



Remote Desktop Protocol IO Lab
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RDP IO Lab



RDP Updates

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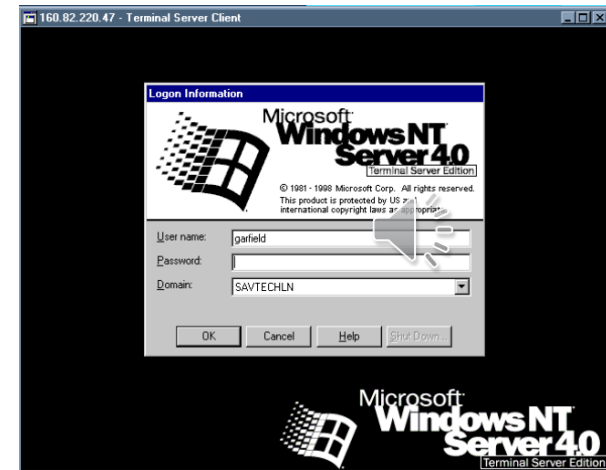


Remote Desktop Journey



Remote Desktop – 25 years ago

- Introduced with Windows NT 4.0 Terminal Server Edition (Hydra) in 1998
- First version was RDP 4.0
- Based on Netmeeting protocol released in 1996
- RDP is based on and is an extension of the T-120 family of protocol standards (a multichannel capable protocol allows for separate virtual channels)



Remote Desktop Protocol (RDP) Evolution

RDP 10.1

Windows 10 1511

- RemoteApp H.264 mode with 4:4:4 profile
- Hardware H.264 encoding
- Hardware H.264 decoding

RDP 10.2

Windows Server 2016

- OpenGL 4.4 and OpenCL 1.1 support
- Remote Credential Guard

RDP 10.3

Windows 10 1703

- 8k monitor support
- Improved video detection
- EDP policies for clipboard redirection

RDP 10.4

Windows 10 1709

- Multiple Pen redirection
- H.264 mixed mode improvements
- Printer redirection improvements
- Location sensor redirection
- Selective monitor configuration

RDP 10.5

Windows 10 1803

- Camera redirection
- 4K remoting improvements
- Support for multiple GPUs
- Improve graphics encoding performance
- Drive and file redirection improvements
- Dynamic smartcard redirection

RDP 10.6

Windows 10 1809

- URCP transport
- 4K Dynamic Down-sampling
- Camera Controls Redirection
- MFT-based codecs
- Toast notifications for RemoteApp

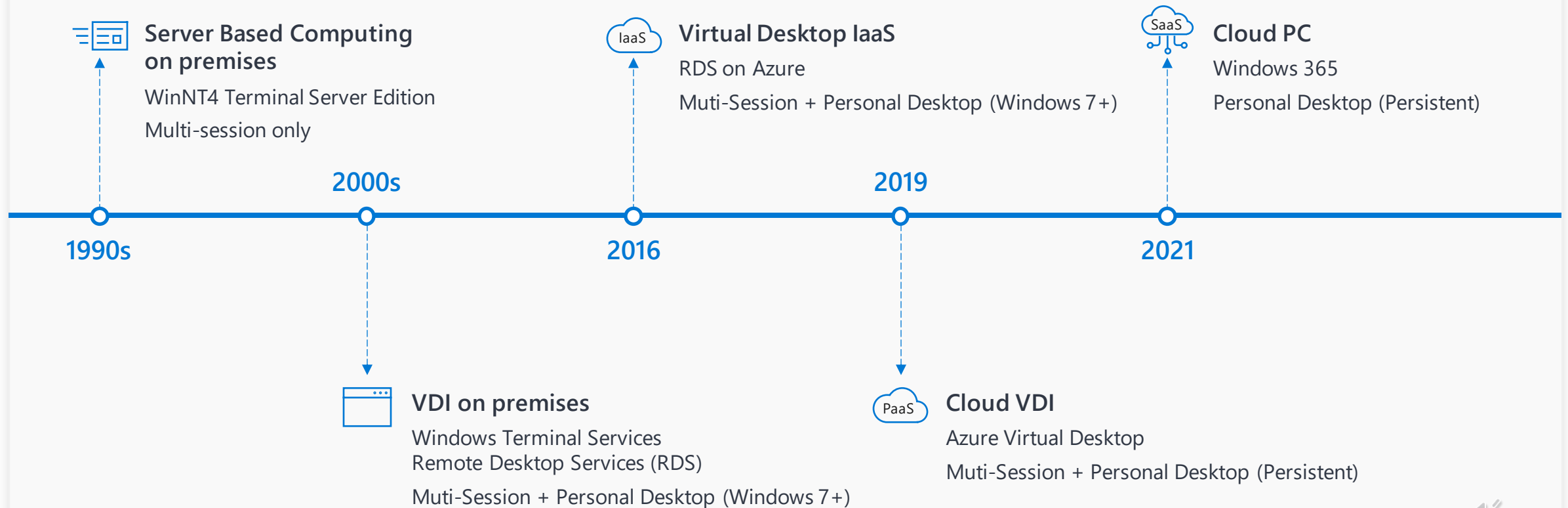
RDP 10.7

Windows 10 1903

- Indirect Display Driver
- Dynamic printer redirection
- Ease of Access improvements



Windows Desktop Virtualization Evolution

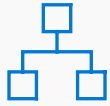


What is RDP now?

- RDP enables interactive streaming of Windows & applications from the cloud to a local client.
- Microsoft RDP Protocol is just one piece of the collection of services that enables interactive streaming. Some examples are:

Microsoft Edge – Multimedia Redirection Service	<ul style="list-style-type: none">• Re-direction of HTML5 multimedia content when using Microsoft Remote Desktop for Azure Virtual Desktop and Windows 365.
Microsoft Teams Optimizations	<ul style="list-style-type: none">• High-performance peer-to-peer streaming facilitated by WebRTC• Devices are redirected as the same hardware device, resulting in better hardware redirection support• Windows 10/11 and macOS endpoints get all the benefits of the modern media stack, including HW video decoding
Azure AD SSO & Passwordless Authentication	<ul style="list-style-type: none">• Enable a single sign-on experience to Azure AD-joined and Hybrid Azure AD-joined session hosts• Use passwordless authentication to sign in to the host using Azure AD & inside the session when using the Windows client• Use third-party Identity Providers (IdP) that integrate with Azure AD to sign in to the host

RDP Goals



Connectivity & Reliability

The connection always feels reliable regardless of location.

- TCP & UDP
- STUN/TURN
- RDP Shortpath



Performance & Quality

All user experiences are performant and high quality regardless of their client & bandwidth, with additional optimizations for key Microsoft apps.

- Multimedia Redirection (MMR)
- Teams Optimizations
- GPU Encode/Decode
- Image Quality
- Bitrate Controller



Natural & Like Local Experience

Streaming Windows & apps from the cloud feels like you were using a local device.

- Multimon Support
- Remote App
- Input Redirections



Security & Authentication

The client to cloud connection is safe & secure, seamlessly authenticates a user, and easily enables IT to configure & monitor their resources.

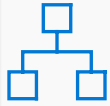
- Azure AD SSO
- Passwordless Auth
- Watermarking
- Screen Capture Protection
- Device Redirections



RDP Product Innovations



3 years of features in RDP



Connectivity & Reliability

- [RDP Shortpath](#)
 - Managed
 - Public Networks
 - STUN/TURN
- [QoS Policies](#)
- [Required URLs documentation](#)



Performance & Quality

- [RTT Experience Estimator](#)
- [Teams Optimizations](#)
- [Multimedia Redirection \(MMR\)](#)
- [Bandwidth Estimation](#)
- RDPIDD enabled in Multisession SKU and Server 2022
- Hardware encode improvements for RDSH/AVD



Natural & Like Local Experience

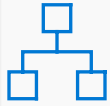
- [Universal Print](#)
- [Location Redirection](#)



Security & Authentication

- [Security Baseline](#)
- [Azure AD SSO & Passwordless Auth](#) (Preview)
 - Azure AD Auth
 - WebAuthn
- [AD FS SSO](#)
- [Azure AD Smart Card Authentication](#)
- [Screen Capture Protection in Client & Session Host](#)
- [Watermarking](#) (Preview)

3 years of features in RDP







Connectivity & Reliability

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RDP Shortpath



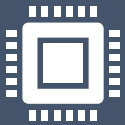
What is RDP Shortpath



Connection/transport improvement part of the RDP experience



Shortpath establishes a UDP-based transport between Windows Remote Desktop client and session host.



Goal is real-time streaming with high throughput and low latency between client and session host.



Types of Shortpath

- **Managed networks:** Direct connectivity is established between the client and the session host when using a private connection, such as a virtual private network (VPN).
- **Public networks:** Direct connectivity is established between the client and the session host when using a public connection. There are two connection types when using a public connection, which are listed here in order of preference:
 - A *direct* UDP connection using the *Simple Traversal Underneath NAT (STUN)* protocol between a client and session host.
 - An *indirect* UDP connection using the *Traversal Using Relay NAT (TURN)* protocol with a relay between a client and session host.



STUN/ICE

Direct UDP connection between session host and client.

Needs UDP friendly network.

Uses STUN protocol.

Improved RTT by 27%.

Improved connection uptime by 40%.

TURN

Indirect UDP connection through relay between session host and client.

Can work with non UDP friendly network.

Uses TURN server.

Improved RTT by 25%.

Connection uptime is same as TCP/
websocket.



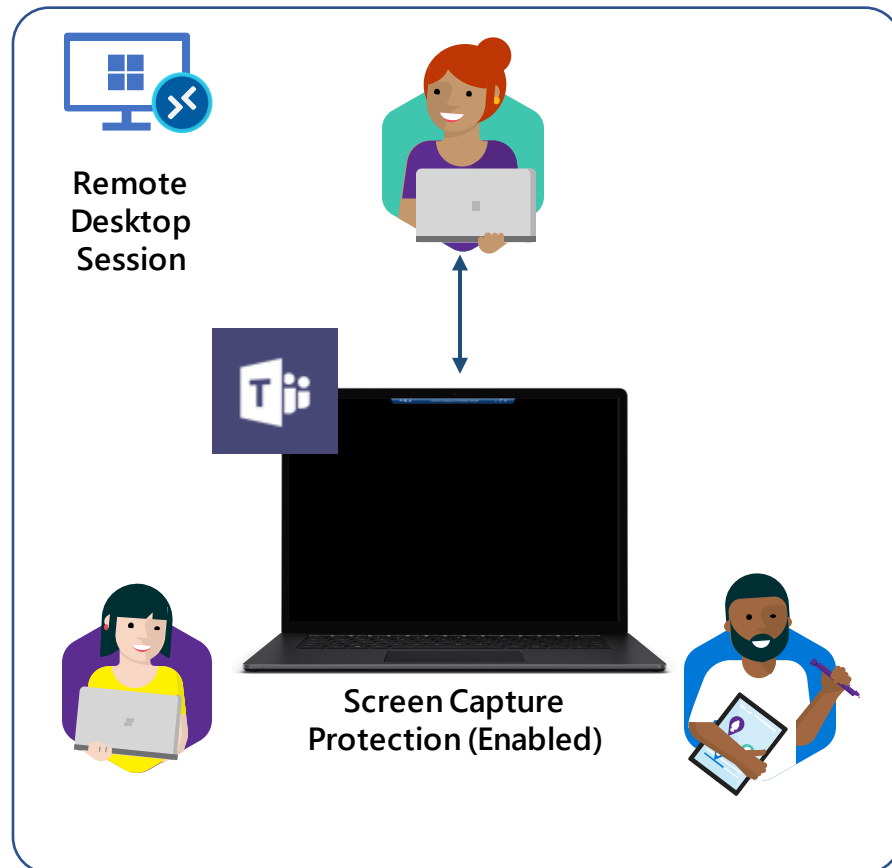
Watermarking + Screen Capture Protection



Screen Capture Protection – Screen Sharing

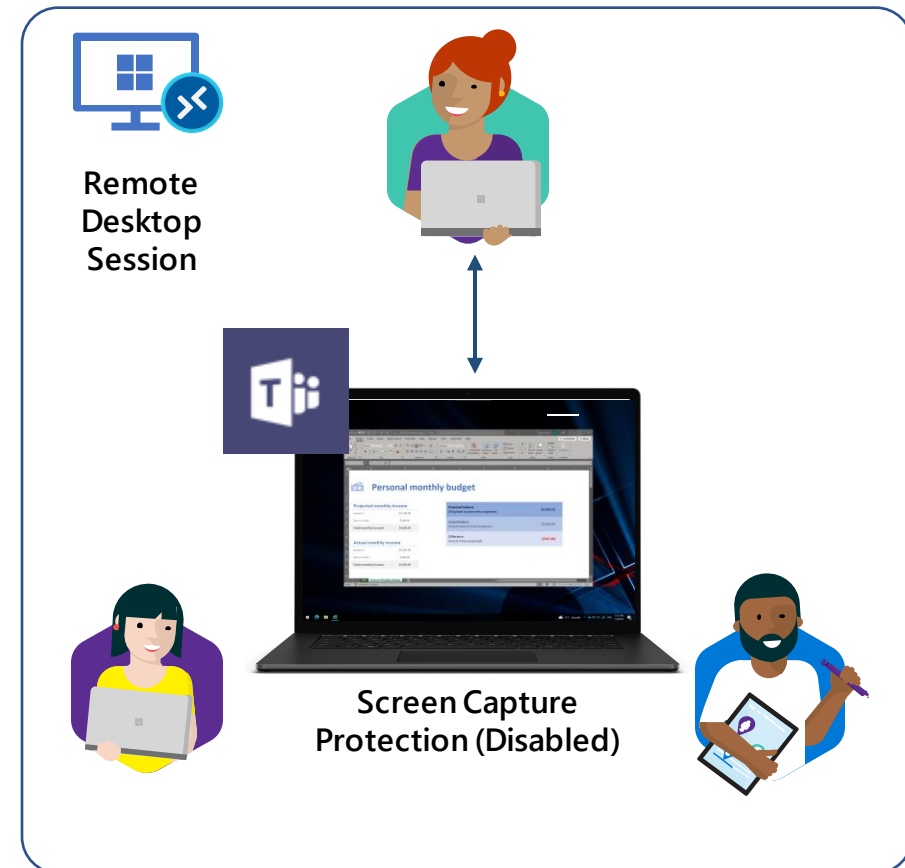
Screen Capture Protection (Enabled)

User is sharing their remote desktop screen on a Teams call, the users in the meeting can't see any content shared as screen capture protection is enabled



Screen Capture Protection (Disabled)

If screen capture protection is disabled or not configured, when you share your screen or application content, it will be shown to the users in the Teams meeting



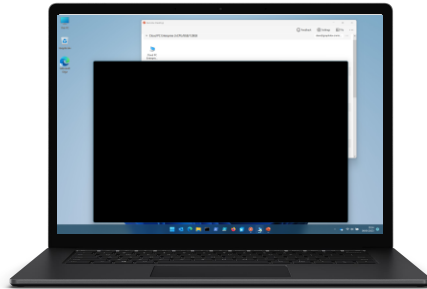
Screen Capture Protection – Screenshot

Screen Capture Protection (Enabled)

User is on the physical client but has the remote desktop session in Windows mode, when you got to take a screenshot, the session will be disabled



Remote
Desktop
Session



Screen Capture
Protection (Enabled)



Remote
Desktop
Session



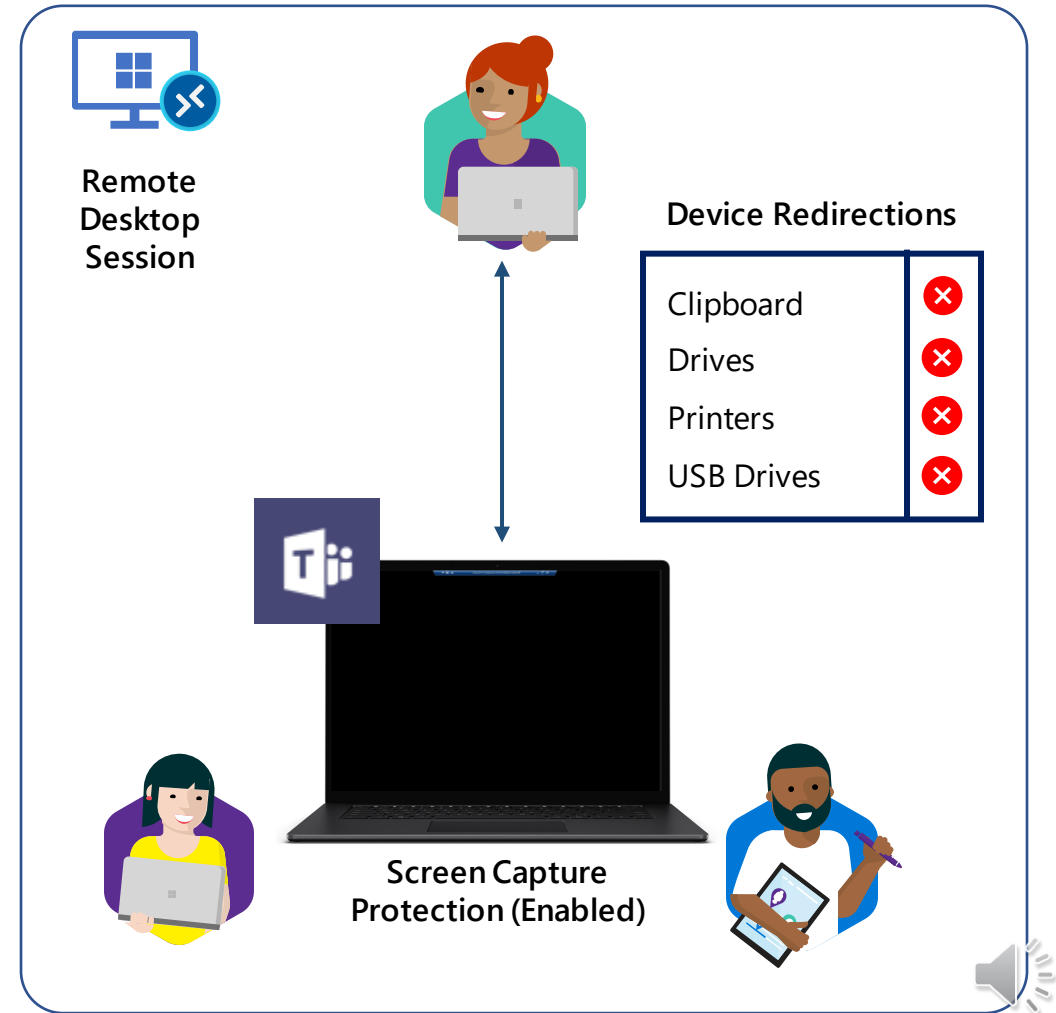
Screen Capture
Protection (Disabled)



Screen Capture Protection + Redirections

For increased security scenarios, when customers use Screen Capture Protection they should also disable clipboard, drive, and printer redirection.

Disabling redirection prevents users from copying captured screen content off the device (mostly)



Add Watermarking to the mix

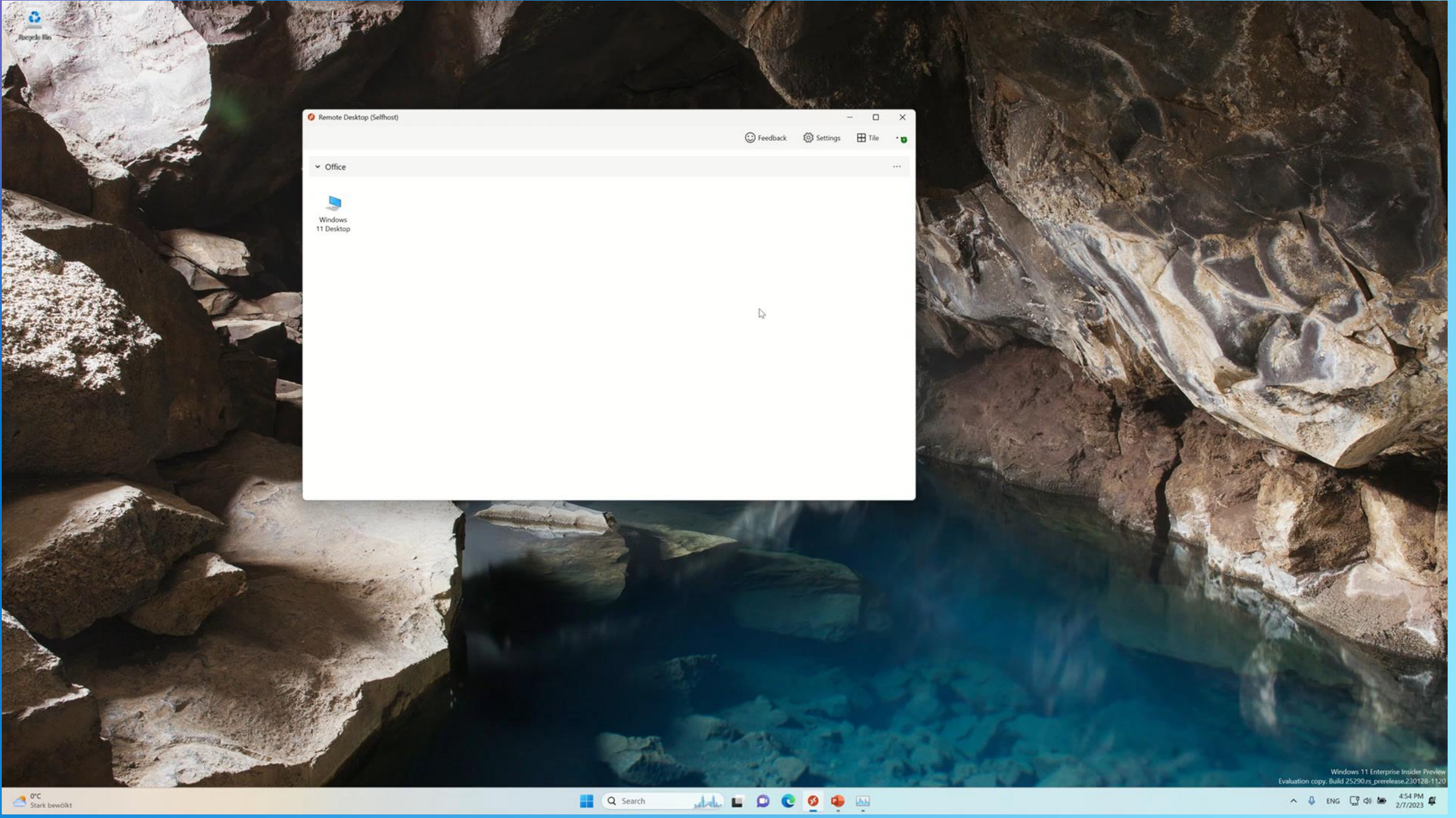
For highly secure scenarios, if customers use Screen Capture Protection + Redirections, they can also enable Watermarking (preview).

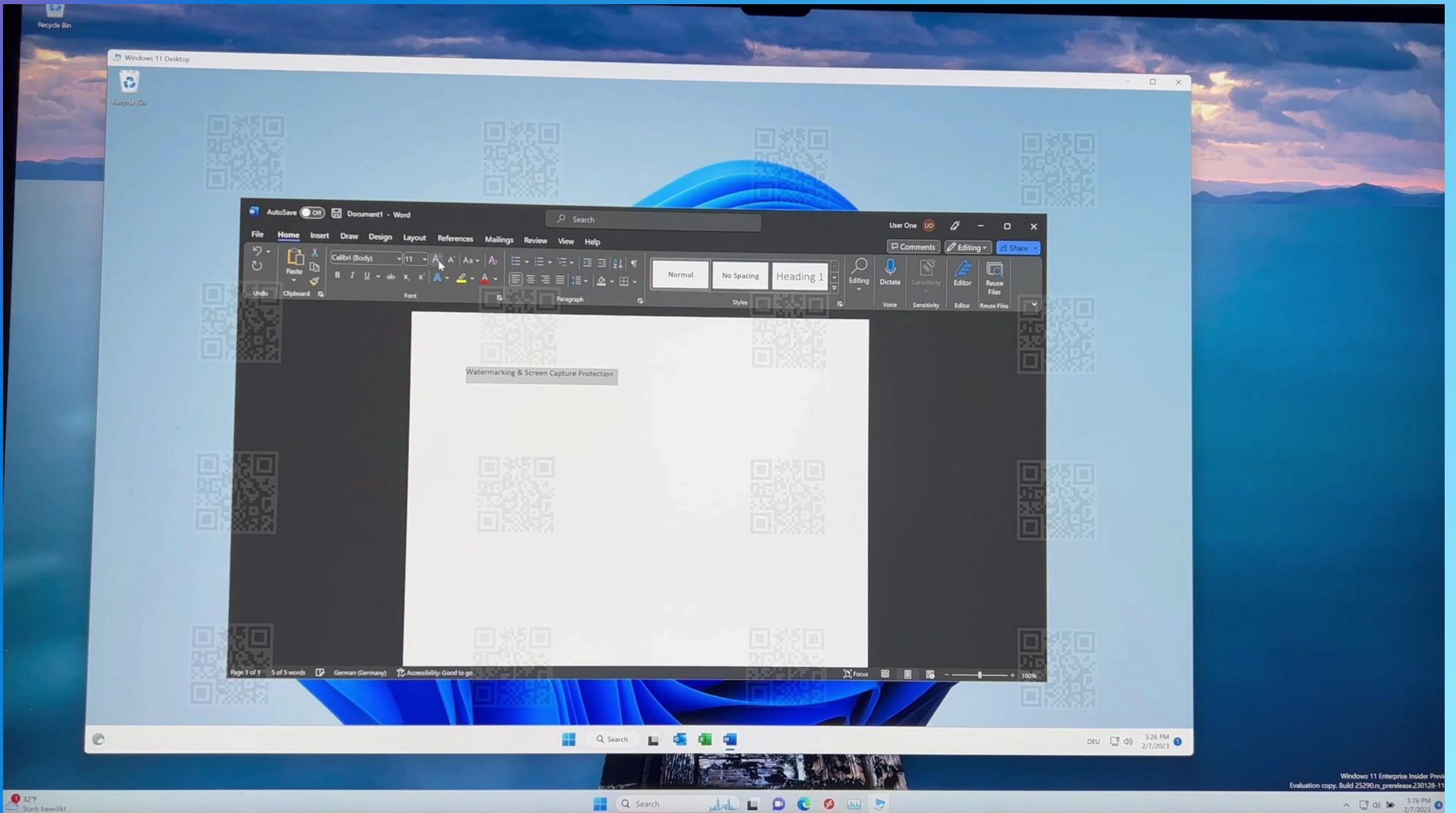
Watermarking enables a QR code on the remote desktop which contains the connection ID of the remote session for tracing. This helps discourage leaks from camera photos/recording



Watermarking & Screen Capture Protection Demo







Where do we go from here?



Feedback we receive

- Improved connection reliability
- Simple configuration options (high vs low bandwidth, etc.)
- Improved 4K+ monitor performance
- Printing improvements
- Simplify setup of device redirection



Call to Action

- What are we missing?
- What will make developing RDP Clients easier?
- What will help extend RDP integrations (ex: Auth)?



Questions?

