallengeResponseLen (2 bytes):** A 16-bit unsigned integer that defines the size, in bytes, of **LmChallengeResponse** in **Payload**.

**LmChallengeResponseMaxLen (2 bytes):** A 16-bit unsigned integer that SHOULD be set to the value of **LmChallengeResponseLen** and MUST be ignored on receipt.

**LmChallengeResponseBufferOffset (4 bytes):** A 32-bit unsigned integer that defines the offset, in bytes, from the beginning of the AUTHENTICATE_MESSAGE to **LmChallengeResponse** in **Payload**.

**NtChallengeResponseFields (8 bytes):** If the client chooses not to send an **NtChallengeResponse** to the server:

- **NtChallengeResponseLen**, and **NtChallengeResponseMaxLen** MUST be set to zero on transmission.
- **NtChallengeResponseBufferOffset** field SHOULD be set to the offset from the beginning of the AUTHENTICATE_MESSAGE to where the **NtChallengeResponse** would be in **Payload** if it was present.

Otherwise, these fields are defined as:

```
     0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
     0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
    --------------- ---------------
   NtChallengeResponseLen       NtChallengeResponseMaxLen
    ---------------
            NtChallengeResponseBufferOffset
```

**NtChallengeResponseLen (2 bytes):** A 16-bit unsigned integer that defines the size, in bytes, of **NtChallengeResponse** in **Payload**.

**NtChallengeResponseMaxLen (2 bytes):** A 16-bit unsigned integer that SHOULD be set to the value of **NtChallengeResponseLen** and MUST be ignored on receipt.

**NtChallengeResponseBufferOffset (4 bytes):** A 32-bit unsigned integer that defines the offset, in bytes, from the beginning of the AUTHENTICATE_MESSAGE to **NtChallengeResponse** in **Payload**.

**DomainNameFields (8 bytes):** If the client chooses not to send a **DomainName** to the server:

- **DomainNameLen** and **DomainNameMaxLen** MUST be set to zero on transmission.
- **DomainNameBufferOffset** field SHOULD be set to the offset from the beginning of the AUTHENTICATE_MESSAGE to where the **DomainName** would be in **Payload** if it was present.

Otherwise, these fields are defined as:

```
     0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
     0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
    --------------- ---------------
   DomainNameLen       DomainNameMaxLen
    ---------------
```

[MS-NLMP] — v20110610
NT LAN Manager (NTLM) Authentication Protocol Specification

Copyright © 2011 Microsoft Corporation.

Release: Friday, June 10, 2011
DomainNameLen (2 bytes): A 16-bit unsigned integer that defines the size, in bytes, of DomainName in Payload, not including a NULL terminator.

DomainNameMaxLen (2 bytes): A 16-bit unsigned integer that SHOULD be set to the value of DomainNameLen and MUST be ignored on receipt.

DomainNameBufferOffset (4 bytes): A 32-bit unsigned integer that defines the offset, in bytes, from the beginning of the AUTHENTICATE_MESSAGE to DomainName in Payload. If DomainName is a Unicode string, the values of DomainNameBufferOffset and DomainNameLen MUST be multiples of 2.

UserNameFields (8 bytes): If the client chooses not to send a UserName to the server:

- UserNameLen and UserNameMaxLen MUST be set to zero on transmission.
- UserNameBufferOffset field SHOULD be set to the offset from the beginning of the AUTHENTICATE_MESSAGE to where the UserName would be in Payload if it was present.

Otherwise, these fields are defined as:

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | 1 |
| UserNameLen | UserNameMaxLen | UserNameBufferOffset |

UserNameLen (2 bytes): A 16-bit unsigned integer that defines the size, in bytes, of UserName in Payload, not including a NULL terminator.

UserNameMaxLen (2 bytes): A 16-bit unsigned integer that SHOULD be set to the value of UserNameLen and MUST be ignored on receipt.

UserNameBufferOffset (4 bytes): A 32-bit unsigned integer that defines the offset, in bytes, from the beginning of the AUTHENTICATE_MESSAGE to UserName in Payload. If UserName to be sent contains a Unicode string, the values of UserNameBufferOffset and UserNameLen MUST be multiples of 2.

WorkstationFields (8 bytes): If the client chooses not to send Workstation to the server:

- WorkstationLen and WorkstationMaxLen MUST be set to zero on transmission.
- WorkstationBufferOffset field SHOULD be set to the offset from the beginning of the AUTHENTICATE_MESSAGE to where the Workstation would be in Payload if it was present.

Otherwise, these fields are defined as:
WorkstationLen (2 bytes): A 16-bit unsigned integer that defines the size, in bytes, of Workstation in Payload, not including a NULL terminator.

WorkstationMaxLen (2 bytes): A 16-bit unsigned integer that SHOULD be set to the value of WorkstationLen and MUST be ignored on receipt.

WorkstationBufferOffset (4 bytes): A 32-bit unsigned integer that defines the offset, in bytes, from the beginning of the AUTHENTICATE_MESSAGE to Workstation in Payload. If Workstation contains a Unicode string, the values of WorkstationBufferOffset and WorkstationLen MUST be multiples of 2.

EncryptedRandomSessionKeyFields (8 bytes): If the NTLMSSP_NEGOTIATE_KEY_EXCH flag is not set in NegotiateFlags, indicating that no EncryptedRandomSessionKey is supplied:

- EncryptedRandomSessionKeyLen and EncryptedRandomSessionKeyMaxLen SHOULD be set to zero on transmission.
- EncryptedRandomSessionKeyBufferOffset field SHOULD be set to the offset from the beginning of the AUTHENTICATE_MESSAGE to where the EncryptedRandomSessionKey would be in Payload if it was present.
- EncryptedRandomSessionKeyLen, EncryptedRandomSessionKeyMaxLen and EncryptedRandomSessionKeyBufferOffset MUST be ignored on receipt.

Otherwise, these fields are defined as:

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 3 | 0 | 1 |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| EncryptedRandomSessionKeyLen | EncryptedRandomSessionKeyMaxLen |
| EncryptedRandomSessionKeyBufferOffset |

EncryptedRandomSessionKeyLen (2 bytes): A 16-bit unsigned integer that defines the size, in bytes, of EncryptedRandomSessionKey in Payload.

EncryptedRandomSessionKeyMaxLen (2 bytes): A 16-bit unsigned integer that SHOULD be set to the value of EncryptedRandomSessionKeyLen and MUST be ignored on receipt.

EncryptedRandomSessionKeyBufferOffset (4 bytes): A 32-bit unsigned integer that defines the offset, in bytes, from the beginning of the AUTHENTICATE_MESSAGE to EncryptedRandomSessionKey in Payload.

NegotiateFlags (4 bytes): In connectionless mode, a NEGOTIATE structure that contains a set of bit flags (section 2.2.2.5) and represents the conclusion of negotiation—the choices the client has made from the options the server offered in the CHALLENGE_MESSAGE. In
connection-oriented mode, a NEGOTIATE structure that contains the set of bit flags (section 2.2.2.5) negotiated in the previous messages.

**Version (8 bytes):** A VERSION structure (section 2.2.2.10) that is present only when the NTLMSSP_NEGOTIATE_VERSION flag is set in the NegotiateFlags field. This structure is used for debugging purposes only. In normal protocol messages, it is ignored and does not affect the NTLM message processing.<9>

**MIC (16 bytes):** The message integrity for the NTLM NEGOTIATE_MESSAGE, CHALLENGE_MESSAGE, and AUTHENTICATE_MESSAGE.<10>

**Payload (variable):** A byte array that contains the data referred to by the LmChallengeResponseBufferOffset, NtChallengeResponseBufferOffset, DomainNameBufferOffset, UserNameBufferOffset, WorkstationBufferOffset, and EncryptedRandomSessionKeyBufferOffset message fields. Payload data can be present in any order within the Payload field, with variable-length padding before or after the data. The data that can be present in the Payload field of this message, in no particular order, are:

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | 1 |
| LmChallengeResponse (variable)

... |

NtChallengeResponse (variable)

...

DomainName (variable)

...

UserName (variable)

...

Workstation (variable)

...

EncryptedRandomSessionKey (variable)

...

**LmChallengeResponse (variable):** An LM_RESPONSE or LMv2_RESPONSE structure that contains the computed LM response to the challenge. If NTLM v2 authentication is configured, LmChallengeResponse MUST be an LMv2_RESPONSE structure (section 2.2.2.4). Otherwise, it MUST be an LM_RESPONSE structure (section 2.2.2.3).
**NtChallengeResponse (variable):** An NTLM_RESPONSE or NTLMv2_RESPONSE structure that contains the computed NT response to the challenge. If NTLM v2 authentication is configured, NtChallengeResponse MUST be an NTLMv2_RESPONSE (section 2.2.2.8). Otherwise, it MUST be an NTLM_RESPONSE structure (section 2.2.2.6).

**DomainName (variable):** The domain or computer name hosting the user account. DomainName MUST be encoded in the negotiated character set.

**UserName (variable):** The name of the user to be authenticated. UserName MUST be encoded in the negotiated character set.

**Workstation (variable):** The name of the computer to which the user is logged on. Workstation MUST be encoded in the negotiated character set.

**EncryptedRandomSessionKey (variable):** The client's encrypted random session key. EncryptedRandomSessionKey and its usage are defined in sections 3.1.5 and 3.2.5.

### 2.2.2 NTLM Structures

#### 2.2.2.1 AV_PAIR

The AV_PAIR structure defines an attribute/value pair. Sequences of AV_PAIR structures are used in the CHALLENGE_MESSAGE and AUTHENTICATE_MESSAGE messages.

Although the following figure suggests that the most significant bit (MSB) of AvId is aligned with the MSB of a 32-bit word, an AV_PAIR can be aligned on any byte boundary and can be 4+N bytes long for arbitrary N (N = the contents of AvLen).

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<td>AvId</td>
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<td>Value (variable)</td>
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</tbody>
</table>

**AvId (2 bytes):** A 16-bit unsigned integer that defines the information type in the Value field. The contents of this field MUST be one of the values from the following table. The corresponding Value field in this AV_PAIR MUST contain the information specified in the description of that AvId.

<table>
<thead>
<tr>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>MsvAvEOL 0</td>
<td>Indicates that this is the last AV_PAIR in the list. AvLen MUST be 0. This type of information MUST be present in the AV pair list.</td>
</tr>
<tr>
<td>MsvAv NbComputerName 1</td>
<td>The server's NetBIOS computer name. The name MUST be in Unicode, and is not null-terminated. This type of information MUST be present in the AV_pair list if confidentiality or integrity is requested.</td>
</tr>
<tr>
<td>MsvAv NbDomainName 2</td>
<td>The server's NetBIOS domain name. The name MUST be in Unicode, and is not null-terminated. This type of information MUST be present</td>
</tr>
<tr>
<td>Value</td>
<td>Meaning</td>
</tr>
<tr>
<td>---------------------</td>
<td>-------------------------------------------------------------------------</td>
</tr>
<tr>
<td>MsvAvDnsComputerName 3</td>
<td>The <strong>fully qualified domain name (FQDN)</strong> of the computer. The name MUST be in Unicode, and is not null-terminated.</td>
</tr>
<tr>
<td>MsvAvDnsDomainName 4</td>
<td>The FQDN (2) of the domain. The name MUST be in Unicode, and is not null-terminated.</td>
</tr>
<tr>
<td>MsvAvDnsTreeName 5</td>
<td>The FQDN (2) of the <strong>forest</strong>. The name MUST be in Unicode, and is not null-terminated.</td>
</tr>
<tr>
<td>MsvAvFlags 6</td>
<td>A 32-bit value indicating server or client configuration. 0x00000001: indicates to the client that the account authentication is constrained. 0x00000002: indicates that the client is providing message integrity in the MIC field (section 2.2.1.3) in the AUTHENTICATE_MESSAGE.</td>
</tr>
<tr>
<td>MsvAvTimestamp 7</td>
<td>A <strong>FILETIME</strong> structure ([MS-DTYP] section 2.3.1) in little-endian byte order that contains the server local time.</td>
</tr>
<tr>
<td>MsvAvRestrictions 8</td>
<td>A <strong>Restriction_Encoding</strong> structure (section 2.2.2.2). The Value field contains a structure representing the integrity level of the security principal, as well as a <strong>MachineID</strong> created at computer startup to identify the calling machine.</td>
</tr>
<tr>
<td>MsvAvTargetName 9</td>
<td>The SPN of the target server. The name MUST be in Unicode and is not null-terminated.</td>
</tr>
<tr>
<td>MsvChannelBindings 10</td>
<td>A channel bindings hash. The Value field contains an MD5 hash ([RFC4121] section 4.1.1.2) of a gss_channel_bindings_struct ([RFC2744] section 3.11). An all-zero value of the hash is used to indicate absence of channel bindings.</td>
</tr>
</tbody>
</table>

**AvLen (2 bytes):** A 16-bit unsigned integer that defines the length, in bytes, of Value.

**Value (variable):** A variable-length byte-array that contains the value defined for this AV pair entry. The contents of this field depend on the type expressed in the AvId field. The available types and resulting format and contents of this field are specified in the table within the AvId field description in this topic.

When AV pairs are specified, MsvAvEOL MUST be the last item specified. All other AV pairs, if present, can be specified in any order.

### 2.2.2.2 **Restriction_Encoding**

The Restriction_Encoding structure defines in NTLM allow platform-specific restrictions to be encoded within an authentication exchange. The client produces additional restrictions to be applied to the server when authorization decisions are to be made. If the server does not support the restrictions, then the client's authorization on the server is unchanged.
Size (4 bytes): A 32-bit unsigned integer that defines the length, in bytes, of AV_PAIR Value.

Z4 (4 bytes): A 32-bit integer value containing 0x00000000.

IntegrityLevel (4 bytes): Indicates an integrity level is present in SubjectIntegrityLevel.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>I</td>
<td>If set, indicates that the recipient SHOULD apply the integrity level encoded in the following. When clear, no integrity is present.</td>
</tr>
</tbody>
</table>

SubjectIntegrityLevel (4 bytes): A 32-bit integer value indicating an integrity level of the client. \(<18>\)

MachineID (32 bytes): A 256-bit random number created at computer startup to identify the calling machine. \(<19>\)
2.2.2.3 LM_RESPONSE

The LM_RESPONSE structure defines the NTLM v1 authentication LmChallengeResponse in the AUTHENTICATE_MESSAGE. This response is used only when NTLM v1 authentication is configured.

Response (24 bytes): A 24-byte array of unsigned char that contains the client’s LmChallengeResponse as defined in section 3.3.1.

2.2.2.4 LMv2_RESPONSE

The LMv2_RESPONSE structure defines the NTLM v2 authentication LmChallengeResponse in the AUTHENTICATE_MESSAGE. This response is used only when NTLM v2 authentication is configured.

Response (16 bytes): A 16-byte array of unsigned char that contains the client’s LM challenge-response. This is the portion of the LmChallengeResponse field to which the HMAC_MD5 algorithm has been applied, as defined in section 3.3.2. Specifically, Response corresponds to the result of applying the HMAC_MD5 algorithm, using the key ResponseKeyLM, to a message consisting of the concatenation of the ResponseKeyLM, ServerChallenge and ClientChallenge.
ChallengeFromClient (8 bytes): An 8-byte array of unsigned char that contains the client’s ClientChallenge, as defined in section 3.1.5.1.2.

2.2.2.5 NEGOTIATE

During NTLM authentication, each of the following flags is a possible value of the NegotiateFlags field of the NEGOTIATE_MESSAGE, CHALLENGE_MESSAGE, and AUTHENTICATE_MESSAGE, unless otherwise noted. These flags define client or server NTLM capabilities supported by the sender.

<table>
<thead>
<tr>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td>W</td>
<td>V</td>
<td>U</td>
<td>r1</td>
<td>r2</td>
<td>r3</td>
<td>T</td>
<td>r4</td>
<td>S</td>
<td>R</td>
<td>r5</td>
</tr>
<tr>
<td>P</td>
<td>r6</td>
<td>O</td>
<td>N</td>
<td>M</td>
<td>r7</td>
<td>L</td>
<td>K</td>
<td>J</td>
<td>r8</td>
<td>r9</td>
</tr>
<tr>
<td>H</td>
<td>r10</td>
<td>C</td>
<td>B</td>
<td>A</td>
<td></td>
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</tbody>
</table>

W (1 bit): If set, requests 56-bit encryption. If the client sends NTLMSSP_NEGOTIATE_SEAL or NTLMSSP_NEGOTIATE_SIGN with NTLMSSP_NEGOTIATE_56 to the server in the NEGOTIATE_MESSAGE, the server MUST return NTLMSSP_NEGOTIATE_56 to the client in the CHALLENGE_MESSAGE. Otherwise it is ignored. If both NTLMSSP_NEGOTIATE_56 and NTLMSSP_NEGOTIATE_128 are requested and supported by the client and server, NTLMSSP_NEGOTIATE_56 and NTLMSSP_NEGOTIATE_128 will both be returned to the client. Clients and servers that set NTLMSSP_NEGOTIATE_SEAL SHOULD set NTLMSSP_NEGOTIATE_56 if it is supported. An alternate name for this field is NTLMSSP_NEGOTIATE_56.

V (1 bit): If set, requests an explicit key exchange. This capability SHOULD be used because it improves security for message integrity or confidentiality. See sections 3.2.5.1.2, 3.2.5.2.1, and 3.2.5.2.2 for details. An alternate name for this field is NTLMSSP_NEGOTIATE_KEY_EXCH.

U (1 bit): If set, requests 128-bit session key negotiation. An alternate name for this field is NTLMSSP_NEGOTIATE_128. If the client sends NTLMSSP_NEGOTIATE_128 to the server in the NEGOTIATE_MESSAGE, the server MUST return NTLMSSP_NEGOTIATE_128 to the client in the CHALLENGE_MESSAGE only if the client sets NTLMSSP_NEGOTIATE_SEAL or NTLMSSP_NEGOTIATE_SIGN. Otherwise it is ignored. If both NTLMSSP_NEGOTIATE_56 and NTLMSSP_NEGOTIATE_128 are requested and supported by the client and server, NTLMSSP_NEGOTIATE_56 and NTLMSSP_NEGOTIATE_128 will both be returned to the client. Clients and servers that set NTLMSSP_NEGOTIATE_SEAL SHOULD set NTLMSSP_NEGOTIATE_128 if it is supported. An alternate name for this field is NTLMSSP_NEGOTIATE_128.<20>

r1 (1 bit): This bit is unused and MUST be zero.

r2 (1 bit): This bit is unused and MUST be zero.

r3 (1 bit): This bit is unused and MUST be zero.

T (1 bit): If set, requests the protocol version number. The data corresponding to this flag is provided in the Version field of the NEGOTIATE_MESSAGE, the CHALLENGE_MESSAGE, and the AUTHENTICATE_MESSAGE.<21> An alternate name for this field is NTLMSSP_NEGOTIATE_VERSION.

r4 (1 bit): This bit is unused and MUST be zero.
S (1 bit): If set, indicates that the TargetInfo fields in the CHALLENGE_MESSAGE (section 2.2.1.2) are populated. An alternate name for this field is NTLMSSP_NEGOTIATE_TARGET_INFO.

R (1 bit): If set, requests the usage of the LMOWF (section 3.3). An alternate name for this field is NTLMSSP_REQUEST_NON_NT_SESSION_KEY.

r5 (1 bit): This bit is unused and MUST be zero.

Q (1 bit): If set, requests an identify level token. An alternate name for this field is NTLMSSP_NEGOTIATE_IDENTIFY.

P (1 bit): If set, requests usage of the NTLM v2 session security. NTLM v2 session security is a misnomer because it is not NTLM v2. It is NTLM v1 using the extended session security that is also in NTLM v2. NTLMSSP_NEGOTIATE_EXTENDED_SESSIONSECURITY and NTLMSSP_NEGOTIATE_LM_KEY are mutually exclusive. If both NTLMSSP_NEGOTIATE_EXTENDED_SESSIONSECURITY and NTLMSSP_NEGOTIATE_LM_KEY are requested, NTLMSSP_NEGOTIATE_EXTENDED_SESSIONSECURITY alone MUST be returned to the client. NTLM v2 authentication session key generation MUST be supported by both the client and the DC in order to be used, and extended session security signing and sealing requires support from the client and the server in order to be used. An alternate name for this field is NTLMSSP_NEGOTIATE_EXTENDED_SESSIONSECURITY.

r6 (1 bit): This bit is unused and MUST be zero.

O (1 bit): If set, TargetName MUST be a server name. The data corresponding to this flag is provided by the server in the TargetName field of the CHALLENGE_MESSAGE. If this bit is set, then NTLMSSP_TARGET_TYPE_DOMAIN MUST NOT be set. This flag MUST be ignored in the NEGOTIATE_MESSAGE and the AUTHENTICATE_MESSAGE. An alternate name for this field is NTLMSSP_TARGET_TYPE_SERVER.

N (1 bit): If set, TargetName MUST be a domain name. The data corresponding to this flag is provided by the server in the TargetName field of the CHALLENGE_MESSAGE. If set, then NTLMSSP_TARGET_TYPE_SERVER MUST NOT be set. This flag MUST be ignored in the NEGOTIATE_MESSAGE and the AUTHENTICATE_MESSAGE. An alternate name for this field is NTLMSSP_TARGET_TYPE_DOMAIN.

M (1 bit): If set, requests the presence of a signature block on all messages. NTLMSSP_NEGOTIATE_ALWAYS_SIGN MUST be set in the NEGOTIATE_MESSAGE to the server and the CHALLENGE_MESSAGE to the client. NTLMSSP_NEGOTIATE_ALWAYS_SIGN is overridden by NTLMSSP_NEGOTIATE_SIGN and NTLMSSP_NEGOTIATE_SEAL, if they are supported. An alternate name for this field is NTLMSSP_NEGOTIATE_ALWAYS_SIGN.

r7 (1 bit): This bit is unused and MUST be zero.

L (1 bit): This flag indicates whether the Workstation field is present. If this flag is not set, the Workstation field MUST be ignored. If this flag is set, the length field of the Workstation field specifies whether the workstation name is nonempty or not. An alternate name for this field is NTLMSSP_NEGOTIATE_OEM_WORKSTATION_SUPPLIED.

K (1 bit): If set, the domain name is provided (section 2.2.1.1). An alternate name for this field is NTLMSSP_NEGOTIATE_OEM_DOMAIN_SUPPLIED.

J (1 bit): If set, the connection SHOULD be anonymous.

r8 (1 bit): This bit is unused and SHOULD be zero.
**H (1 bit):** If set, requests usage of the NTLM v1 session security protocol. NTLMSSP_NEGOTIATE_NTLM MUST be set in the NEGOTIATE_MESSAGE to the server and the CHALLENGE_MESSAGE to the client. An alternate name for this field is NTLMSSP_NEGOTIATE_NTLM.

**r9 (1 bit):** This bit is unused and MUST be zero.

**G (1 bit):** If set, requests LAN Manager (LM) session key computation. NTLMSSP_NEGOTIATE_LM_KEY and NTLMSSP_NEGOTIATE_EXTENDED_SESSIONSECURITY are mutually exclusive. If both NTLMSSP_NEGOTIATE_LM_KEY and NTLMSSP_NEGOTIATE_EXTENDED_SESSIONSECURITY are requested, NTLM v2 authentication session key generation MUST be supported by both the client and the DC in order to be used, and extended session security signing and sealing requires support from the client and the server to be used. An alternate name for this field is NTLMSSP_NEGOTIATE_LM_KEY.

**F (1 bit):** If set, requests connectionless authentication. If NTLMSSP_NEGOTIATE_DATAGRAM is set, then NTLMSSP_NEGOTIATE_KEY_EXCH MUST always be set in the AUTHENTICATE_MESSAGE to the server and the CHALLENGE_MESSAGE to the client. An alternate name for this field is NTLMSSP_NEGOTIATE_DATAGRAM.

**E (1 bit):** If set, requests session key negotiation for message confidentiality. If the client sends NTLMSSP_NEGOTIATE_SEAL to the server in the NEGOTIATE_MESSAGE, the server MUST return NTLMSSP_NEGOTIATE_SEAL to the client in the CHALLENGE_MESSAGE. Clients and servers that set NTLMSSP_NEGOTIATE_SEAL SHOULD always set NTLMSSP_NEGOTIATE_56 and NTLMSSP_NEGOTIATE_128, if they are supported. An alternate name for this field is NTLMSSP_NEGOTIATE_SEAL.

**D (1 bit):** If set, requests session key negotiation for message signatures. If the client sends NTLMSSP_NEGOTIATE_SIGN to the server in the NEGOTIATE_MESSAGE, the server MUST return NTLMSSP_NEGOTIATE_SIGN to the client in the CHALLENGE_MESSAGE. An alternate name for this field is NTLMSSP_NEGOTIATE_SIGN.

**r10 (1 bit):** This bit is unused and MUST be zero.

**C (1 bit):** If set, a TargetName field of the CHALLENGE_MESSAGE (section 2.2.1.2) MUST be supplied. An alternate name for this field is NTLMSSP_REQUEST_TARGET.

**B (1 bit):** If set, requests OEM character set encoding. An alternate name for this field is NTLM_NEGOTIATE_OEM. See bit A for details.

**A (1 bit):** If set, requests Unicode character set encoding. An alternate name for this field is NTLMSSP_NEGOTIATE_UNICODE.

The A and B bits are evaluated together as follows:

- A==1: The choice of character set encoding MUST be Unicode.
- A==0 and B==1: The choice of character set encoding MUST be OEM.
- A==0 and B==0: The protocol MUST return SEC_E_INVALID_TOKEN.

### 2.2.2.6 NTLM v1 Response: NTLM_RESPONSE

The NTLM_RESPONSE structure defines the NTLM v1 authentication **NtChallengeResponse** in the AUTHENTICATE_MESSAGE. This response is only used when NTLM v1 authentication is configured.
### 2.2.2.7 NTLM v2: NTLMv2_CLIENT_CHALLENGE

The NTLMv2_CLIENT_CHALLENGE structure defines the client challenge in the AUTHENTICATE_MESSAGE. This structure is used only when NTLM v2 authentication is configured.

<table>
<thead>
<tr>
<th>RespType</th>
<th>HiRespType</th>
<th>Reserved1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reserved2</td>
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<tr>
<td>TimeStamp</td>
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<tr>
<td>...</td>
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<td>ChallengeFromClient</td>
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<tr>
<td>...</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>AvPairs (variable)</td>
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<tr>
<td>...</td>
<td></td>
<td></td>
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</tbody>
</table>

**RespType (1 byte):** An 8-bit unsigned char that contains the current version of the challenge response type. This field MUST be 0x01.
HiRespType (1 byte): An 8-bit unsigned char that contains the maximum supported version of the challenge response type. This field MUST be 0x01.

Reserved1 (2 bytes): A 16-bit unsigned integer that SHOULD be 0x0000 and MUST be ignored on receipt.

Reserved2 (4 bytes): A 32-bit unsigned integer that SHOULD be 0x00000000 and MUST be ignored on receipt.

TimeStamp (8 bytes): A 64-bit unsigned integer that contains the current system time, represented as the number of 100 nanosecond ticks elapsed since midnight of January 1, 1601 (UTC).

ChallengeFromClient (8 bytes): An 8-byte array of unsigned char that contains the client’s ClientChallenge (section 3.1.5.1.2).

Reserved3 (4 bytes): A 32-bit unsigned integer that SHOULD be 0x00000000 and MUST be ignored on receipt.

AvPairs (variable): A byte array that contains a sequence of AV_PAIR structures (section 2.2.2.1). The sequence contains the server-naming context and is terminated by an AV_PAIR structure with an AvId field of MsvAvEOL.

2.2.2.8 NTLM2 V2 Response: NTLMv2_RESPONSE

The NTLMv2_RESPONSE structure defines the NTLMv2 authentication NtChallengeResponse in the AUTHENTICATE_MESSAGE. This response is used only when NTLMv2 authentication is configured.

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 2 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 3 | 0 | 1 |
| Response |
| ... |
| ... |
| ... |
| NTLMv2_CLIENT_CHALLENGE (variable) |
| ... |

Response (16 bytes): A 16-byte array of unsigned char that contains the client’s NT challenge-response as defined in section 3.3.2. Response corresponds to the NTProofStr variable from section 3.3.2.

NTLMv2_CLIENT_CHALLENGE (variable): A variable-length byte array that contains the ClientChallenge as defined in section 3.3.2. ChallengeFromClient corresponds to the temp variable from section 3.3.2.
2.2.2.9 NTLMSSP_MESSAGE_SIGNATURE

The NTLMSSP_MESSAGE_SIGNATURE structure (section 3.4.4), specifies the signature block used for application message integrity and confidentiality. This structure is then passed back to the application, which embeds it within the application protocol messages, along with the NTLM-encrypted or integrity-protected application message data.

This structure MUST take one of the two following forms, depending on whether the NTLMSSP_NEGOTIATE_EXTENDED_SESSIONSECURITY flag is negotiated:

- NTLMSSP_MESSAGE_SIGNATURE
- NTLMSSP_MESSAGE_SIGNATURE for Extended Session Security

2.2.2.9.1 NTLMSSP_MESSAGE_SIGNATURE

This version of the NTLMSSP_MESSAGE_SIGNATURE structure MUST be used when the NTLMSSP_NEGOTIATE_EXTENDED_SESSIONSECURITY flag is not negotiated.

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 2 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 3 | 0 | 1 |
| Version |
| RandomPad |
| Checksum |
| SeqNum |

Version (4 bytes): A 32-bit unsigned integer that contains the signature version. This field MUST be 0x00000001.

RandomPad (4 bytes): A 4-byte array that contains the random pad for the message.

Checksum (4 bytes): A 4-byte array that contains the checksum for the message.

SeqNum (4 bytes): A 32-bit unsigned integer that contains the NTLM sequence number for this application message.

2.2.2.9.2 NTLMSSP_MESSAGE_SIGNATURE for Extended Session Security

This version of the NTLMSSP_MESSAGE_SIGNATURE structure MUST be used when the NTLMSSP_NEGOTIATE_EXTENDED_SESSIONSECURITY flag is negotiated.

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 2 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 3 | 0 | 1 |
| Version |
| Checksum |
2.2.2.10 VERSION

The VERSION structure contains Windows version information that SHOULD be ignored. This structure is used for debugging purposes only and its value does not affect NTLM message processing. It is present in the NEGOTIATE_MESSAGE, CHALLENGE_MESSAGE, and AUTHENTICATE_MESSAGE messages only if NTLMSSP_NEGOTIATE_VERSION is negotiated.<27>

<table>
<thead>
<tr>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>11</th>
<th>12</th>
<th>13</th>
<th>14</th>
<th>15</th>
</tr>
</thead>
<tbody>
<tr>
<td>ProductMajorVersion</td>
<td>ProductMinorVersion</td>
<td>ProductBuild</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>NTLMRevisionCurrent</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

ProductMajorVersion (1 byte): An 8-bit unsigned integer that contains the minor version number of the Windows operating system in use. This field SHOULD contain one of the following values:<28>

<table>
<thead>
<tr>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>WINDOWS_MAJOR_VERSION_5 0x05</td>
<td>The major version of the Windows operating system is 0x05.</td>
</tr>
<tr>
<td>WINDOWS_MAJOR_VERSION_6 0x06</td>
<td>The major version of the Windows operating system is 0x06.</td>
</tr>
</tbody>
</table>

ProductMinorVersion (1 byte): An 8-bit unsigned integer that contains the minor version number of the Windows operating system in use. This field SHOULD contain one of the following values:<29>

<table>
<thead>
<tr>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>WINDOWS_MINOR_VERSION_0 0x00</td>
<td>The minor version of the Windows operating system is 0x00.</td>
</tr>
<tr>
<td>WINDOWS_MINOR_VERSION_1 0x01</td>
<td>The minor version of the Windows operating system is 0x01.</td>
</tr>
<tr>
<td>WINDOWS_MINOR_VERSION_2 0x02</td>
<td>The minor version of the Windows operating system is 0x02.</td>
</tr>
</tbody>
</table>
**ProductBuild (2 bytes):** A 16-bit unsigned integer that contains the build number of the Windows operating system in use. This field SHOULD be set to a 16-bit quantity that identifies the operating system build number.

**Reserved (3 bytes):** A 24-bit data area that SHOULD be set to zero and MUST be ignored by the recipient.

**NTLMRevisionCurrent (1 byte):** An 8-bit unsigned integer that contains a value indicating the current revision of the NTLMSSP in use. This field SHOULD contain the following value:

<table>
<thead>
<tr>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>NTLMSSP_REVISION_W2K3 0x0F</td>
<td>Version 15 of the NTLMSSP is in use.</td>
</tr>
</tbody>
</table>
# 3 Protocol Details

The following sections offer a detailed specification of the NTLM message computation:

- Sections 3.1.5 and 3.2.5 specify how the client and server compute messages and respond to messages.
- Section 3.3 specifies how the response computation is calculated, depending on whether NTLM v1 or NTLM v2 is used. This includes the ComputeResponse function, as well as the NTOWF() and LMOWF() functions, which are used by the ComputeResponse function.
- Section 3.4 specifies how message integrity and message confidentiality are provided, including a detailed specification of the algorithms used to calculate the signing and sealing keys.

The Cryptographic Operations Reference in section 6 defines the cryptographic primitives used in this section.

## 3.1 Client Details

### 3.1.1 Abstract Data Model

The following sections specify variables that are internal to the client and are maintained across the NTLM authentication sequence.

#### 3.1.1.1 Variables Internal to the Protocol

**ClientConfigFlags**: The set of client configuration flags (section 2.2.2.5) that specify the full set of capabilities of the client.

**ExportedSessionKey**: A 128-bit (16-byte) session key used to derive ClientSigningKey, ClientSealingKey, ServerSealingKey, and ServerSigningKey.

**NegFlg**: The set of configuration flags (section 2.2.2.5) that specifies the negotiated capabilities of the client and server for the current NTLM session.

**User**: A string that indicates the name of the user.

**UserDom**: A string that indicates the name of the user's domain.

The following NTLM configuration variables are internal to the client and impact all authenticated sessions:

- **NoLMResponseNTLMv1**: A Boolean setting that controls using the NTLM response for the LM response to the server challenge when NTLMv1 authentication is used. <30>
- **ClientBlocked**: A Boolean setting that disables the client from sending NTLM_AUTHENTICATE messages. <31>
- **ClientBlockExceptions**: A list of server names that can use NTLM authentication. <32>
- **ClientRequire128bitEncryption**: A Boolean setting that requires the client to use 128-bit encryption. <33>

The following variables are internal to the client and are maintained for the entire length of the authenticated session:
**MaxLifetime**: An integer that indicates the maximum lifetime for challenge/response pairs.<34>

**ClientSigningKey**: The signing key used by the client to sign messages and used by the server to verify signed client messages. It is generated after the client is authenticated by the server and is not passed over the wire.

**ClientSealingKey**: The sealing key used by the client to seal messages and used by the server to unseal client messages. It is generated after the client is authenticated by the server and is not passed over the wire.

**SeqNum**: A 4-byte sequence number (section 3.4.4).

**ServerSealingKey**: The sealing key used by the server to seal messages and used by the client to unseal server messages. It is generated after the client is authenticated by the server and is not passed over the wire.

**ServerSigningKey**: The signing key used by the server to sign messages and used by the client to verify signed server messages. It is generated after the client is authenticated by the server and is not passed over the wire.

### 3.1.1.2 Variables Exposed to the Application

The following parameters are provided by the application to the NTLM client. These logical parameters can influence various protocol-defined flags.<35>

**Note** The following variables are logical, abstract parameters that an implementation MUST maintain and expose to provide the proper level of service. How these variables are maintained and exposed is up to the implementation.

**Integrity**: A Boolean setting which indicates that the caller wants to sign messages so that they cannot be tampered with while in transit. Setting this flag results in the NTLMSSP_NEGOTIATE_SIGN flag being set in the NegotiateFlags field of the NTLM NEGOTIATE_MESSAGE.

**Replay Detect**: A Boolean setting which indicates that the caller wants to sign messages so that they cannot be replayed. Setting this flag results in the NTLMSSP_NEGOTIATE_SIGN flag being set in the NegotiateFlags field of the NTLM NEGOTIATE_MESSAGE.

**Sequence Detect**: A Boolean setting which indicates that the caller wants to sign messages so that they cannot be sent out of order. Setting this flag results in the NTLMSSP_NEGOTIATE_SIGN flag being set in the NegotiateFlags field of the NTLM NEGOTIATE_MESSAGE.

**Confidentiality**: A Boolean setting which indicates that the caller wants to encrypt messages so that they cannot be read while in transit. If the Confidentiality option is selected by the client, NTLM performs a bitwise OR operation with the following NTLM Negotiate Flags into the ClientConfigFlags. (The ClientConfigFlags indicate which features the client host supports.)

- NTLMSSP_NEGOTIATE_SEAL
- NTLMSSP_NEGOTIATE_KEY_EXCH
- NTLMSSP_NEGOTIATE_LM_KEY
- NTLMSSP_NEGOTIATE_EXTENDED_SESSIONSECURITY

**Datagram**: A Boolean setting which indicates that the connectionless mode of NTLM is to be selected. If the Datagram option is selected by the client, then connectionless mode is used and NTLM performs a bitwise OR operation with the following NTLM Negotiate Flag into the ClientConfigFlags.
**Identify**: A Boolean setting which indicates that the caller wants the server to know the identity of the caller, but that the server not be allowed to impersonate the caller to resources on that system. Setting this flag results in the NTLMSSP_NEGOTIATE_IDENTIFY flag being set. Indicates that the GSS_C_IDENTIFY_FLAG flag was set in the GSS_Init_sec_context call, as discussed in [RFC4757] section 7.1, and results in the GSS_C_IDENTIFY_FLAG flag set in the authenticator's checksum field ([RFC4757] section 7.1).

The following variables are used by applications for channel binding token support:

**ClientSuppliedTargetName**: Service principal name (SPN) of the service that the client wishes to authenticate to. This value is optional.<36>

**ClientChannelBindingsUnhashed**: An octet string provided by the application used for channel binding. This value is optional.<37>

### 3.1.2 Timers

None.

### 3.1.3 Initialization

None.

### 3.1.4 Higher-Layer Triggered Events

The application initiates NTLM authentication through the **Security Support Provider Interface (SSPI)**, the Microsoft implementation of GSS-API [RFC2743]. NTLM does not support RFC 2743 token framing (section 3.1 [RFC2743]).

- **GSS_Init_sec_context**

  The client application calls GSS_Init_sec_context() to establish a security context with the server application.

  If the ClientBlocked == TRUE and targ_name ([RFC2743] section 2.2.1) does not equal any of the ClientBlockExceptions server names, then the NTLM client MUST return STATUS_NOT_SUPPORTED to the client application.<38>

  NTLM has no requirements on which flags are used and will simply honor what was requested by the application or protocol. For an example of such a protocol specification, see [MS-RPCE] section 3.3.1.5.2.2. The application will send the NEGOTIATE_MESSAGE (section 2.2.1.1) to the server application.

  When the client application receives the CHALLENGE_MESSAGE (section 2.2.1.2) from the server application, the client application will call GSS_Init_sec_context() with the CHALLENGE_MESSAGE as input. The client application will send the AUTHENTICATE_MESSAGE (section 2.2.1.3) to the server application.

- **GSS_Wrap**

  Once the security context is established, the client application can call GSS_WrapEx() (section 3.4.6) to encrypt messages.
• GSS_Unwrap
  Once the security context is established, the client application can call GSS_UnwrapEx() (section 3.4.7) to decrypt messages that were encrypted by GSS_WrapEx.

• GSS_GetMIC
  Once the security context is established, the client application can call GSS_GetMICEx() (section 3.4.8) to sign messages, producing an NTLMSSP_MESSAGE_SIGNATURE structure (section 2.2.2.9).

• GSS_VerifyMIC
  Once the security context is established, the client application can call GSS_VerifyMICEx() (section 3.4.9) to verify a signature produced by GSS_GetMICEx().

3.1.5 Message Processing Events and Sequencing Rules

This section specifies how the client processes and returns messages. As discussed earlier, the message transport is provided by the application that is using NTLM.

3.1.5.1 Connection-Oriented

Message processing on the client takes place in the following two cases:

• When the application initiates authentication and the client then sends a NEGOTIATE_MESSAGE.

• When the client receives a CHALLENGE_MESSAGE from the server and then sends back an AUTHENTICATE_MESSAGE.

These two cases are described in the following sections.

When encryption is desired, the stream cipher RC4 is used. The key for RC4 is established at the start of the session for an instance of RC4 dedicated to that session. RC4 then continues to generate key stream in order over all messages of the session, without rekeying.

The pseudocode RC4(handle, message) is defined as the bytes of the message XORed with bytes of the RC4 key stream, using the current state of the session’s RC4 internal key state. When the session is torn down, the key structure is destroyed.

The pseudocode RC4K(key,message) is defined as a one-time instance of RC4 whose key is initialized to key, after which RC4 is applied to the message. On completion of this operation, the internal key state is destroyed.

3.1.5.1.1 Client Initiates the NEGOTIATE_MESSAGE

When the client application initiates the exchange through SSPI, the NTLM client sends the NEGOTIATE_MESSAGE to the server, which is embedded in an application protocol message, and encoded according to that application protocol.

If ClientBlocked == TRUE and targ_name ([RFC2743] section 2.2.1) does not equal any of the ClientBlockExceptions server names, then the NTLM client MUST return STATUS_NOT_SUPPORTED to the client application.<39>

The client prepares a NEGOTIATE_MESSAGE and sets the following fields:

• The Signature field is set to the string, "NTLMSSP".
The **MessageType** field is set to NtLmNegotiate.

The client sets the following configuration flags in the **NegotiateFlags** field of the NEGOTIATE_MESSAGE:

- NTLMSSP_REQUEST_TARGET
- NTLMSSP_NEGOTIATE_NTLM
- NTLMSSP_NEGOTIATE_ALWAYS_SIGN
- NTLMSSP_NEGOTIATE_UNICODE

If LM authentication is not being used, then the client sets the following configuration flag in the **NegotiateFlags** field of the NEGOTIATE_MESSAGE:

- NTLMSSP_NEGOTIATE_EXTENDED_SESSIONSECURITY

In addition, the client sets the flags specified by the application in the **NegotiateFlags** field in addition to the initialized flags.

If the NTLMSSP_NEGOTIATE_VERSION flag is set by the client application, the **Version** field MUST be set to the current version (section 2.2.2.10), the **DomainName** field MUST be set to a zero-length string, and the **Workstation** field MUST be set to a zero-length string.

### 3.1.5.1.2 Client Receives a CHALLENGE_MESSAGE from the Server

When the client receives a **CHALLENGE_MESSAGE** from the server, it MUST determine if the features selected by the server are strong enough for the client authentication policy. If not, the client MUST return an error to the calling application. Otherwise, the client responds with an **AUTHENTICATE_MESSAGE** message.

If ClientRequire128bitEncryption == TRUE, then if 128-bit encryption is not negotiated, then the client MUST return SEC_E_UNSUPPORTED_FUNCTION to the application.

The client processes the **CHALLENGE_MESSAGE** and constructs an **AUTHENTICATE_MESSAGE** per the following pseudocode where all strings are encoded as RPC_UNICODE_STRING ([MS-DTYP] section 2.3.8):

```plaintext
-- Input:
--  ClientConfigFlags, User, and UserDom - Defined in section 3.1.1.
--  NbMachineName - The NETBIOS machine name of the server.
--  An NTLM NEGOTIATE_MESSAGE whose fields are defined in section 2.2.1.2.
--  An NTLM CHALLENGE_MESSAGE whose message fields are defined in section 2.2.1.2.
--  An NTLM AUTHENTICATE_MESSAGE whose message fields are defined in section 2.2.1.3 with MIC field set to 0.
--  OPTIONAL ClientSuppliedTargetName - Defined in section 3.1.1.2
--  OPTIONAL ClientChannelBindingUnhashed - Defined in section 3.1.1.2
--
-- Output:
--  ClientHandle - The handle to a key state structure corresponding to the current state of the ClientSealingKey
--  ServerHandle - The handle to a key state structure corresponding to the current state of the ServerSealingKey
--  An NTLM AUTHENTICATE_MESSAGE whose message fields are defined in section 2.2.1.3.
```
The following NTLM keys generated by the client are defined in section 3.1.1:
- ExportedSessionKey, ClientSigningKey, ClientSealingKey,
  ServerSigningKey, and ServerSealingKey.

Temporary variables that do not pass over the wire are defined below:
- KeyExchangeKey, ResponseKeyNT, ResponseKeyLM, SessionBaseKey —
  Temporary variables used to store 128-bit keys.
- Time — Temporary variable used to hold the 64-bit time.
- MIC — message integrity for the NTLM NEGOTIATE_MESSAGE,
  CHALLENGE_MESSAGE and AUTHENTICATE_MESSAGE

Functions used:
- NTOWFv1, LMOWFv1, NTOWFv2, LMOWFv2, ComputeResponse — Defined in
  section 3.3
- KXKEY, SIGNKEY, SEALKEY — Defined in sections 3.4.5, 3.4.6,
  and 3.4.7
- Currenttime, NIL, NONCE — Defined in section 6.

Fields MUST be set as follows:

- **ChallengeFromClient** (section 2.2.2.4) to an 8-byte nonce.
- **UserName** to User.
- **DomainName** to UserDom.
- **Signature** to the string "NTLMSSP".
- **MessageType** to NtLmAuthenticate.

If the NTLMSSP_NEGOTIATE_VERSION flag is set by the client application, the **Version** field MUST
be set to the current version (section 2.2.2.10), and the **Workstation** field MUST be set to
NbMachineName.

If NTLM v2 authentication is used, the client SHOULD send the timestamp in the
CHALLENGE_MESSAGE.  <40>

If there exists a CHALLENGE_MESSAGE.NTLMv2_CLIENT_CHALLENGE.AvId ==
MsvAvTimestamp
  Set Time to CHALLENGE_MESSAGE.TargetInfo.Value of that AVPair
Else
  Set Time to Currenttime
Endif

If NTLM v2 authentication is used and the CHALLENGE_MESSAGE does not contain both
MsvAvNbComputerName and MsvAvNbDomainName AVPairs and either Integrity is TRUE or
Confidentiality is TRUE, then return STATUS_LOGON_FAILURE.

If NTLM v2 authentication is used and the CHALLENGE_MESSAGE contains a TargetInfo field, the
client SHOULD NOT send the LmChallengeResponse and SHOULD set the LmChallengeResponseLen
and LmChallengeResponseMaxLen fields in the AUTHENTICATE_MESSAGE to zero.  <41>
Response keys are computed using the `ComputeResponse()` function, as specified in section 3.3.

Set `AUTHENTICATE_MESSAGE.NtChallengeResponse`, `AUTHENTICATE_MESSAGE.LmChallengeResponse`, `SessionBaseKey` to `ComputeResponse(CHALLENGE_MESSAGE.NegotiateFlags, ResponseKeyNT, ResponseKeyLM, CHALLENGE_MESSAGE.ServerChallenge, AUTHENTICATE_MESSAGE.ClientChallenge, Time, CHALLENGE_MESSAGE.TargetInfo)`.

Set `KeyExchangeKey` to `KXKEY(SessionBaseKey, LmChallengeResponse, CHALLENGE_MESSAGE.ServerChallenge)`.

If `(NTLMSSP_NEGOTIATE_KEY_EXCH bit is set in CHALLENGE_MESSAGE.NegotiateFlags)`
  Set `ExportedSessionKey` to `NONCE(16)`.
  Set `AUTHENTICATE_MESSAGE.EncryptedRandomSessionKey` to `RC4K(KeyExchangeKey, ExportedSessionKey)`.
Else
  Set `ExportedSessionKey` to `KeyExchangeKey`.
  Set `AUTHENTICATE_MESSAGE.EncryptedRandomSessionKey` to `NIL`.
Endif

Set `ClientSigningKey` to `SIGNKEY(NegFlg, ExportedSessionKey, "Client")`.
Set `ServerSigningKey` to `SIGNKEY(NegFlg, ExportedSessionKey, "Server")`.
Set `ClientSealingKey` to `SEALKEY(NegFlg, ExportedSessionKey, "Client")`.
Set `ServerSealingKey` to `SEALKEY(NegFlg, ExportedSessionKey, "Server")`.

`RC4Init(ClientHandle, ClientSealingKey)`
`RC4Init(ServerHandle, ServerSealingKey)`

Set `MIC` to `HMAC_MD5(ExportedSessionKey, ConcatenationOf(NegotiateMessage, ChallengeMessage, AuthenticateMessage))`.
Set `AUTHENTICATE_MESSAGE.MIC` to `MIC`.

If the `CHALLENGE_MESSAGE TargetInfo` field (section 2.2.1.2) has an `MsvAvTimestamp` present, the client SHOULD provide a MIC: <42>

- If there is an `AV_PAIR` structure (section 2.2.2.1) with the `AvId` field set to `MsvAvFlags`,
  - then in the `Value` field, set bit 0x2 to 1.
  - else add an `AV_PAIR` structure (section 2.2.2.1) and set the `AvId` field to `MsvAvFlags` and the `Value` field bit 0x2 to 1.
- Populate the `MIC` field with the MIC.

The client SHOULD send the channel binding `AV_PAIR` <43>:

- If the `CHALLENGE_MESSAGE` contains a `TargetInfo` field (section 2.2.1.2)
  - If the `ClientChannelBindingsUnhashed` (section 3.1.1.2) is not NULL
    - Add an `AV_PAIR` structure (section 2.2.2.1) and set the `AvId` field to `MsvAvChannelBindings` and the `Value` field to `MD5_HASH(ClientChannelBindingsUnhashed)`.
- Else add an AVPAIR structure (section 2.2.2.1) and set the AvId field to MsvAvChannelBindings and the Value field to Z(16).

- If ClientSuppliedTargetName (section 3.1.1.2) is not NULL
  - Add an AVPAIR structure (section 2.2.2.1) and set the AvId field to MsvAvTargetName and the Value field to ClientSuppliedTargetName without terminating NULL.
  - Else add an AVPAIR structure (section 2.2.2.1) and set the AvId field to MsvAvTargetName and the Value field to an empty string without terminating NULL.

When this process is complete, the client MUST send the AUTHENTICATE_MESSAGE to the server, embedded in an application protocol message, and encoded as specified by that application protocol.

### 3.1.5.2 Connectionless

The client action for connectionless NTLM authentication is similar to that of connection-oriented authentication (section 3.1.5.1). However, the first message sent in connectionless authentication is the CHALLENGE_MESSAGE from the server to the client; there is no client-initiated NEGOTIATE_MESSAGE as in the connection-oriented authentication.

The message processing for connectionless NTLM authentication is as specified in the following sections.

#### 3.1.5.2.1 Client Receives a CHALLENGE_MESSAGE

When the client receives a CHALLENGE_MESSAGE, it MUST produce a challenge response and an encrypted session key. The client MUST send the negotiated features (flags), the user name, the user's domain, the client part of the challenge, the challenge response, and the encrypted session key to the server. This message is sent to the server as an AUTHENTICATE_MESSAGE.

If the ClientBlocked == TRUE and targ_name ([RFC2743] section 2.2.1) does not equal any of the ClientBlockExceptions server names, then the NTLM client MUST return STATUS_NOT_SUPPORTED to the client application.<45>

If NTLM v2 authentication is used and the CHALLENGE_MESSAGE contains a TargetInfo field, the client SHOULD NOT send the LmChallengeResponse field and SHOULD set the LmChallengeResponseLen and LmChallenResponseMaxLen fields in the AUTHENTICATE_MESSAGE to zero.<46>

If NTLM v2 authentication is used, the client SHOULD send the timestamp in the AUTHENTICATE_MESSAGE.<47>

```
If there exists a CHALLENGE_MESSAGE.NTLMv2_CLIENT_CHALLENGE.AvId == MsvAvTimestamp
   Set Time to CHALLENGE_MESSAGE.TargetInfo.Value of the AVPair
ELSE
   Set Time to Currenttime
Endif
```

If the CHALLENGE_MESSAGE TargetInfo field (section 2.2.1.2) has an MsvAvTimestamp present, the client SHOULD provide a MIC:<48>:

- If there is an AVPAIR structure (section 2.2.2.1) with the AvId field set to MsvAvFlags,
• then in the **Value** field, set bit 0x2 to 1.

• else add an AV_PAIR structure (section 2.2.2.1) and set the **AvId** field to MsvAvFlags and the Value field bit 0x2 to 1.

• Populate the **MIC** field with the MIC, where

  Set MIC to HMAC_MD5(ExportedSessionKey, ConcatenationOf(
  CHALLENGE_MESSAGE, AUTHENTICATE_MESSAGE))

The client SHOULD send the channel binding AV_PAIR:

• If the CHALLENGE_MESSAGE contains a **TargetInfo** field (section 2.2.1.2)
  • If the ClientChannelBindingsUnhashed (section 3.1.1.2) is not NULL
    • Add an AV_PAIR structure (section 2.2.2.1) and set the **AvId** field to MsvAvChannelBindings and the **Value** field to MD5_HASH(ClientChannelBindingsUnhashed).
    • Else add an AV_PAIR structure (section 2.2.2.1) and set the **AvId** field to MsvAvChannelBindings and the **Value** field to Z(16).
  • If ClientSuppliedTargetName (section 3.1.1.2) is not NULL
    • Add an AV_PAIR structure (section 2.2.2.1) and set the **AvId** field to MsvAvTargetName and the **Value** field to ClientSuppliedTargetName without terminating NULL.
    • Else add an AV_PAIR structure (section 2.2.2.1) and set the **AvId** field to MsvAvTargetName and the **Value** field to an empty string without terminating NULL.

When this process is complete, the client MUST send the AUTHENTICATE_MESSAGE to the server, embedded in an application protocol message, and encoded as specified by that application protocol.

3.1.6 **Timer Events**

None.

3.1.7 **Other Local Events**

None.

3.2 **Server Details**

3.2.1 **Abstract Data Model**

The following sections specify variables that are internal to the server and are maintained across the NTLM authentication sequence.

3.2.1.1 **Variables Internal to the Protocol**

The server maintains all of the variables that the client does (section 3.1.1.1) except the **ClientConfigFlags**.

Additionally, the server maintains the following:
CfgFlg: The set of server configuration flags (section 2.2.2.5) that specify the full set of capabilities of the server.

DnsDomainName: A string that indicates the fully qualified domain name (FQDN (2)) of the server's domain.

DnsForestName: A string that indicates the FQDN (2) of the server's forest.

DnsMachineName: A string that indicates the FQDN (1) of the server.

NbDomainName: A string that indicates the NetBIOS name of the user's domain.

NbMachineName: A string that indicates the NetBIOS machine name of the server.

The following NTLM server configuration variables are internal to the client and impact all authenticated sessions:

ServerBlock: A Boolean setting that disables the server from generating challenges and responding to NTLM_NEGOTIATE messages.<50>

ServerRequire128bitEncryption: A Boolean setting that requires the server to use 128-bit encryption.<51>

3.2.1.2 Variables Exposed to the Application

The server also maintains the ClientSuppliedTargetName variable (section 3.1.1.2). The following parameters are provided by the application to the NTLM server:

Datagram: A Boolean setting which indicates that the connectionless mode of NTLM is to be used. If the Datagram option is selected by the server, connectionless mode is used, and NTLM performs a bitwise OR operation with the following NTLM Negotiate bit flags into the CfgFlg internal variable:

- NTLMSSP_NEGOTIATE_DATAGRAM.

ServerChannelBindingsUnhashed: An octet string provided by the application used for channel binding. This value is optional. <52>

ApplicationRequiresCBT: A Boolean setting which indicates the application requires channel binding. <53>

3.2.2 Timers

None.

3.2.3 Initialization

The sequence number is set to zero.

3.2.4 Higher-Layer Triggered Events

The application server initiates NTLM authentication through the SSPI, the Microsoft implementation of GSS-API [RFC2743].

- GSS_Accept_sec_context
The server application calls GSS_Accept_sec_context() to establish a security context with the
client. NTLM has no requirements on which flags are used and will simply honor what was
requested by the application or protocol. For an example of such a protocol specification, see
[MS-RPCE] section 3.3.1.5.2.2. The server application will send the CHALLENGE_MESSAGE
(section 2.2.1.2) to the client application.

- GSS_Wrap
  After the security context is established, the server application can call GSS_WrapEx() (section
  3.4.6) to encrypt messages.

- GSS_Unwrap
  Once the security context is established, the server application can call GSS_UnwrapEx() (section
  3.4.7) to decrypt messages that were encrypted by GSS_WrapEx.

- GSS_GetMIC
  Once the security context is established, the server application can call GSS_GetMICEx() (section
  3.4.8) to sign messages, producing an NTLMSSP_MESSAGE_SIGNATURE structure whose fields
  are defined in section 2.2.2.9.

- GSS_VerifyMIC
  Once the security context is established, the server application can call GSS_VerifyMICEx()
  (section 3.4.9) to verify a signature produced by GSS_GetMICEx().

### 3.2.5 Message Processing Events and Sequencing Rules

The server-side processing of messages can happen in response to two different messages from the
client:

- The server receives a **NEGOTIATE_MESSAGE** from the client (the server responds with a
  **CHALLENGE_MESSAGE**).

- The server receives an **AUTHENTICATE_MESSAGE** from the client (the server verifies the client's
  authentication information that is embedded in the message).

#### 3.2.5.1 Connection-Oriented

Message processing on the server takes place in the following two cases:

- Upon receipt of the embedded **NEGOTIATE_MESSAGE**, the server extracts and decodes the
  **NEGOTIATE_MESSAGE**.

- Upon receipt of the embedded **AUTHENTICATE_MESSAGE**, the server extracts and decodes the
  **AUTHENTICATE_MESSAGE**.

These two cases are described in the following sections.

#### 3.2.5.1.1 Server Receives a **NEGOTIATE_MESSAGE** from the Client

Upon receipt of the embedded **NEGOTIATE_MESSAGE**, the server MUST extract and decode the
**NEGOTIATE_MESSAGE**.

If ServerBlock == TRUE, then the server MUST return STATUS_NOT_SUPPORTED. <54>
If the security features selected by the client are not strong enough for the server security policy, the server MUST return an error to the calling application. Otherwise, the server MUST respond with a **CHALLENGE_MESSAGE** message. This includes the negotiated features and a 64-bit (8-byte) nonce value for the ServerChallenge value. The nonce is a pseudo-random number generated by the server and intended for one-time use. The flags returned as part of the **CHALLENGE_MESSAGE** in this step indicate which variant the server wants to use and whether the server's domain name or machine name are present in the **TargetName** field.

If ServerRequire128bitEncryption == TRUE, then if 128-bit encryption is not negotiated then the server MUST return **SEC_E_UNSUPPORTED_FUNCTION** to the application.

The server processes the **NEGOTIATE_MESSAGE** and constructs a **CHALLENGE_MESSAGE** per the following pseudocode where all strings are encoded as RPC_UNICODE_STRING ([MS-DTYP] section 2.3.8).

---
**Input:**
- CfgFlg - Defined in section 3.2.1.
- An NTLM **NEGOTIATE_MESSAGE** whose message fields are defined in section 2.2.1.1.

---
**Output:**
- An NTLM **CHALLENGE_MESSAGE** whose message fields are defined in section 2.2.1.2.

---
**Functions used:**
- AddAVPair(), NIL, NONCE - Defined in section 6.

The server SHOULDN'T return only the capabilities it supports. For example, if a newer client requests capability X and the server only supports capabilities A-U, inclusive, then the server does not return capability X. The **CHALLENGE_MESSAGE.NegotiateFlags** field SHOULD be set to the following:

- All the flags set in CfgFlg (section 3.2.1.1)
- The supported flags requested in the **NEGOTIATE_MESSAGE.NegotiateFlags** field
- **NTLMSSP_REQUEST_TARGET**
- **NTLMSSP_NEGOTIATE_NTLM**
- **NTLMSSP_NEGOTIATE_ALWAYS_SIGN**

The **Signature** field MUST be set to the string, "NTLMSSP". The **MessageType** field MUST be set to 0x00000002, indicating a message type of NtLmChallenge. The **ServerChallenge** field MUST be set to an 8-byte nonce.

If the **NTLMSSP_NEGOTIATE_VERSION** flag is set, the **Version** field MUST be set to the current version (section 2.2.2.10).

```c
If (NTLMSSP_NEGOTIATE_UNICODE is set in NEGOTIATE.NegotiateFlags)
    Set the NTLMSSP_NEGOTIATE_UNICODE flag in
    CHALLENGE_MESSAGE.NegotiateFlags
ElseIf (NTLMSSP_NEGOTIATE_OEM flag is set in NEGOTIATE.NegotiateFlag)
    Set the NTLMSSP_NEGOTIATE_OEM flag in
    CHALLENGE_MESSAGE.NegotiateFlags
EndIf
If (NTLMSSP_NEGOTIATE_EXTENDED_SESSIONSECURITY flag is set in
```

---

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NEGOTIATE.NegotiateFlags)
    Set the NTLMSSP_NEGOTIATE_EXTENDED_SESSIONSECURITY flag in
    CHALLENGE_MESSAGE.NegotiateFlags
ElseIf (NTLMSSP_NEGOTIATE_LM_KEY flag is set in NEGOTIATE.NegotiateFlag)
    Set the NTLMSSP_NEGOTIATE_LM_KEY flag in
    CHALLENGE_MESSAGE.NegotiateFlags
EndIf
If (Server is domain joined)
    Set CHALLENGE_MESSAGE.TargetName to NbDomainName
    Set the NTLMSSP_TARGET_TYPE_DOMAIN flag in
    CHALLENGE_MESSAGE.NegotiateFlags
Else
    Set CHALLENGE_MESSAGE.TargetName to NbMachineName
    Set the NTLMSSP_TARGET_TYPE_SERVER flag in
    CHALLENGE_MESSAGE.NegotiateFlags
EndIf
Set the NTLMSSP_NEGOTIATE_TARGET_INFO and NTLMSSP_REQUEST_TARGET flags in
    CHALLENGE_MESSAGE.NegotiateFlags
If (NbMachineName is not NIL)
    AddAvPair(TargetInfo, MsvAvNbComputerName, NbMachineName)
EndIf
If (NbDomainName is not NIL)
    AddAvPair(TargetInfo, MsvAvNbDomainName, NbDomainName)
EndIf
If (DnsMachineName is not NIL)
    AddAvPair(TargetInfo, MsvAvDnsComputerName, DnsMachineName)
EndIf
If (DnsDomainName is not NIL)
    AddAvPair(TargetInfo, MsvAvDnsDomainName, DnsDomainName)
EndIf
If (DnsForestName is not NIL)
    AddAvPair(TargetInfo, MsvAvDnsTreeName, DnsForestName)
EndIf
AddAvPair(TargetInfo, MsvAvEOL, NIL)

When this process is complete, the server MUST send the CHALLENGE_MESSAGE to the client,
embedded in an application protocol message, and encoded according to that application protocol.

3.2.5.1.2 Server Receives an AUTHENTICATE_MESSAGE from the Client

Upon receipt of the embedded AUTHENTICATE_MESSAGE, the server MUST extract and decode the
AUTHENTICATE_MESSAGE.

If ServerBlock == TRUE, then the server MUST return STATUS_NOT_SUPPORTED.<56>

If the user name and response are empty, the server authenticates the client as the ANONYMOUS
user (see [MS-DTYP] section 2.4.2.4). Otherwise, the server obtains the response key by looking
up the user name in a database. With the NT and LM responses keys and the client challenge, the
server computes the expected response. If the expected response matches the actual response,
then the server MUST generate session, signing, and sealing keys; otherwise, it MUST deny the
client access.

The keys MUST be computed with the following algorithm where all strings are encoded as
RPC_UNICODE_STRING ([MS-DTYP] section 2.3.8).

    -- Input:

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-- CHALLENGE_MESSAGE.ServerChallenge - The ServerChallenge field from the server CHALLENGE_MESSAGE in section 3.2.5.1.1
-- NegFlg - Defined in section 3.1.1.
-- ServerName - The NETBIOS or the DNS name of the server.
-- An NTLM NEGOTIATE_MESSAGE whose message fields are defined in section 2.2.1.1.
-- An NTLM AUTHENTICATE_MESSAGE whose message fields are defined in section 2.2.1.3.
-- An NTLM AUTHENTICATE_MESSAGE whose message fields are defined in section 2.2.1.3 with the MIC field set to 0.
-- OPTIONAL ServerChannelBindingsUnhashed - Defined in section 3.2.1.2

--- Output: Result of authentication
-- ClientHandle - The handle to a key state structure corresponding to the current state of the ClientSealingKey
-- ServerHandle - The handle to a key state structure corresponding to the current state of the ServerSealingKey
-- The following NTLM keys generated by the server are defined in section 3.1.1:
-- ExportedSessionKey, ClientSigningKey, ClientSealingKey, ServerSigningKey, and ServerSealingKey.

--- Temporary variables that do not pass over the wire are defined below:
-- KeyExchangeKey, ResponseKeyNT, ResponseKeyLM, SessionBaseKey
-- Temporary variables used to store 128-bit keys.
-- MIC - message integrity for the NTLM NEGOTIATE_MESSAGE, CHALLENGE_MESSAGE and AUTHENTICATE_MESSAGE
-- MessageMIC - Temporary variable used to hold the original value of the MIC field to compare the computed value.
-- Time - Temporary variable used to hold the 64-bit current time in the AUTHENTICATE_MESSAGE.ClientChallenge, in the format of a FILETIME as defined in [MS-DTYP] section 2.3.1.
-- ExpectedNtChallengeResponse
-- Temporary variable to hold results returned from ComputeResponse.
-- ExpectedLmChallengeResponse
-- Temporary variable to hold results returned from ComputeResponse.
-- NullSession - Temporary variable to denote whether client has explicitly requested to be anonymously authenticated.

--- Functions used:
-- ComputeResponse
-- Defined in section 3.3
-- KXKEY, SIGNKEY, SEALKEY
-- Defined in sections 3.4.5, 3.4.6, and 3.4.7
-- GetVersion(), NIL - Defined in section 6

Set NullSession to FALSE
If (AUTHENTICATE_MESSAGE.UserNameLen == 0 AND
AUTHENTICATE_MESSAGE.NtChallengeResponse.Length == 0 AND
AUTHENTICATE_MESSAGE.LmChallengeResponse == Z(1)
OR
AUTHENTICATE_MESSAGE.LmChallengeResponse.Length == 0)
-- Special case: client requested anonymous authentication
Set NullSession to TRUE
Else
Retrieve the ResponseKeyNT and ResponseKeyLM from the local user account database using the UserName and DomainName specified in the AUTHENTICATE_MESSAGE.
Set ExpectedNtChallengeResponse, ExpectedLmChallengeResponse,
SessionBaseKey to ComputeResponse(NegFlg, ResponseKeyNT, ResponseKeyLM, CHALLENGE_MESSAGE.ServerChallenge, AUTHENTICATE_MESSAGE.ClientChallenge, Time, ServerName)
Set KeyExchangeKey to KXKEY(SessionBaseKey, AUTHENTICATE_MESSAGE.LmChallengeResponse)
If (AUTHENTICATE_MESSAGE.NtChallengeResponse is NOT EQUAL to ExpectedNtChallengeResponse)
  If AUTHENTICATE_MESSAGE.LmChallengeResponse != ExpectedLmChallengeResponse
    Return INVALID message error
EndIf
EndIf
Set MessageMIC to AUTHENTICATE_MESSAGE.MIC
Set AUTHENTICATE_MESSAGE.MIC to Z(16)
If (NTLMSSP_NEGOTIATE_KEY_EXCH flag is set in NegFlg )
  Set ExportedSessionKey to RC4K(KeyExchangeKey, AUTHENTICATE_MESSAGE.EncryptedRandomSessionKey)
  Set MIC to HMAC_MD5(ExportedSessionKey, ConcatenationOf(NEGOTIATE_MESSAGE, CHALLENGE_MESSAGE, AUTHENTICATE_MESSAGE))
Else
  Set ExportedSessionKey to KeyExchangeKey
  Set MIC to HMAC_MD5(KeyExchangeKey, ConcatenationOf(NEGOTIATE_MESSAGE, CHALLENGE_MESSAGE, AUTHENTICATE_MESSAGE))
EndIf
Set ClientSigningKey to SIGNKEY(NegFlg, ExportedSessionKey, "Client")
Set ServerSigningKey to SIGNKEY(NegFlg, ExportedSessionKey, "Server")
Set ClientSealingKey to SEALKEY(NegFlg, ExportedSessionKey, "Client")
Set ServerSealingKey to SEALKEY(NegFlg, ExportedSessionKey, "Server")
RC4Init(ClientHandle, ClientSealingKey)
RC4Init(ServerHandle, ServerSealingKey)

If NullSession is TRUE, the server authenticates the client as the ANONYMOUS user account (see [MS-DTYP] section 2.4.2.4).

If NTLM v2 authentication is used and channel binding is provided by the application, then the server MUST verify the channel binding:<57>:

- If ServerChannelBindingsUnhashed (section 3.2.1.2) is not NULL
  - If the AUTHENTICATE_MESSAGE contains a nonzero MsvAvChannelBindings AV_PAIR
    - If MD5_HASH(ServerChannelBindingsUnhashed) != MsvAvChannelBindings.AvPair.Value)
      - The server MUST return GSS_S_BAD_BINDINGS
    - Else the server MUST return GSS_S_BAD_BINDINGS
  - Else If ApplicationRequiresCBT (section 3.2.1.2) == TRUE
    - If the AUTHENTICATE_MESSAGE does not contain a nonzero MsvAvChannelBindings AV_PAIR
      - The server MUST return GSS_S_BAD_BINDINGS
  - If the AUTHENTICATE_MESSAGE contains an MsvAvTargetName
    - AvID == MsvAvTargetName
- Value == ClientSuppliedTargetName

If the AUTHENTICATE_MESSAGE indicates the presence of a MIC field, then the MIC value computed earlier MUST be compared to MessageMIC, and if the two MIC values are not equal, then an authentication failure MUST be returned. An AUTHENTICATE_MESSAGE indicates the presence of a MIC field if the TargetInfo field has an AV_PAIR structure whose two fields:

- AvId == MsAvFlags
- Value bit 0x2 == 1

If NTLM v2 authentication is used and the AUTHENTICATE_MESSAGE.NtChallengeResponse.TimeStamp (section 2.2.2.7) is more than MaxLifetime (section 3.1.1.1) difference from the server time, then the server SHOULD return a failure.<59>

Both the client and the server now have the session, signing, and sealing keys. When the client runs an integrity check on the next message from the server, it detects that the server has determined (either directly or indirectly) the user password.

### 3.2.5.2 Connectionless NTLM

The server action for connectionless NTLM authentication is similar to that of connection-oriented authentication (section 3.1.5.1). However, the first message sent in connectionless authentication is the CHALLENGE_MESSAGE from the server to the client; there is no client-initiated NEGOTIATE_MESSAGE as in the connection-oriented authentication.

The message processing for connectionless NTLM authentication is as specified in the following sections.

#### 3.2.5.2.1 Server Sends the Client an Initial CHALLENGE_MESSAGE

The server MUST send a set of supported features and a random key to use as part of the challenge. This key is in the form of a 64-bit (8-byte) nonce value for the ServerChallenge value. The nonce is a pseudo-random number generated by the server and intended for one-time use. The connectionless variant always uses key exchange, so the NTLMSSP_NEGOTIATE_KEY_EXCH flag MUST be set in the required flags mask. The client SHOULD determine the set of supported features and whether those meet minimum security requirements. This message is sent to the client as a CHALLENGE_MESSAGE.

#### 3.2.5.2.2 Server Response Checking

If ServerBlock == TRUE, then the server MUST return STATUS_NOT_SUPPORTED. <61>

If ServerRequire128bitEncryption == TRUE, then if 128-bit encryption is not negotiated then the server MUST return SEC_E_UNSUPPORTED_FUNCTION to the application. <62>

The client MUST compute the expected session key for signing and encryption, which it sends to the server in the AUTHENTICATE_MESSAGE (section 3.1.5.2.1). Using this key from the AUTHENTICATE_MESSAGE, the server MUST check the signature and/or decrypt the protocol response, and compute a response. The response MUST be signed and/or encrypted and sent to the client.

Set MIC to HMAC_MD5(ResponseKeyNT, ConcatenationOf(CHALLENGE_MESSAGE, AUTHENTICATE_MESSAGE))
If the AUTHENTICATE_MESSAGE indicates the presence of a MIC field, then the MIC value computed earlier MUST be compared to the MIC field in the message, and if the two MIC values are not equal, then an authentication failure MUST be returned. An AUTHENTICATE_MESSAGE indicates the presence of a MIC field if the TargetInfo field has an AVPAIR structure whose two fields:

- AvId == MsvAvFlags
- Value bit 0x2 == 1

If (NTLMSSP_NEGOTIATE_KEY_EXCH flag is set in NegFlg)
Set ExportedSessionKey to RC4K(KeyExchangeKey,
AUTHENTICATE_MESSAGE.EncryptedRandomSessionKey)
Set MIC to HMAC_MD5(ExportedSessionKey, ConcatenationOf(
    NEGOTIATE_MESSAGE, CHALLENGE_MESSAGE,
    AUTHENTICATE_MESSAGE))
Else
    Set MIC to HMAC_MD5(KeyExchangeKey, ConcatenationOf(
        NEGOTIATE_MESSAGE, CHALLENGE_MESSAGE,
        AUTHENTICATE_MESSAGE))
Endif

If NTLM v2 authentication is used and the AUTHENTICATE_MESSAGE.NtChallengeResponse.TimeStamp (section 2.2.2.7) is more than MaxLifetime (section 3.1.1.1) difference from the server time, then the server SHOULD return a failure.

If NTLM v2 authentication is used and channel binding is provided by the application, then the server MUST verify the channel binding:

- If ServerChannelBindingsUnhashed (section 3.2.1.2) is not NULL
  - If the AUTHENTICATEMESSAGE contains a nonzero MsvAvChannelBindings AVPAIR
    - If MD5_HASH(ServerChannelBindingsUnhashed) != MsvAvChannelBindings.AvPair.Value)
      - The server MUST return GSS_S_BAD_BINDINGS
    - Else the server MUST return GSS_S_BAD_BINDINGS
  - Else If ApplicationRequiresCBT (section 3.2.1.2) == TRUE
    - If the AUTHENTICATE_MESSAGE does not contain a nonzero MsvAvChannelBindings AVPAIR
      - The server MUST return GSS_S_BAD_BINDINGS
  - If the AUTHENTICATE_MESSAGE contains a MsvAvTargetName
    - AvID == MsvAvTargetName
    - Value == ClientSuppliedTargetName

3.2.6 Timer Events
None.
3.2.7 Other Local Events

None.

3.3 NTLM v1 and NTLM v2 Messages

This section provides further details about how the client and server compute the responses depending on whether NTLM v1 or NTLM v2 is used. It also includes details about the NTOWF() and LMOWF() functions whose output is subsequently used to compute the response.

3.3.1 NTLM v1 Authentication

The following pseudocode defines the details of the algorithms used to calculate the keys used in NTLM v1 authentication.

Note The LM and NTLM authentication versions are not negotiated by the protocol. It MUST be configured on both the client and the server prior to authentication. The NTOWF v1 function defined in this section is NTLM version-dependent and is used only by NTLM v1. The LMOWF v1 function defined in this section is also version-dependent and is used only by LM and NTLM v1.

The NT and LM response keys MUST be encoded using the following specific one-way functions where all strings are encoded as RPC_UNICODE_STRING ([MS-DTYP] section 2.3.8).

```plaintext
-- Explanation of message fields and variables:
-- ClientChallenge - The 8-byte challenge message generated by the client.
-- LmChallengeResponse - The LM response to the server challenge.
  Computed by the client.
-- NegFlg, User, UserDom - Defined in section 3.1.1.
-- NTChallengeResponse - The NT response to the server challenge.
  Computed by the client.
-- Passwd - Password of the user. If the password is longer than 14 characters, then the LMOWF v1 cannot be computed. For LMOWF v1, if the password is shorter than 14 characters, it is padded by appending zeroes.
-- ResponseKeyNT - Temporary variable to hold the results of calling NTOWF().
-- ResponseKeyLM - Temporary variable to hold the results of calling LMGETKEY.
-- CHALLENGE_MESSAGE.ServerChallenge - The 8-byte challenge message generated by the server.
--
-- Functions Used:
-- Z(M) - Defined in section 6.

Define NTOWFv1(Passwd, User, UserDom) as MD4(UNICODE(Passwd))
EndDefine

Define LMOWFv1(Passwd, User, UserDom) as
  ConcatenationOf( DES(UpperCase(Passwd)[0..6],"KGS!@#$%"),
                    DES(UpperCase(Passwd)[7..13],"KGS!@#$%"))
EndDefine

Set ResponseKeyNT to NTOWFv1(Passwd, User, UserDom)
Set ResponseKeyLM to LMOWFv1(Passwd, User, UserDom)

Define ComputeResponse(NegFlg, ResponseKeyNT, ResponseKeyLM,
```
CHALLENGE_MESSAGE.ServerChallenge, ClientChallenge, Time, ServerName)
As
If (User is set to "" AND Passwd is set to "")
   -- Special case for anonymous authentication
   Set NtChallengeResponseLen to 0
   Set NtChallengeResponseMaxLen to 0
   Set NtChallengeResponseBufferOffset to 0
   Set LmChallengeResponse to Z(1)
ElseIf
   If (LM authentication)
      Set NtChallengeResponseLen to 0
      Set NtChallengeResponseMaxLen to 0
      Set NtChallengeResponseBufferOffset to 0
      Set LmChallengeResponse to DESL(ResponseKeyLM, CHALLENGE_MESSAGE.ServerChallenge)
   ElseIf (NTLMSSP_NEGOTIATE_EXTENDED_SESSIONSECURITY flag is set in NegFlg)
      Set NtChallengeResponse to DESL(ResponseKeyNT, MD5(ConcatenationOf(CHALLENGE_MESSAGE.ServerChallenge, ClientChallenge))[0..7])
      Set LmChallengeResponse to ConcatenationOf{ClientChallenge, Z(16)}
   Else
      Set NtChallengeResponse to DESL(ResponseKeyNT, CHALLENGE_MESSAGE.ServerChallenge)
      If (NoLMResponseNTLMv1 is TRUE)
         Set LmChallengeResponse to NtChallengeResponse
      Else
         Set LmChallengeResponse to DESL(ResponseKeyLM, CHALLENGE_MESSAGE.ServerChallenge)
      EndIf
   EndIf
Else
   Set NtChallengeResponse to DESL(ResponseKeyNT, CHALLENGE_MESSAGE.ServerChallenge)
   If (NoLMResponseNTLMv1 is TRUE)
      Set LmChallengeResponse to NtChallengeResponse
   Else
      Set LmChallengeResponse to DESL(ResponseKeyLM, CHALLENGE_MESSAGE.ServerChallenge)
   EndIf
EndIf

On the server, if the user account to be authenticated is hosted in Active Directory, the challenge-response pair MUST be sent to the DC to verify ([MS-APDS] section 3.1.5).

The DC calculates the expected value of the response using the NTOWF v1 and/or LMOWF v1, and matches it against the response provided. If the response values match, it MUST send back the SessionBaseKey; otherwise, it MUST return an error to the calling application. The server MUST return an error to the calling application if the DC returns an error. If the DC returns STATUS_NTLM_BLOCKED, then the server MUST return STATUS_NOT_SUPPORTED.

If the user account to be authenticated is hosted locally on the server, the server calculates the expected value of the response using the NTOWF v1 and/or LMOWF v1 stored locally, and matches it against the response provided. If the response values match, it MUST calculate KeyExchangeKey; otherwise, it MUST return an error to the calling application.<66>

### 3.3.2 NTLM v2 Authentication

The following pseudocode defines the details of the algorithms used to calculate the keys used in NTLM v2 authentication.
**Note** The NTLM authentication version is not negotiated by the protocol. It MUST be configured on both the client and the server prior to authentication. The NTOWF v2 and LMOWF v2 functions defined in this section are NTLM version-dependent and are used only by NTLM v2.

The NT and LM response keys MUST be encoded using the following specific one-way functions where all strings are encoded as RPC_UNICODE_STRING ([MS-DTYP] section 2.3.8).

--- Explanation of message fields and variables:
--- - **NegFlg, User, UserDom** - Defined in section 3.1.1.
--- - **Passwd** - Password of the user.
--- - **LmChallengeResponse** - The LM response to the server challenge. Computed by the client.
--- - **NTChallengeResponse** - The NT response to the server challenge. Computed by the client.
--- - **ClientChallenge** - The 8-byte challenge message generated by the client.
--- - **CHALLENGE_MESSAGE.ServerChallenge** - The 8-byte challenge message generated by the server.
--- - **ResponseKeyNT** - Temporary variable to hold the results of calling NTOWF().
--- - **ResponseKeyLM** - Temporary variable to hold the results of calling LMGETKEY.
--- - **ServerName** - The NtChallengeResponseFields.NTLMv2_RESPONSE.NTLMv2_CLIENT_CHALLENGE.AvPairs field structure of the AUTHENTICATE_MESSAGE payload.
--- - **KeyExchangeKey** - Temporary variable to hold the results of calling KXKEY.
--- - **HiResponserversion** - The 1-byte highest response version understood by the client. Currently set to 1.
--- - **Time** - The 8-byte little-endian time in GMT.
--- - **Functions Used:**
--- - **Z(M)** - Defined in section 6.

Define NTOWFv2(Passwd, User, UserDom) as HMAC_MD5(MD4(UNICODE(Passwd)), UNICODE(ConcatenationOf( Uppercase(User), UserDom )))
EndDefine

Define LMOWFv2(Passwd, User, UserDom) as NTOWFv2(Passwd, User, UserDom)
EndDefine

Set ResponseKeyNT to NTOWFv2(Passwd, User, UserDom)
Set ResponseKeyLM to LMOWFv2(Passwd, User, UserDom)

Define ComputeResponse(NegFlg, ResponseKeyNT, ResponseKeyLM, CHALLENGE_MESSAGE.ServerChallenge, ClientChallenge, Time, ServerName)
As
If (User is set to "" && Passwd is set to ")
   **Special case for anonymous authentication**
   Set NtChallengeResponseLen to 0
   Set NtChallengeResponseMaxLen to 0
   Set NtChallengeResponseBufferSize to 0
   Set LmChallengeResponse to Z(1)
Else
   Set temp to ConcatenationOf(Responserversion, HiResponserversion,
Z(6), Time, ClientChallenge, Z(4), ServerName, Z(4))
Set NTProofStr to HMAC_MD5(ResponseKeyNT,
ConcatenationOf(CHALLENGE_MESSAGE.ServerChallenge,temp))
Set NtChallengeResponse to ConcatenationOf(NTProofStr, temp)
Set LmChallengeResponse to ConcatenationOf(HMAC_MD5(ResponseKeyLM,
ConcatenationOf(CHALLENGE_MESSAGE.ServerChallenge, ClientChallenge)),
ClientChallenge )
EndIf
Set SessionBaseKey to HMAC_MD5(ResponseKeyNT, NTProofStr)
EndDefine

On the server, if the user account to be authenticated is hosted in Active Directory, the challenge-response pair SHOULD be sent to the DC to verify ([MS-APDS]).

The DC calculates the expected value of the response using the NTOWF v2 and/or LMOWF v2, and matches it against the response provided. If the response values match, it MUST send back the SessionBaseKey; otherwise, it MUST return an error to the calling application. The server MUST return an error to the calling application if the DC returns an error. If the DC returns STATUS_NTLM_BLOCKED then the server MUST return STATUS_NOT_SUPPORTED.

If the user account to be authenticated is hosted locally on the server, the server calculates the expected NTOWF v2 and/or LMOWF v2 value of the response using the NTOWF and/or LMOWF stored locally, and matches it against the response provided. If the response values match, it MUST calculate KeyExchangeKey; otherwise, it MUST return an error to the calling application.<67>

### 3.4 Session Security Details

If it is negotiated, session security provides message integrity (signing) and message confidentiality (sealing). When NTLM v2 authentication is not negotiated, only one key is used for sealing. As a result, operations are performed in a half-duplex mode: the client sends a message and then waits for a server response. For information on how key exchange, signing, and sealing keys are generated, see KXKEY, SIGNKEY, and SEALKEY.

In connection-oriented mode, messages are assumed to be received in the order sent. The application or communications protocol is expected to guarantee this property. As a result, the client and server sealing keys are computed only once per session.

**Note** In connectionless mode, messages can arrive out of order. Because of this, the sealing key MUST be reset for every message. Rekeying with the same sealing key for multiple messages would not maintain message security. Therefore, a per-message sealing key, SealingKey', is computed as the MD5 hash of the original sealing key and the message sequence number. The resulting SealingKey' value is used to reinitialize the key state structure prior to invoking the following SIGN, SEAL, and MAC algorithms. To compute the SealingKey' and initialize the key state structure identified by the Handle parameter, use the following:

\[
\text{SealingKey'} = \text{MD5} (\text{ConcatenationOf} (\text{SealingKey}, \text{SequenceNumber}))
\]

\[
\text{RC4Init} (\text{Handle}, \text{SealingKey'})
\]

### 3.4.1 Abstract Data Model

NTLM session security is provided through the SSPI, the Microsoft implementation of GSS-API ([RFC2743]). Variables are maintained per security context.
The following variables are maintained across the NTLM authentication sequence:

- **ClientHandle (Public):** The handle to a key state structure corresponding to the current state of the ClientSealingKey.

- **ServerHandle (Public):** The handle to a key state structure corresponding to the current state of the ServerSealingKey.

The following define the services provided by the NTLM SSP.

**Note:** The following variables are logical, abstract parameters that an implementation has to maintain and expose to provide the proper level of service. How these variables are maintained and exposed is up to the implementation.

- **Integrity:** Indicates that the caller wishes to construct signed messages so that they cannot be tampered with while in transit. If the client requests integrity, then the server MUST respond with integrity if supported or MUST NOT respond with integrity if not supported.

- **Sequence Detect:** Indicates that the caller wishes to construct signed messages such that out-of-order sequences can be detected. For more information, see section 3.4.2.

- **Confidentiality:** Indicates that the caller wishes to encrypt messages such that they cannot be read while in transit. If the client requests confidentiality, then the server MUST respond with confidentiality if supported or MUST NOT respond with confidentiality if not supported.

- **MessageBlockSize:** An integer that indicates the minimum size of the input_message for GSS_WrapEx (section 3.4.6). The size of the input_message MUST be a multiple of this value. This value MUST be 1.

Usage of integrity and confidentiality is the responsibility of the application:

- If confidentiality is established, then the application MUST call GSS_Wrap() to invoke confidentiality with the NTLM SSP. For more information, see section 3.4.3, Message Confidentiality.

- If integrity is established, then the application MUST call GSS_GetMIC() to invoke integrity with the NTLM SSP. For more information, see section 3.4.2.

### 3.4.2 Message Integrity

The function to sign a message MUST be calculated as follows:

```plaintext
-- Input:
--  SigningKey - The key used to sign the message.
--  Message - The message being sent between the client and server.
--  SeqNum - Defined in section 3.1.1.
--  Handle - The handle to a key state structure corresponding to
   -- the current state of the SealingKey
--
-- Output:  Signed message
-- Functions used:
--  ConcatenationOf() - Defined in Section 6.
--  MAC() - Defined in section 3.4.3.

Define SIGN(Handle, SigningKey, SeqNum, Message) as
  ConcatenationOf(Message, MAC(Handle, SigningKey, SeqNum, Message))
EndDefine
```

---

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The format of the message integrity data that is appended to each message for signing and sealing purposes is defined by the NTLMSSP_MESSAGE_SIGNATURE structure (section 2.2.2.9).

**Note** If the client is sending the message, the signing key is the one that the client calculated. If the server is sending the message, the signing key is the one that the server calculated. The same is true for the sealing key. The sequence number can be explicitly provided by the application protocol or by the NTLM security service provider. If the latter is chosen, the sequence number is initialized to zero and then incremented by one for each message sent.

On receipt, the **message authentication code (MAC)** value is computed and compared with the received value. If they differ, the message MUST be discarded (section 3.4.4).

### 3.4.3 Message Confidentiality

Message confidentiality, if it is negotiated, also implies message integrity. If message confidentiality is negotiated, a sealed (and implicitly signed) message is sent instead of a signed or unsigned message. The function that seals a message using the signing key, sealing key, and message sequence number is as follows:

```plaintext
-- Input:
-- SigningKey - The key used to sign the message.
-- Message - The message to be sealed, as provided to the application.
-- NegFlg, SeqNum - Defined in section 3.1.1.
-- Handle - The handle to a key state structure corresponding to the
-- current state of the SealingKey
--
-- Output:
-- Sealed message - The encrypted message
-- Signature - The checksum of the Sealed message
--
-- Functions used:
-- RC4() - Defined in Section 6 and 3.1.
-- MAC() - Defined in Section 3.4.4.1 and 3.4.4.2.

Define SEAL(Handle, SigningKey, SeqNum, Message) as
Set Sealed message to RC4(Handle, Message)
Set Signature to MAC(Handle, SigningKey, SeqNum, Message)
EndDefine
```

Message confidentiality is available in connectionless mode only if the client configures extended session security.

### 3.4.4 Message Signature Functions

In the case of connectionless NTLM authentication, the *SeqNum* parameter SHOULD be specified by the application and the RC4 stream MUST be reinitialized before each message (see section 3.4).

In the case of connection-oriented authentication, the *SeqNum* parameter MUST start at 0 and is incremented by one for each message sent. The receiver expects the first received message to have *SeqNum* equal to 0, and to be one greater for each subsequent message received. If a received
message does not contain the expected SeqNum, an error MUST be returned to the receiving application, and SeqNum is not incremented.

3.4.4.1 Without Extended Session Security

When Extended Session Security (NTLMSSP_NEGOTIATE_EXTENDED_SESSIONSECURITY) is not negotiated and session security (NTLMSSP_NEGOTIATE_SIGN or NTLMSSP_NEGOTIATE_SEAL) is negotiated, the message signature for NTLM without extended session security is a 16-byte value that contains the following components, as described by the NTLMSSP_MESSAGE_SIGNATURE structure:

- A 4-byte version-number value that is set to 1.
- A 4-byte random pad.
- The 4-bytes of the message’s CRC32.
- The 4-byte sequence number (SeqNum).

If message integrity is negotiated, the message signature is calculated as follows:

```plaintext
Define MAC(Handle, SigningKey, SeqNum, Message) as
    Set NTLMSSP_MESSAGE_SIGNATURE.Version to 0x00000001
    Set NTLMSSP_MESSAGE_SIGNATURE.Checksum to CRC32(Message)
    Set NTLMSSP_MESSAGE_SIGNATURE.RandomPad RC4(Handle, RandomPad)
    Set NTLMSSP_MESSAGE_SIGNATURE.Checksum to RC4(Handle, NTLMSSP_MESSAGE_SIGNATURE.Checksum)
    Set NTLMSSP_MESSAGE_SIGNATURE.SeqNum to RC4(Handle, 0x00000000)
If (connection oriented)
    Set NTLMSSP_MESSAGE_SIGNATURE.SeqNum to NTLMSSP_MESSAGE_SIGNATURE.SeqNum XOR SeqNum
    Set SeqNum to SeqNum + 1
Else
    Set NTLMSSP_MESSAGE_SIGNATURE.SeqNum to NTLMSSP_MESSAGE_SIGNATURE.SeqNum XOR (application supplied SeqNum)
Endif
Set NTLMSSP_MESSAGE_SIGNATURE.RandomPad to 0
```

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3.4.4.2 With Extended Session Security

When Extended Session Security (NTLMSSP_NEGOTIATE_EXTENDED_SESSIONSECURITY) is negotiated and session security (NTLMSSP_NEGOTIATE_SIGN or NTLMSSP_NEGOTIATE_SEAL) is negotiated, the message signature for NTLM with extended session security is a 16-byte value that contains the following components, as described by the NTLMSSP_MESSAGE_SIGNATURE structure:

- A 4-byte version-number value that is set to 1.
- The first eight bytes of the message's HMAC_MD5.
- The 4-byte sequence number (SeqNum).

If message integrity is negotiated, the message signature is calculated as follows:

```plaintext
-- Input:
-- SigningKey - The key used to sign the message.
-- SealingKey - The key used to seal the message or checksum.
-- Message - The message being sent between the client and server.
-- SeqNum - Defined in section 3.1.1.
-- Handle - The handle to a key state structure corresponding to the current state of the SealingKey
--
-- Output:
-- An NTLMSSP_MESSAGE_SIGNATURE structure whose fields are defined in section 2.2.2.9.
-- SeqNum - Defined in section 3.1.1.
--
-- Functions used:
-- ConcatenationOf() - Defined in Section 6.
-- RC4() - Defined in Section 6.
-- HMAC_MD5() - Defined in Section 6.

Define MAC(Handle, SigningKey, SeqNum, Message) as
Set NTLMSSP_MESSAGE_SIGNATURE.Version to 0x00000001
Set NTLMSSP_MESSAGE_SIGNATURE.Checksum to HMAC_MD5(SigningKey, ConcatenationOf(SeqNum, Message))[0..7]
Set NTLMSSP_MESSAGE_SIGNATURE.SeqNum to SeqNum
Set SeqNum to SeqNum + 1
EndDefine
```

If a key exchange key is negotiated, the message signature for the NTLM security service provider is the same as in the preceding description, except the 8 bytes of the HMAC_MD5 are encrypted with RC4, as follows:

```plaintext
Define MAC(Handle, SigningKey, SeqNum, Message) as
Set NTLMSSP_MESSAGE_SIGNATURE.Version to 0x00000001
Set NTLMSSP_MESSAGE_SIGNATURE.Checksum to RC4(Handle, HMAC_MD5(SigningKey, ConcatenationOf(SeqNum, Message))[0..7])
Set NTLMSSP_MESSAGE_SIGNATURE.SeqNum to SeqNum
Set SeqNum to SeqNum + 1
```

EndDefine
3.4.5 KXKEY, SIGNKEY, and SEALKEY

This topic specifies how key exchange (KXKEY), signing (SIGNKEY), and sealing (SEALKEY) keys are generated.

3.4.5.1 KXKEY

If NTLM v1 is used and extended session security is not negotiated, the 128-bit key exchange key value is calculated as follows:

```
-- Input:
--   SessionBaseKey - A session key calculated from the user's
                     password.
--   LmChallengeResponse - The LM response to the server challenge.
                           Computed by the client.
--   NegFlg - Defined in section 3.1.1.
--
-- Output:
--   KeyExchangeKey - The Key Exchange Key.
--
-- Functions used:
--   ConcatenationOf() - Defined in Section 6.
--   DES() - Defined in Section 6.

Define KXKEY(SessionBaseKey, LmChallengeResponse, ServerChallenge) as
If (NTLMSSP_NEGOTIATE_LMKEY flag is set in NegFlg)
  Set KeyExchangeKey to ConcatenationOf(DES(LMOWF[0..6],
     LmChallengeResponse[0..7]),
    DES(ConcatenationOf(LMOWF[7], 0xBDBDBDBDBDBD),
     LmChallengeResponse[0..7]))
Else
  If (NTLMSSP_REQUEST_NON_NT_SESSION_KEY flag is set in NegFlg)
    Set KeyExchangeKey to ConcatenationOf(LMOWF[0..7], Z(8)),
  Else
    Set KeyExchangeKey to SessionBaseKey
Endif
EndDefine
```

If NTLM v1 is used and extended session security is negotiated, the key exchange key value is calculated as follows:

```
-- Input:
--   SessionBaseKey - A session key calculated from the user's
                     password.
--   ServerChallenge - The 8-byte challenge message
                       generated by the server.
--   LmChallengeResponse - The LM response to the server challenge.
                           Computed by the client.
--
-- Output:
--   KeyExchangeKey - The Key Exchange Key.
```
3.4.5.2 SIGNKEY

If extended session security is not negotiated (section 2.2.2.5), then no signing keys are available and message signing is not supported.

If extended session security is negotiated, the signing key is a 128-bit value that is calculated as follows from the random session key and the null-terminated ASCII constants shown.

```
-- Input: 
-- RandomSessionKey - A randomly generated session key. 
-- NegFlg - Defined in section 3.1.1. 
-- Mode - An enum that defines the local machine performing 
      the computation. 
      Mode always takes the value "Client" or "Server.
-- 
-- Output: 
-- SignKey - The key used for signing messages. 
-- 
-- Functions used: 
-- ConcatenationOf(), MD5(), NIL - Defined in Section 6.

Define SIGNKEY(NegFlg, RandomSessionKey, Mode) as 
If (NTLMSSP_NEGOTIATE_EXTENDED_SESSIONSECURITY flag is set in NegFlg) 
  If (Mode equals "Client") 
    Set SignKey to MD5(ConcatenationOf(RandomSessionKey, 
                   "session key to client-to-server signing key magic 
                   constant"))
  Else 
    Set SignKey to MD5(ConcatenationOf(RandomSessionKey, 
                   "session key to server-to-client signing key magic 
                   constant"))
  Endif 
Else 
  Set SignKey to NIL 
Endif 
EndDefine 
```

3.4.5.3 SEALKEY

The sealing key function produces an encryption key from the random session key and the null-terminated ASCII constants shown.
If extended session security is negotiated, the sealing key has either 40, 56, or 128 bits of entropy stored in a 128-bit value.

If extended session security is not negotiated, the sealing key has either 40 or 56 bits of entropy stored in a 64-bit value.

**Note** The MD5 hashes completely overwrite and fill the 64-bit or 128-bit value.

```
-- Input:
-- RandomSessionKey - A randomly generated session key.
-- NegFlg - Defined in section 3.1.1.
-- Mode - An enum that defines the local machine performing the computation.
   Mode always takes the value "Client" or "Server.
--
-- Output:
-- SealKey - The key used for sealing messages.
--
-- Functions used:
-- ConcatenationOf(), MD5() - Defined in Section 6.

Define SEALKEY(NegotiateFlags, RandomSessionKey, Mode) as
If (NTLMSSP_NEGOTIATE_EXTENDED_SESSIONSECURITY flag is set in NegFlg)
   If ( NTLMSSP_NEGOTIATE_128 is set in NegFlg)
      Set SealKey to RandomSessionKey
   ElseIf ( NTLMSSP_NEGOTIATE_56 flag is set in NegFlg)
      Set SealKey to RandomSessionKey[0..6]
   Else
      Set SealKey to RandomSessionKey[0..4]
   Endif
   If (Mode equals "Client")
      Set SealKey to MD5(ConcatenationOf(SealKey, "session key to client-to-server sealing key magic constant"))
   Else
      Set SealKey to MD5(ConcatenationOf(SealKey, "session key to server-to-client sealing key magic constant"))
   Endif
ElseIf (NTLMSSP_NEGOTIATE_56 flag is set in NegFlg)
   Set SealKey to ConcatenationOf(RandomSessionKey[0..6], 0xA0)
Else
   Set SealKey to ConcatenationOf(RandomSessionKey[0..4], 0xE5, 0x38, 0xB0)
Endif
EndDefine
```

### 3.4.6 **GSS_WrapEx() Call**

This call is an extension to **GSS_Wrap** [RFC2743] that passes multiple buffers. The Microsoft implementation of **GSS_WrapEx()** is called **EncryptMessage()**. For more information, see [MSDN-EncryptMsg].

**Inputs:**

- context_handle CONTEXT HANDLE
- qop_req INTEGER, -- 0 specifies default QOP
• input_message ORDERED LIST of:
  • conf_req_flag BOOLEAN
  • sign BOOLEAN
  • data OCTET STRING

Outputs:
• major_status INTEGER
• minor_status INTEGER
• output_message ORDERED LIST (in same order as input_message) of:
  • conf_state BOOLEAN
  • signed BOOLEAN
  • data OCTET STRING
  • signature OCTET STRING

This call is identical to GSS_Wrap, except that it supports multiple input buffers.

The input data can be a list of security buffers. The caller can request encryption by setting fQOP to 0. If the caller requests just signing the input data messages and no encryption will be performed, it sets the fQOP parameter as SECQOP.WRAP_NO_ENCRYPT (0x80000001).

Input data buffers for which conf_req_flag==TRUE are encrypted (section 3.4.3, Message Confidentiality) in output_message.

For NTLMv1, input data buffers for which sign==TRUE are included in the message signature. For NTLMv2, all input data buffers are included in the message signature (section 3.4.6.1).

### 3.4.6.1 Signature Creation for GSS_WrapEx()

Section 3.4.3 describes the algorithm used by GSS_WrapEx() to create the signature. The signature contains the NTLMSSP_MESSAGE_SIGNATURE structure (section 2.2.2.9).

The checksum is computed over the concatenated input buffers using only the input data buffers where sign==TRUE for NTLMv1 and all of the input data buffers for NTLMv2, including the cleartext data buffers.

### 3.4.7 GSS_UnwrapEx() Call

This call is an extension to GSS_Unwrap [RFC2743] that passes multiple buffers. The Microsoft implementation of GSS_WrapEx() is called DecryptMessage(). For more information, see [MSDN-DecryptMsg].

Inputs:
• context_handle CONTEXT HANDLE
• input_message ORDERED LIST of:
  • conf_state BOOLEAN
• signed BOOLEAN
• data OCTET STRING
• signature OCTET STRING

Outputs:
• qop_req INTEGER, -- 0 specifies default QOP
• major_status INTEGER
• minor_status INTEGER
• output_message ORDERED LIST (in same order as input_message) of:
  • conf_state BOOLEAN
  • data OCTET STRING

This call is identical to GSS_Unwrap, except that it supports multiple input buffers. Input data buffers having conf_state==TRUE are decrypted in the output_message.

3.4.7.1 Signature Creation for GSS_UnwrapEx()

For NTLMv1, all input data buffers where signed==TRUE are concatenated together and the signature is verified against the resulting concatenated buffer. For NTLMv2, the signature is verified for all of the input data buffers.

3.4.8 GSS_GetMICEx() Call

Inputs:
• context_handle CONTEXT HANDLE
• qop_req INTEGER, -- 0 specifies default QOP
• message ORDERED LIST of:
  • sign BOOLEAN
  • data OCTET STRING

Outputs:
• major_status INTEGER
• minor_status INTEGER
• message ORDERED LIST of:
  • signed BOOLEAN
  • data OCTET STRING
  • per_msg_token OCTET STRING

This call is identical to GSS_GetMIC(), except that it supports multiple input buffers.
### 3.4.8.1 Signature Creation for GSS_GetMICEx()

Section 3.4.2 describes the algorithm used by GSS_GetMICEx() to create the signature. The per_msg_token contains the NTLMSSP_MESSAGE_SIGNATURE structure (section 2.2.2.9).

The checksum is computed over the concatenated input buffers using only the input data buffers where sign==TRUE for NTLMv1 and all of the input data buffers including the buffers where sign==FALSE for NTLMv2.

### 3.4.9 GSS_VerifyMICEx() Call

Inputs:
- context_handle CONTEXT HANDLE
- message ORDERED LIST of:
  - signed BOOLEAN
  - data OCTET STRING
  - per_msg_token OCTET STRING

Outputs:
- qop_state INTEGER
- major_status INTEGER
- minor_status INTEGER

This call is identical to GSS_VerifyMIC(), except that it supports multiple input buffers.

#### 3.4.9.1 Signature Creation for GSS_VerifyMICEx()

For NTLMv1, all input data buffers where signed==TRUE are concatenated together and the signature is verified against the resulting concatenated buffer. For NTLMv2, the signature is verified for all of the input data buffers including the buffers where signed==FALSE.

Section 3.4.2 describes the algorithm used by GSS_VerifyMICEx() to create the signature to verify against. The per_msg_token contains the NTLMSSP_MESSAGE_SIGNATURE structure (section 2.2.2.9).
4 Protocol Examples

4.1 NTLM Over Server Message Block (SMB)

NTLM over a Server Message Block (SMB) transport is one of the most common uses of NTLM authentication and encryption. KILE is the preferred authentication method of an SMB session in Microsoft Windows® 2000 Server operating system, Windows® XP operating system, Windows Server® 2003 operating system, Windows Vista® operating system, and Windows Server® 2008 operating system. However, when a client attempts to authenticate to an SMB server using the KILE protocol and fails, it can attempt to authenticate with NTLM.

The following is an example protocol flow of NTLM and Simple and Protected Generic Security Service Application Program Interface Negotiation Mechanism (SPNEGO) ([MS-SPNG]) authentication of an SMB session.

Note The NTLM messages are embedded in the SMB messages. For details about how SMB embeds NTLM messages, see [MS-SMB] section 4.1.

![Figure 4: Message sequence to authenticate an SMB session](image)

Steps 1 and 2: The SMB protocol negotiates protocol-specific options using the SMB_COM_NEGOTIATE request and response messages.

Step 3: The client sends an SMB_COM_SESSION_SETUP_ANDX request message. Assuming that NTLM authentication is negotiated, within this message an NTLM NEGOTIATE_MESSAGE is embedded.

Step 4: The server responds with an SMB_COM_SESSION_SETUP_ANDX response message within which an NTLM CHALLENGE_MESSAGE is embedded. The message includes an 8-byte random
number, called a "challenge", that the server generates and sends in the **ServerChallenge** field of the message.

**Step 5:** The client extracts the **ServerChallenge** field from the NTLM CHALLENGE_MESSAGE and sends an NTLM **AUTHENTICATE_MESSAGE** to the server (embedded in an SMB_COM_SESSION_SETUP_ANDX request message).

If the challenge and the response prove that the client knows the user's password, the authentication succeeds and the client's security context is now established on the server.

**Step 6:** The server sends a success message embedded in an SMB_COM_SESSION_SETUP_ANDX response message.

### 4.2 Cryptographic Values for Validation

The topics in this section contain Byte Array values which can be used when validating NTLM cryptographic implementations.

#### 4.2.1 Common Values

These values are used in multiple examples.

**User:**

```
User:
0000000: 55 00 73 00 65 00 72 00                           U.s.e.r.
0000000: 55 00 53 00 45 00 52 00                           U.S.E.R.
0000000: 55 73 65 72                                       User
```

**UserDom:**

```
UserDom:
0000000: 44 00 6f 00 6d 00 61 00 69 00 6e 00               D.o.m.a.i.n.
```

**Passwd:**

```
Passwd:
0000000: 50 00 61 00 73 00 66 00 61 00 69 00 6e 00 6e 00   P.a.s.s.w.o.r.d.
0000000: 50 41 53 53 57 4f 52 44 00 00 00 00 00 00        PASSWORD......
```

**Server Name:**

```
Server Name:
00000000: 53 00 65 00 72 00 76 00 65 00 72 00             S.e.r.v.e.r.
```

**Workstation Name:**

```
Workstation Name:
0000000: 43 00 4f 00 4d 00 50 00 55 00 54 00 55 00 44 00  C.O.M.P.U.T.E.R.
```

**RandomSessionKey:**

```
RandomSessionKey:
0000000: 55 55 55 55 55 55 55 55 55 55 55 55 55 55 55 55   UUUUUUUUUUUUUUUU
```
Time:

0000000: 00 00 00 00 00 00 00 00 ........

ClientChallenge:

0000000: aa aa aa aa aa aa aa aa ........

ServerChallenge:

0000000: 01 23 45 67 89 ab cd ef .#Eg..%x2550;.

4.2.2 NTLM v1 Authentication

The following calculations are used in section 3.3.1.

The Challenge Flags used in the following NTLM v1 examples are:

- NTLMSSP_NEGOTIATE_KEY_EXCH
- NTLMSSP_NEGOTIATE_56
- NTLMSSP_NEGOTIATE_128
- NTLMSSP_NEGOTIATE_VERSION
- NTLMSSP_TARGET_TYPE_SERVER
- NTLMSSP_NEGOTIATE_ALWAYS_SIGN
- NTLMSSP_NEGOTIATE_NTLM
- NTLMSSP_NEGOTIATE_SEAL
- NTLMSSP_NEGOTIATE_SIGN
- NTLM_NEGOTIATE_OEM
- NTLMSSP_NEGOTIATE_UNICODE

0000000: 33 82 02 e2 3...

4.2.2.1 Calculations

4.2.2.1.1 LMOWFv1()

The LMOWFv1() is defined in section 3.3.1.

```plaintext
DES(UpperCase( Passwd)[0..6],"KGS!@#$%"):
0000000: e5 2c ac 67 41 9a 9a 22 ..,.gA.."
DES(UpperCase( Passwd)[7..13],"KGS!@#$%"):
0000000: 4a 3b 10 8f 3f a6 cb 6d J;..?.m
```
When calculating the LMOWFv1 using the values above, then LMOWFv1("Password", "User", "Domain") is:

```
0000000: e5 2c ac 67 41 9a 9a 22 4a 3b 10 8f 3f a6 cb 6d ...gA.."J;...m
```

### 4.2.2.1.2 NTOWFv1()

The NTOWFv1() is defined in section 3.3.1. When calculating the NTOWFv1 using the values above, then NTOWFv1("Password", "User", "Domain") is:

```
0000000: a4 f4 9c 40 65 10 bd ca b6 82 4e e7 c3 0f d8 52 ...@e.....N....R
```

### 4.2.2.1.3 Session Base Key and Key Exchange Key

The SessionBaseKey is specified in section 3.3.1.

```
0000000: d8 72 62 b0 cd e4 b1 cb 74 99 be cc cd f1 07 84 ...rb.═...t...═...
```

### 4.2.2.2 Results

#### 4.2.2.2.1 NTLMv1 Response

The NTChallengeResponse is specified in section 3.3.1. With NTLMSSP_NEGOTIATE_EXTENDED_SESSIONSECURITY not set, using the values above, the result is:

```
0000000: 67 c4 30 11 f3 02 98 a2 ad 35 ec e6 4f 16 33 1c ...g─0......5..O.3.
0000010: 44 bd be d9 27 84 D...'...
```

#### 4.2.2.2.2 LMv1 Response

The LmChallengeResponse is specified in section 3.3.1. With NTLMSSP_NEGOTIATE_EXTENDED_SESSIONSECURITY not set, using the values above, the result is:

```
0000000: 98 de f7 b8 7f 88 aa 5d af e2 df 77 96 88 a1 72 ......]\........r
0000010: de f1 1c 7d 5c cd ef 13 ...}"\&#x2550;...
```

NTLMSSP_NEGOTIATE_LM_KEY is set:

```
0000000: b0 9e 37 9f 7f be cb 1e af 0a fd cb 03 83 c8 a0 ..7...........
```
4.2.2.2.3 Encrypted Session Key

RC4 encryption of the RandomSessionKey with the KeyExchangeKey:

```
0000000: 51 88 22 b1 b3 f3 50 c8 95 86 82 ec bb 3e 3c b7  Q."...P.......&lt;&lt;
```

NTLMSSP_REQUEST_NON_NT_SESSION_KEY is set:

```
0000000: 74 52 ca 55 c2 25 a1 ca 04 b4 8f ae 32 cf 56 fc tR.U........2.V.
```

NTLMSSP_NEGOTIATE_LM_KEY is set:

```
0000000: 4c d7 bb 57 d6 97 ef 9b 54 9f 02 b8 f9 b3 78 64 L..W.....T......xd
```

4.2.2.3 Messages

The **CHALLENGE_MESSAGE** (section 2.2.1.2):

```
0000000: 4e 54 4c 4d 53 53 50 00 02 00 00 00 0c 00 0c 00   NTLMSSP·····
0000010: 38 00 00 00 33 82 02 e2 01 23 45 89 ab cd ef   8···3.·#Eg..=
0000020: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00   ···············
0000030: 06 00 70 17 00 00 00 0f 53 00 65 00 72 00 76 00   ··p·····S·e·r·v·
0000040: 65 00 72 00   e·r·
```

The **AUTHENTICATE_MESSAGE** (section 2.2.1.3):

```
0000000: 4e 54 4c 4d 53 53 50 00 03 00 00 00 18 00 18 00   NTLMSSP·····
0000010: 6c 00 00 00 18 00 18 00 84 00 00 00 0c 00 0c 00   l·······1.·······
0000020: 48 00 00 00 08 00 08 00 54 00 00 00 10 00 10 00   H········T·······
0000030: 5c 00 00 00 10 00 10 00 9c 00 00 00 35 82 80 e2   \·········5...
0000040: 05 01 28 0a 00 00 00 0f 44 00 6f 00 6d 00 61 00   '(...D·o·m·a·
0000050: 69 00 6e 00 55 00 73 00 65 00 72 00 43 00 4f 00   i·n·U·s·e·r·C·O·
0000060: 4d 00 50 00 55 00 54 00 45 00 98 de f7 b8   M·P·U·T·E·R···
0000070: 7f 88 aa 54 af e2 df 77 96 88 a1 72 df 1c 7d   \···.g·0···S..}
0000080: 5c cd ef 13 67 c4 30 11 f3 02 98 a2 ad 35 ec e6   \···g·0···5..
0000090: 4f 16 33 1c 44 bd be d9 27 84 1f 94 51 88 22 b1   O·3·D:"...Q".
00000A0: b3 f3 50 c8 95 86 82 ec bb 3e 3c b7   ..F......<.
```

4.2.2.4 GSS_WrapEx Examples

The GSS_WrapEx() is specified in section 3.4.6. The following data is part of the security context state for the NTLM Session.

SeqNum for the message:

```
0000000: 00 00 00 00   ..
```
NONCE(4):

```
0000000: 00 00 00 00
```

Plaintext data where conf_req_flag == TRUE and sign == TRUE:

```
0000000: 50 00 6c 00 61 00 69 00 74 00 65 00 78 00
0000010: 74 00
```

The output message data and signature is created using SEAL() specified in section 3.4.3. Output_message will contain conf_state == TRUE, signed == TRUE and data:

Data:

```
0000000: 56 fe 04 d8 61 f9 31 9a f0 d7 23 8a 2e 3b 4d 7f b8
```

Checksum: CRC32(Message):

```
0000000: 7d 84 aa 93
```

RandomPad: RC4(Handle, RandomPad):

```
0000000: 45 c8 44 e5
```

Checksum: RC4(Handle, NTLMSSP_MESSAGE_SIGNATURE.Checksum):

```
0000000: 09 dc d1 df
```

SeqNum: RC4(Handle, 0x00000000):

```
0000000: 2e 45 9d 36
```

SeqNum: XOR:

```
0000000: 2e 45 9d 36
```

### 4.2.3 NTLM v1 with Client Challenge

The following calculations are used in section 3.3.1. This example uses weaker key strengths than advised. Using stronger key strengths with NTLM v1 with client challenge results in the same GSS_WrapEx outputs with NTLMv2.

The Challenge Flags used in the following NTLM v1 examples are:

- `NTLMSSP_NEGOTIATE_56`
- `NTLMSSP_NEGOTIATE_VERSION`
4.2.3.1 Calculations

4.2.3.1.1 NTOWFv1()

The NTOWFv1() is defined in section 3.3.1. When calculating the NTOWFv1 using the values above, then NTOWFv1("Password", "User", "Domain") is:

0000000: a4 f4 9c 40 65 10 bd ca b6 82 4e e7 c3 0f d8 52 ...@e.....N....R

4.2.3.1.2 Session Base Key

The SessionBaseKey is specified in section 3.3.1:

0000000: d8 72 62 b0 cd e4 b1 cb 74 99 be cc cd f1 07 84 .rb.═...t...═.•.

4.2.3.1.3 Key Exchange Key

The KeyExchangeKey is specified in section 3.4.5.1. Using the values above, the result is:

0000000: eb 93 42 9a 8b d9 52 f8 b8 9c 55 b8 7f 47 5e dc ..B...R...U..G..

4.2.3.2 Results

4.2.3.2.1 LMv1 Response

The LmChallengeResponse is specified in section 3.3.1. Using the previous values, the result is:

0000000: aa aa aa aa aa aa aa aa 00 00 00 00 00 00 ............
0000010: 00 00 00 00 00 00 00 00 ........
4.2.3.2 NTLMv1 Response

The NTChallengeResponse is specified in section 3.3.1. Using the values above, the result is:

```
0000000: 75 37 f8 03 ae 36 71 28 ca 45 82 04 bd e7 ca f8
0000010: 00 00 00 00 00 00 00 00 00 00 00 00 00 00
```

4.2.3.3 Messages

The CHALLENGE_MESSAGE (section 2.2.1.2):

```
0000000: 4e 54 4c 4d 53 53 50 00 02 00 00 00 0c 00 0c 00
0000010: 6c 00 00 00 18 00 18 00 84 00 00 00 0c 00 0c 00
0000020: 48 00 00 00 08 00 08 00 54 00 00 00 10 00 10 00
0000030: 5c 00 00 00 00 00 00 00 9c 00 00 00 35 82 08 82
0000040: 05 01 28 0a 00 00 00 0f 44 00 60 00 6a 00 6a 00
0000050: 69 00 69 00 75 00 73 00 65 00 72 00 43 00 4f 00
0000060: 4d 00 50 00 55 00 54 00 45 00 52 00 aa aa aa
0000070: aa aa aa aa 00 00 00 00 00 00 00 00 00 00 00
0000080: 00 00 00 00 00 75 37 f8 03 ae 36 71 28 ca 45 82
0000090: 04 bd e7 ca f8 00 00 00 00 00 00 00 00 00 00 00
```

The AUTHENTICATE_MESSAGE (section 2.2.1.3):

```
0000000: 4e 54 4l 4d 53 53 50 00 03 00 00 00 18 00 18 00
0000010: 6c 00 00 00 18 00 18 00 84 00 00 00 0c 00 0c 00
0000020: 48 00 00 00 08 00 08 00 54 00 00 00 10 00 10 00
0000030: 5c 00 00 00 00 00 00 00 9c 00 00 00 35 82 08 82
0000040: 05 01 28 0a 00 00 00 0f 44 00 60 00 6a 00 6a 00
0000050: 69 00 69 00 75 00 73 00 65 00 72 00 43 00 4f 00
0000060: 4d 00 50 00 55 00 54 00 45 00 52 00 aa aa aa
0000070: aa aa aa aa 00 00 00 00 00 00 00 00 00 00 00
0000080: 00 00 00 00 00 75 37 f8 03 ae 36 71 28 ca 45 82
0000090: 04 bd e7 ca f8 00 00 00 00 00 00 00 00 00 00 00
```

4.2.3.4 GSS_WrapEx Examples

The GSS_WrapEx() is specified in section 3.4.6. The following data is part of the security context state for the NTLM Session.

SeqNum for the message:

```
0000000: 00 00 00 00
```

Plaintext data where conf_req_flag == TRUE and sign == TRUE:

```
0000000: 50 00 6c 00 61 00 69 00 69 00 6e 00 74 00 65 00
0000010: 78 00 78 00 00 00 00 00 00 00 00 00 00 00 00
```

The sealkey is created using SEALKEY() (section 3.4.5.3):

Cut key exchange key to 56 bits:

```
0000000: eb 93 42 9a 8b d9 52
```

[MS-NLMP] — v20110610
NT LAN Manager (NTLM) Authentication Protocol Specification
Copyright © 2011 Microsoft Corporation.
Release: Friday, June 10, 2011
MD5(ConcatenationOf(SealKey, "session key to client-to-server sealing key magic constant")):

0000000: 04 dd 7f 01 4d 85 04 d2 65 a2 5c c8 6a 3a 7c 06 •..•M...e.\j:•

The signkey is created using SIGNKEY() (section 3.4.5.2):

MD5(ConcatenationOf(RandomSessionKey, "session key to client-to-server signing key magic constant")):

0000000: 60 e7 99 be 5c 72 fc 92 92 2a e8 eb e9 61 fb 8d `...r...*:•a..

The output message data and signature is created using SEAL() specified in section 3.4.4. Output_message will contain conf_state == TRUE, signed == TRUE and data:

Data:

0000000: a0 23 72 f6 53 02 73 f3 aa 1e b9 01 90 ce 52 00 .#r.S•s..•..R•
0000010: c9 9d ɝ

Checksum: HMAC_MD5(SigningKey, ConcatenationOf(SeqNum, Message))[0..7]:

0000000: ff 2a eb 52 f6 81 79 3a *.R..y:•

Signature:

0000000: 01 00 00 00 ff 2a eb 52 f6 81 79 3a 00 00 00 00 ••••*.R..y:••••

4.2.4 NTLMv2 Authentication

The following calculations are used in section 3.3.2.

The Challenge Flags used in the following NTLM v2 examples are:

- NTLMSSP_NEGOTIATE_KEY_EXCH
- NTLMSSP_NEGOTIATE_56
- NTLMSSP_NEGOTIATE_128
- NTLMSSP_NEGOTIATE_VERSION
- NTLMSSP_NEGOTIATE_TARGET_INFO
- NTLMSSP_NEGOTIATE_EXTENDED_SESSIONSECURITY
- NTLMSSP_TARGET_TYPE_SERVER
- NTLMSSP_NEGOTIATE_ALWAYS_SIGN
- NTLM NTLMSSP_NEGOTIATE_NTLM
- NTLMSSP_NEGOTIATE_SEAL
- NTMSSP_NEGOTIATE_SIGN
- NTLM_NEGOTIATE_OEM
- NTMSSP_NEGOTIATE_UNICODE

0000000: 33 82 8a e2

AV Pair 1 - NetBIOS Server name:

0000000: 53 00 65 00 76 00 65 00 72 00 76 00 65 00 72 00 S.e.r.v.e.r.

AV Pair 2 - NetBIOS Domain name:

0000000: 44 00 6f 00 6d 00 61 00 69 00 6e 00 D.o.m.a.i.n.

4.2.4.1 Calculations

4.2.4.1.1 NTOWFv2() and LMOWFv2()

The LMOWFv2() and The NTOWFv2() are defined in section 3.3.2. When calculating the LMOWFv2 or NTOWFv2, using the values above, then NTOWFv2("Password", "User", "Domain") is:

0000000: 0c 86 8a 40 3b fd 7a 93 a3 00 1e f2 2e f0 2e 3f ...

4.2.4.1.2 Session Base Key

The SessionBaseKey is specified in section 3.3.2. Using the values above:

0000000: 8d e4 0c ca db c1 4a 82 f1 5c b0 ad 0d e9 5c a3 .....

4.2.4.2 Results

4.2.4.2.1 LMv2 Response

The LmChallengeResponse is specified in section 3.3.2. Using the values above:

0000000: 86 c3 50 97 ac 9c ec 10 25 54 76 4a 57 cc cc 19 ..P......%TvJW...

0000010: aa aa aa aa aa aa aa aa aa aa aa aa aa aa aa aa aa aa aa aa .....

4.2.4.2.2 NTLMv2 Response

The NTChallengeResponse is specified in section 3.3.2. Using the values above:

0000000: 68 cd 0a b8 51 e5 1c 96 aa bc 92 7b eb ef 6a 1c h5%k2550Q......{..}
4.2.4.2.3 Encrypted Session Key

RC4 encryption of the RandomSessionKey with the KeyExchangeKey:

```
0000000: c5 da d2 54 4f c9 79 90 94 ce 1c e9 0b c9 d0 3e   ...TO.y........
```

4.2.4.3 Messages

The `CHALLENGE_MESSAGE` (section 2.2.1.2):

```
0000000: 4e 54 4c 4d 53 53 50 00 02 00 00 00 0c 00 0c 00   NTLMSSP•••••••••
0000010: 38 00 00 00 33 82 8a e2 01 23 45 67 89 ab cd ef   8•••3...#Eg..-
0000020: 00 00 00 00 00 00 00 24 00 24 00 44 00 00 00   •••••••••D••••
0000030: 06 00 70 17 00 00 00 0f 53 00 65 00 72 00 76 00   ••••p••••S•e•r•v•
0000040: 65 00 72 00 02 00 00 0c 00 44 00 6f 00 6d 00 61 00   e•r•••D•o•m•a
0000050: 69 00 6e 00 01 00 0c 00 53 00 65 00 72 00 76 00   i•n•••S•e•r•v•
0000060: 65 00 72 00 00 00 00 00                           e•r••••
```

The `AUTHENTICATE_MESSAGE` (section 2.2.1.3):

```
0000000: 4e 54 4l 4d 53 53 50 00 03 00 00 00 18 00 18 00   NTLMSSP·········
0000010: 6c 00 00 00 54 00 54 00 84 00 00 00 0c 00 0c 00   l···T·T·ä·······
0000020: 48 00 00 00 08 00 08 00 54 00 00 00 10 00 10 00   H······T·······
0000030: 5c 00 00 00 10 00 10 00 d8 00 00 00 35 82 88 e2   \·······.···5...
0000040: 05 01 28 0a 00 00 00 0f 44 00 6f 00 6d 00 61 00   (·····D•o•m•a
0000050: 69 00 6e 00 55 00 73 00 65 00 72 00 43 00 4f 00   i•n•U•s•e•r•C•O
0000060: 4d 00 50 00 55 00 54 00 45 00 86 c3 50 97       M•P•U•T•E•R..P.
0000070: ac 9c ec 10 25 74 57 cc cc 19 aa aa aa aa ....%TvJW..·...
0000080: aa aa aa aa 68 cd 0a b8 51 e5 1c 96 aa bc 92 7b   ...h=Q....{
0000090: eb ef 6a lc 01 01 01 00 00 00 00 00 00 00 00 00   &n··············
00000a0: 00 00 00 00 aa aa aa aa aa aa aa 00 00 00 00       ··············
00000b0: 02 00 00 00 44 00 6f 00 6d 00 61 00 69 00 6e 00   D•o•m•a•i•n
00000c0: 01 00 00 00 53 00 65 00 72 00 76 00 65 00 72 00   •••S•e•r•v•e•r
00000d0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00   ·················
00000e0: 94 ce 1c e9 0b c9 d0 3e   94 ce 1c e9 0b c9 d0 3e   94 ce 1c e9 0b c9 d0 3e
```

4.2.4.4 GSS_WrapEx Examples

The `GSS_WrapEx()` is specified in section 3.4.6. The following data is part of the security context state for the NTLM Session.

SeqNum for the message:

```
0000000: 00 00 00 00   ****
```

Plaintext data where conf_req_flag == TRUE and sign == TRUE:

```
0000000: 50 00 6c 00 61 00 69 00 6e 00 00 74 00 65 00 78 00   P•l•a•i•n•t•e•x
0000010: 74 00                                    t•
```
The sealkey is created using SEALKEY() (section 3.4.5.3):

MD5(ConcatenationOf(RandomSessionKey, "session key to client-to-server sealing key magic constant"):)

```
0000000: 59 f6 00 97 3c c4 96 0a 25 48 0a 7c 19 6e 4c 58
       Y.•.<•%H•.nLX
```

The signkey is created using SIGNKEY() (section 3.4.5.2):

MD5(ConcatenationOf(RandomSessionKey, "session key to client-to-server signing key magic constant"):)

```
0000000: 47 88 dc 86 1b 47 82 f3 5d 43 fd 98 fe 1a 2d 39
       G...•G..]C...•9
```

The output message data and signature is created using SEAL() specified in section 3.4.3. Output_message will contain conf_state == TRUE, signed == TRUE and data:

Data:

```
0000000: 54 e5 01 65 bf 19 36 dc 99 60 20 c1 81 1b 0f 06
0000010: fb 5f
       T.•e.•6..`...•••\n
Checksum: HMAC_MD5(SigningKey, ConcatenationOf(SeqNum, Message))[0..7]:

```
0000000: 70 35 28 51 f2 56 43 09
       p5(Q.VC•
```

Checksum: RC4(Checksum above):

```
0000000: 7f b3 8e c5 c5 5d 49 76
       .....]Iv
```

Signature:

```
0000000: 01 00 00 00 7f b3 8e c5 c5 5d 49 76 00 00 00 00
       ••••••••••••Iv•••
```
5  Security

5.1  Security Considerations for Implementers

Implementers should be aware that NTLM does not support any recent cryptographic methods, such as AES or SHA-256. It uses cyclic redundancy check (CRC) or message digest algorithms ([RFC1321]) for integrity, and it uses RC4 for encryption. Deriving a key from a password is as specified in [RFC1320] and [FIPS46-2]. Therefore, applications are generally advised not to use NTLM.

The NTLM server does not require the NTLM client to send the MIC, but sending the MIC when the timestamp is present greatly increases security. Although implementations of NLMP will work without support for MIC, they will be vulnerable to message tampering.

5.2  Index of Security Parameters

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6 Appendix A: Cryptographic Operations Reference

In the algorithms provided in this documentation, pseudocode is provided to illustrate the process used to compute keys and perform other cryptographic operations prior to protocol exchange. The following table defines the general purpose functions and operations used in this pseudocode.

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<tr>
<th>Functions</th>
<th>Description</th>
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<tr>
<td>AddAVPair(T, Id, Value)</td>
<td>An auxiliary function that is used to manage AV pairs in NTLM messages.</td>
<td>3.2.5.1.1</td>
</tr>
<tr>
<td></td>
<td>It is defined as follows.</td>
<td></td>
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<tr>
<td></td>
<td>AddAVPair(T, Id, Value) {</td>
<td></td>
</tr>
<tr>
<td></td>
<td>STRING T</td>
<td></td>
</tr>
<tr>
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<td>USHORT Id</td>
<td></td>
</tr>
<tr>
<td></td>
<td>STRING Value</td>
<td></td>
</tr>
<tr>
<td></td>
<td>T = ConcatenationOf(T, Id)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>T = ConcatenationOf(T, Length(Value))</td>
<td></td>
</tr>
<tr>
<td></td>
<td>T = ConcatenationOf(T, Value)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>}</td>
<td></td>
</tr>
<tr>
<td>ComputeResponse(...)</td>
<td>A function that computes the NT response, LM responses, and key exchange</td>
<td>3.1.5.1.2, 3.2.5.1.2, 3.3.1, 3.3.2</td>
</tr>
<tr>
<td></td>
<td>key from the response keys and challenge.</td>
<td></td>
</tr>
<tr>
<td>ConcatenationOf(string1,</td>
<td>Indicates the left-to-right concatenation of the string parameters, from</td>
<td>3.3.1, 3.3.2, 3.4.2, 3.4.3,</td>
</tr>
<tr>
<td>string2, ... stringN)</td>
<td>the first string to the Nth. Any numbers are converted to strings and all</td>
<td>3.4.4, 3.4.5.1, 3.4.5.2,</td>
</tr>
<tr>
<td></td>
<td>numeric conversions to strings retain all digits, even nonsignificant ones.</td>
<td>3.4.5.3</td>
</tr>
<tr>
<td></td>
<td>The result is a string. For example, ConcatenationOf(0x00122, &quot;XYZ&quot;,</td>
<td></td>
</tr>
<tr>
<td></td>
<td>&quot;Client&quot;) results in the string &quot;00122XYZClient.&quot;</td>
<td></td>
</tr>
<tr>
<td>CRC32(M)</td>
<td>Indicates a 32-bit CRC calculated over M.</td>
<td>3.4.3, 3.4.4</td>
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<td>DES(K, D)</td>
<td>Indicates the encryption of an 8-byte data item D with the 7-byte key K</td>
<td>3.3.1, 3.4.5.1</td>
</tr>
<tr>
<td></td>
<td>using the Data Encryption Standard (DES) algorithm in Electronic Codebook</td>
<td></td>
</tr>
<tr>
<td></td>
<td>(ECB) mode. The result is 8 bytes in length ([FIPS46-2]).</td>
<td></td>
</tr>
<tr>
<td>DESL(K, D)</td>
<td>Indicates the encryption of an 8-byte data item D with the 16-byte key K</td>
<td>3.3.1</td>
</tr>
<tr>
<td></td>
<td>using the Data Encryption Standard Long (DESL) algorithm. The result is</td>
<td></td>
</tr>
<tr>
<td></td>
<td>24 bytes in length. DESL(K, D) is computed as follows.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>ConcatenationOf( DES(K[0..6], D), \</td>
<td></td>
</tr>
<tr>
<td></td>
<td>DES(K[7..13], D), DES( ConcatenationOf(K[14..15], Z(5)), D));</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Note K[] implies a key represented as a character array.</td>
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<tr>
<td>GetVersion()</td>
<td>An auxiliary function that returns an operating system version-specific</td>
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<td>value (section 2.2.2.8).</td>
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<tr>
<td>LMGETKEY(U, D)</td>
<td>Retrieve the user's LM response key from the server database (directory</td>
<td>3.2.5.1.2</td>
</tr>
<tr>
<td></td>
<td>or local database).</td>
<td></td>
</tr>
<tr>
<td>Functions</td>
<td>Description</td>
<td>Section</td>
</tr>
<tr>
<td>----------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>------------------</td>
</tr>
<tr>
<td>NTGETKEY(U, D)</td>
<td>Retrieve the user's NT response key from the server database.</td>
<td>3.2.5.1.2</td>
</tr>
<tr>
<td>HMAC(K, M)</td>
<td>Indicates the encryption of data item M with the key K using the HMAC algorithm ([RFC2104]).</td>
<td>3.3.2, 3.4.4</td>
</tr>
<tr>
<td>HMAC_MD5(K, M)</td>
<td>Indicates the computation of a 16-byte HMAC-keyed MD5 message digest of the byte string M using the key K.</td>
<td>3.3.2, 3.4.4</td>
</tr>
<tr>
<td>KXKEY(K, LM, SC)</td>
<td>Produces a key exchange key from the session base key, LM response and server challenge as defined in the sections KXKEY, SIGNKEY, and SEALKEY.</td>
<td>3.1.5.1.2, 3.2.5.1.2, 3.4.5.1</td>
</tr>
<tr>
<td>LMOWF()</td>
<td>Computes a one-way function of the user's password to use as the response key. NTLM v1 and NTLM v2 define separate LMOWF() functions in the NTLM v1 authentication and NTLM v2 authentication sections, respectively.</td>
<td>3.1.5.1.2, 3.3.1, 3.3.2</td>
</tr>
<tr>
<td>MD4(M)</td>
<td>Indicates the computation of an MD4 message digest of the null-terminated byte string M ([RFC1320]).</td>
<td>3.3.1, 3.3.2</td>
</tr>
<tr>
<td>MD5(M)</td>
<td>Indicates the computation of an MD5 message digest of the null-terminated byte string M ([RFC1321]).</td>
<td>3.3.1, 3.3.2, 3.4.4, 3.4.5.2, 3.4.5.3</td>
</tr>
<tr>
<td>MD5_HASH(M)</td>
<td>Indicates the computation of an MD5 message digest of a binary blob ([RFC4121] section 4.1.1.2).</td>
<td></td>
</tr>
<tr>
<td>NIL</td>
<td>A zero-length string.</td>
<td>3.1.5.1.1, 3.1.5.1.2, 3.2.5.1.1, 3.2.5.2.2, 3.4.5.2</td>
</tr>
<tr>
<td>NONCE(N)</td>
<td>Indicates the computation of an N-byte cryptographic-strength random number. Note The NTLM Authentication Protocol does not define the statistical properties of the random number generator. It is left to the discretion of the implementation to define the strength requirements of the NONCE(N) operation.</td>
<td>3.1.5.1.2, 3.2.5.1.1, 3.4.3</td>
</tr>
<tr>
<td>NTOWF()</td>
<td>Computes a one-way function of the user's password to use as the response key. NTLM v1 and NTLM v2 define separate NTOWF() functions in the NTLM v1 authentication and NTLM v2 authentication sections, respectively.</td>
<td>3.1.5.1.2, 3.3.1, 3.3.2</td>
</tr>
<tr>
<td>RC4(H, D)</td>
<td>The RC4 Encryption Algorithm. To obtain this stream cipher that is licensed by RSA Data Security, Inc., contact this company. Indicates the encryption of data item D with the current session or message key state, using the RC4 algorithm. H is the handle to a key state structure initialized by RC4INIT.</td>
<td>3.4.3, 3.4.4</td>
</tr>
<tr>
<td>RC4K(K,D)</td>
<td>Indicates the encryption of data item D with the key K using the RC4 algorithm.</td>
<td>3.1.5.1.2, 3.4.4</td>
</tr>
<tr>
<td>Functions</td>
<td>Description</td>
<td>Section</td>
</tr>
<tr>
<td>-----------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>-----------------</td>
</tr>
<tr>
<td>Note</td>
<td>The key sizes for RC4 encryption in NTLM are defined in sections KXKEY, SIGNKEY, and SEALKEY, where they are created.</td>
<td></td>
</tr>
<tr>
<td>RC4Init(H, K)</td>
<td>Initialization of the RC4 key and handle to a key state structure for the session.</td>
<td>3.1.5.1.2, 3.2.5.1.2</td>
</tr>
<tr>
<td>SEALKEY(F, K, string1)</td>
<td>Produces an encryption key from the session key as defined in sections KXKEY, SIGNKEY, and SEALKEY.</td>
<td>3.1.5.1.2, 3.4.5.3</td>
</tr>
<tr>
<td>SIGNKEY(flag, K, string1)</td>
<td>Produces a signing key from the session key as defined in sections KXKEY, SIGNKEY, and SEALKEY.</td>
<td>3.1.5.1.2, 3.4.5.2</td>
</tr>
<tr>
<td>Currenttime</td>
<td>Indicates the retrieval of the current time as a 64-bit value, represented as the number of 100-nanosecond ticks elapsed since midnight of January 1st, 1601 (UTC).</td>
<td>3.1.5.1.2</td>
</tr>
<tr>
<td>UNICODE(string)</td>
<td>Indicates the 2-byte little-endian byte order encoding of the Unicode UTF-16 representation of string. The Byte Order Mark (BOM) is not sent over the wire.</td>
<td>3.3.1, 3.3.2</td>
</tr>
<tr>
<td>UpperCase(string)</td>
<td>Indicates the uppercase representation of string.</td>
<td>3.3.1, 3.3.2</td>
</tr>
<tr>
<td>Z(N)</td>
<td>Indicates the creation of a byte array of length N. Each byte in the array is initialized to the value zero.</td>
<td>3.3.1, 3.3.2</td>
</tr>
</tbody>
</table>
7 Appendix B: Product Behavior

The information in this specification is applicable to the following Microsoft products or supplemental software. References to product versions include released service packs:

- Microsoft Windows NT® operating system
- Microsoft Windows® 2000 operating system
- Windows® XP operating system
- Windows Server® 2003 operating system
- Windows Vista® operating system
- Windows Server® 2008 operating system
- Windows® 7 operating system
- Windows Server® 2008 R2 operating system

Exceptions, if any, are noted below. If a service pack or Quick Fix Engineering (QFE) number appears with the product version, behavior changed in that service pack or QFE. The new behavior also applies to subsequent service packs of the product unless otherwise specified. If a product edition appears with the product version, behavior is different in that product edition.

Unless otherwise specified, any statement of optional behavior in this specification that is prescribed using the terms SHOULD or SHOULD NOT implies product behavior in accordance with the SHOULD or SHOULD NOT prescription. Unless otherwise specified, the term MAY implies that the product does not follow the prescription.

<1> Section 1.3: Only Windows NT clients initiate requests for the LM version of the protocol. All Microsoft Windows servers still accept it if properly configured.

<2> Section 1.3.1: It is possible, with the Windows implementation of connectionless NTLM, for messages protected by NTLM session security to precede the completion of the established NTLM session, but such message orderings do not occur in practice.

<3> Section 1.4: When authenticating a domain account with NTLM, Windows uses Netlogon ([MS-APDS]) to have the DC take the challenge and the client's response, and validate the user authentication against the DC's user database.

<4> Section 1.6: Windows applications that use Negotiate ([MS-SPNG]) may authenticate via NTLM if Kerberos is not available. Authenticating via NTLM would occur if either the client or server are down-level (running Windows NT 4.0 or earlier) systems, if the server is not joined to a domain, if the application is using an RPC interface that uses NTLM directly, or if the administrator has not configured Kerberos properly. An implementer who wants to support these scenarios in which Kerberos does not work would need to implement NTLM.

<5> Section 2.2.1.1: The Version field is NOT sent or accessed by Windows NT or Windows 2000. Windows NT and Windows 2000 assume that the Payload field started immediately after WorkstationBufferOffset. Since all references into the Payload field are by offset from the start of the message (not from the start of the Payload field), Windows NT and Windows 2000 can correctly interpret messages with Version fields.
Section 2.2.1.1: The code page mapping the OEM character set to Unicode is configurable via HKEY_LOCAL_MACHINE\System\CurrentControlSet\Control\Nls\Codepage\OEMCP, which is a DWORD that contains the assigned number of the code page.

Section 2.2.1.2: The Version field is NOT sent or accessed by Windows NT or Windows 2000. Windows NT and Windows 2000 assume that the Payload field started immediately after TargetInfoBufferOffset. Since all references into the Payload field are by offset from the start of the message (not from the start of the Payload field), Windows NT and Windows 2000 can correctly interpret messages with Version fields.

Section 2.2.1.3: Although the protocol allows authentication to succeed if the client provides either LmChallengeResponse or NtChallengeResponse, Windows implementations provide both.

Section 2.2.1.3: The Version field is NOT sent or consumed by Windows NT or Windows 2000. Windows NT and Windows 2000 assume that the Payload field started immediately after NegotiateFlags. Since all references into the Payload field are by offset from the start of the message (not from the start of the Payload field), Windows NT and Windows 2000 can correctly interpret messages constructed with Version fields.

Section 2.2.1.3: The MIC field is omitted in Windows NT, Windows 2000, Windows XP, and Windows Server 2003.

Section 2.2.2.1: MsvAvDnsTreeName AV_PAIR type is not supported in Windows NT and Windows 2000.

Section 2.2.2.1: MsvAvFlags AV_PAIR type is not supported in Windows NT and Windows 2000.

Section 2.2.2.1: MsvAvTimestamp AV_PAIR type is not supported in Windows NT, Windows 2000, Windows XP, and Windows Server 2003.

Section 2.2.2.1: MsAvRestrictions AV_PAIR type is not supported in Windows NT, Windows 2000, Windows XP, and Windows Server 2003.

Section 2.2.2.1: MsvAvTargetName AV_PAIR type is not supported in Windows NT, Windows 2000, Windows XP, Windows Server 2003, Windows Vista, or Windows Server 2008.


Section 2.2.2.2: No version of Windows uses this field. Windows NT, Windows 2000, Windows XP, and Windows Server 2003 do not send this field on the wire.

Section 2.2.2.2: Windows Vista, Windows Server 2008, Windows 7, and Windows Server 2008 R2 use a hierarchical order of values to indicate the trustworthiness of the client application. Lower values indicate that the subject has lower integrity.

Section 2.2.2.2: Windows NT, Windows 2000, Windows XP, Windows Server 2003, and Windows Vista RTM do not create or send the MachineID. The MachineID is not used by NLMP.

Section 2.2.2.5: Windows 7, and Windows Server 2008 R2 support only 128-bit session key negotiation by default, therefore this bit will always be set.

Section 2.2.2.5: The NTLMSSP_NEGOTIATE_VERSION flag is not supported in Windows NT and Windows 2000. This flag is used for debug purposes only.
Section 2.2.2.5: The **NTLMSSP_NEGOTIATE_EXTENDED_SESSIONSECURITY** is not set in the **NEGOTIATE_MESSAGE** to the server and the **CHALLENGE_MESSAGE** to the client in Windows NT Server 4.0 SP3.

Section 2.2.2.5: The **NTLMSSP_NEGOTIATE_OEM_WORKSTATION_SUPPLIED** flag is not supported in Windows NT and Windows 2000.

Section 2.2.2.5: The **NTLMSSP_NEGOTIATE_OEM_DOMAIN_SUPPLIED** flag is not supported in Windows NT and Windows 2000.

Section 2.2.2.5: Windows sends this bit for anonymous connections, but a Windows-based NTLM server does not use this bit when establishing the session.

Section 2.2.2.5: Windows NTLM clients can set this bit. No versions of Windows NTLM servers support it, so this bit is never used.

Section 2.2.2.10: **NTLMSSP_NEGOTIATE_VERSION** cannot be negotiated in Windows NT, Windows 2000, and Windows XP SP1.

Section 2.2.2.10: For Windows XP SP2 and Windows Server 2003, the value of this field is **WINDOWS_MAJOR_VERSION_5**. For Windows Vista, Windows Server 2008, Windows 7, and Windows Server 2008 R2, the value of this field is **WINDOWS_MAJOR_VERSION_6**.

Section 2.2.2.10: For Windows Vista, and Windows Server 2008, the value of this field is **WINDOWS_MINOR_VERSION_0**. For Windows XP SP2, Windows 7, and Windows Server 2008 R2, the value of this field is **WINDOWS_MINOR_VERSION_1**. For Windows Server 2003, the value of this field is **WINDOWS_MINOR_VERSION_2**.

Section 3.1.1.1: The default value of this state variable is **TRUE**. Windows NT Server 4.0 SP3 does not support providing NTLM instead of LM responses.

Section 3.1.1.1: The default value of this state variable is **FALSE**. **ClientBlocked** is not supported in Windows NT, Windows 2000, Windows XP, Windows Server 2003, Windows Vista, and Windows Server 2008.

Section 3.1.1.1: The default value of this state variable is **NULL**. **ClientBlockExceptions** is not supported in Windows NT, Windows 2000, Windows XP, Windows Server 2003, Windows Vista, and Windows Server 2008.

Section 3.1.1.1: In Windows NT, Windows 2000, Windows XP, Windows Server 2003, Windows Vista, and Windows Server 2008 this variable is set to **FALSE**. In Windows 7 and Windows Server 2008 R2, this variable is set to **TRUE**.

Section 3.1.1.1: In Windows NT 4.0 and Windows 2000, the maximum lifetime for the challenge is 30 minutes. In Windows XP, Windows Server 2003, Windows Vista, Windows Server 2008, Windows 7, and Windows Server 2008 R2, the maximum lifetime is 36 hours.

Section 3.1.1.2: Windows exposes these logical parameters to applications through the SSPI interface on Windows.


Section 3.1.5.2: Connectionless is not supported in Windows 7 or Windows Server 2008 R2.


Section 3.1.5.2.1: Not supported by Windows NT, Windows 2000, Windows XP, and Windows Server 2003.


Section 3.2.1.1: The default value of this state variable is FALSE. ServerBlock is supported in Windows 7 and Windows Server 2008 R2.

Section 3.2.1.1: In Windows NT, Windows 2000, Windows XP, Windows Server 2003, Windows Vista, and Windows Server 2008 this variable is set to FALSE. In Windows 7 and Windows Server 2008 R2, this variable is set to TRUE.


Section 3.2.5.1.1: This functionality is not supported in Windows NT, Windows 2000, Windows XP, Windows Server 2003, Windows Vista, and Windows Server 2008.

Section 3.2.5.1.1: Windows NT will set NTLMSSP_NEGOTIATE_TARGET_INFO only if NTLMSSP_NEGOTIATE_EXTENDED_SESSIONSECURITY is set. Windows 2000, Windows XP, and Windows Server 2003 will set NTLMSSP_NEGOTIATE_TARGET_INFO only if NTLMSSP_NEGOTIATE_EXTENDED_SESSIONSECURITY or NTLMSSP_REQUEST_TARGET is set.

Section 3.2.5.1.2: This functionality is not supported in Windows NT, Windows 2000, Windows XP, Windows Server 2003, Windows Vista, and Windows Server 2008.
Section 3.2.5.1.2: This functionality is not supported in Windows NT, Windows 2000, Windows XP, Windows Server 2003, Windows Vista, and Windows Server 2008.


Section 3.2.5.1.2: Supported by Windows NT, Windows 2000 and Windows XP.

Section 3.2.5.2: Connectionless is not supported in Windows 7 or Windows Server 2008 R2.

Section 3.2.5.2: This functionality is not supported in Windows NT, Windows 2000, Windows XP, Windows Server 2003, Windows Vista, and Windows Server 2008.

Section 3.2.5.2: This functionality is not supported in Windows NT, Windows 2000, Windows XP, Windows Server 2003, Windows Vista, and Windows Server 2008.


Section 3.2.5.2: Supported by Windows NT, Windows 2000 and Windows XP.

Section 3.2.5.2: This functionality is not supported in Windows NT, Windows 2000, Windows XP, Windows Server 2003, Windows Vista, and Windows Server 2008.


Section 3.2.5.2: Supported by Windows NT, Windows 2000 and Windows XP.

Section 3.2.5.2: This functionality is not supported in Windows NT, Windows 2000, Windows XP, Windows Server 2003, Windows Vista, and Windows Server 2008.

Section 3.3.1: If the client sends a domain that is unknown to the server, the server tries to perform the authentication against the local database.

Section 3.3.2: If the client sends a domain that is unknown to the server, the server tries to perform the authentication against the local database.

Section 3.3.1: NTLM domain considerations are as follows:

Microsoft DCs determine the minimum security requirements for NTLM authentication between a Windows client and the local Windows domain. Based on the minimum security settings in place, the DC can either allow or refuse the use of LM, NTLM, or NTLM v2 authentication, and servers can force the use of extended session security on all messages between the client and server. In a Windows domain, the DC controls domain level security settings through the use of Windows Group Policy, which replicates security policies to clients and servers throughout the local domain.

Domain-level security policies dictated by Windows Group Policy must be supported on the local system for authentication to take place. During NTLM authentication, clients and servers exchange NTLM capability flags that specify what levels of security they are able to support. If either the client or server’s level of security support is less than the security policies of the domain, the authentication attempt is refused by the computer with the higher level of minimum security requirements. This is important for interdomain authentication where differing security policies may be enforced on either domain, and the client or server may not be able to support the security policies of the other’s domain.

NTLM security levels are as follows:

The security policies exchanged by the server and client can be set independently of the DC minimum security requirements dictated by Windows Group Policy. Higher local security policies can be exchanged by a client and server in a domain with low minimum security requirements in connection-oriented authentication during the capability flags exchange. However, during connectionless (datagram-oriented) authentication, it is not possible to exchange higher local security policies because they are strictly enforced by Windows Group Policy. Local security policies that are set independently of the DC are subordinate to domain-level security policies for clients.
authenticating to a server on the local domain; therefore, it is not possible to use local-system policies that are less secure than domain-level policies.

Stand-alone servers that do not have a DC to authenticate clients set their own minimum security requirements.

NTLM security levels determine the minimum security settings allowed on a client, server, or DC to authenticate in an NTLM domain. The security levels cannot be modified in Windows NT 4.0 SP3 by setting this registry key to one of the following security level values.

```
HKEY_LOCAL_MACHINE\System\CurrentControlSet\Control\Lsa\LMCompatibilityLevel
```

Security-level descriptions:

0: Server sends LM and NTLM response and never uses extended session security. Clients use LM and NTLM authentication, and never use extended session security. DCs accept LM, NTLM, and NTLM v2 authentication.

1: Servers use NTLM v2 session security if it is negotiated. Clients use LM and NTLM authentication and use extended session security if the server supports it. DCs accept LM, NTLM, and NTLM v2 authentication.

2: Server sends NTLM response only. Clients use only NTLM authentication and use extended session security if the server supports it. DCs accept LM, NTLM, and NTLM v2 authentication.

3: Server sends NTLM v2 response only. Clients use NTLM v2 authentication and use extended session security if the server supports it. DCs accept LM, NTLM, and NTLM v2 authentication.

4: DCs refuse LM responses. Clients use NTLM authentication and use extended session security if the server supports it. DCs refuse LM authentication but accept NTLM and NTLM v2 authentication.

5: DCs refuse LM and NTLM responses, and accept only NTLM v2. Clients use NTLM v2 authentication and use extended session security if the server supports it. DCs refuse NTLM and LM authentication, and accept only NTLM v2 authentication.
8 Change Tracking

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

<table>
<thead>
<tr>
<th>Section</th>
<th>Tracking number (if applicable) and description</th>
<th>Major change (Y or N)</th>
<th>Change type</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.2 References</td>
<td>Added explanatory statement regarding the removal of the publishing year from Microsoft Open Specification document references.</td>
<td>N</td>
<td>Content updated.</td>
</tr>
<tr>
<td>3.3.2 NTLM v2 Authentication</td>
<td>64398 Updated description of ServerName in the pseudocode.</td>
<td>N</td>
<td>Content updated.</td>
</tr>
<tr>
<td>3.4.8.1 Signature Creation for GSS_GetMICEx()</td>
<td>65128 Changed reference from the Message Confidentiality section to the Message Integrity section.</td>
<td>N</td>
<td>Content updated.</td>
</tr>
<tr>
<td>3.4.9.1 Signature Creation for GSS_VerifyMICEx()</td>
<td>65128 Changed reference from the Message Confidentiality section to the Message Integrity section.</td>
<td>N</td>
<td>Content updated.</td>
</tr>
</tbody>
</table>
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