

3.2.5.3.1 Handling a New Authentication

...

- If the security subsystem indicates that the session was established by an anonymous user, SMB2_SESSION_FLAG_IS_NULL bit is set in the **SessionFlags** field of the SMB2 SESSION_SETUP Response, **Session.SigningRequired** MUST be set to FALSE.
- If the SMB2_SESSION_FLAG_IS_GUEST bit is set in the **SessionFlags** field of the SMB2 SESSION_SETUP Response AND if **Session.SigningRequired** is TRUE, this indicates a SESSION_SETUP failure and the connection MUST be terminated. If the SMB2_SESSION_FLAG_IS_GUEST bit is set in the **SessionFlags** field of the SMB2 SESSION_SETUP Response AND if **RequireMessageSigning** is FALSE, **Session.SigningRequired** MUST be set to FALSE.

3.3.5.5.3 Handling GSS-API Authentication

...

4. The server MUST invoke the GSS_Inquire_context call as specified in [\[RFC2743\]](#) section 2.2.6, passing the **Session.SecurityContext** as the context_handle parameter.

If the returned anon_state is TRUE, the server MUST set **Session.IsAnonymous** to TRUE and the server MAY set the SMB2_SESSION_FLAG_IS_NULL flag in the **SessionFlags** field of the SMB2 SESSION_SETUP Response.

Otherwise, if the returned src_name corresponds to an implementation-specific guest user, <201> the server MUST set the SMB2_SESSION_FLAG_IS_GUEST in the **SessionFlags** field of the SMB2 SESSION_SETUP Response and MUST set **Session.IsGuest** to TRUE.

- ~~5. If either SMB2_SESSION_FLAG_IS_GUEST or SMB2_SESSION_FLAG_IS_NULL was set in the **SessionFlags**, then **Session.SigningRequired** MUST be set to FALSE. Otherwise, if the **SecurityMode** of the client request has the SMB2_NEGOTIATE_SIGNING_REQUIRED bit set, if **Connection.ShouldSign** is set to TRUE, OR the globalRequireMessageSigning is set to TRUE, **Session.SigningRequired** MUST be set to TRUE.~~

5. **Session.SigningRequired** MUST be set to TRUE under the following conditions:
 - SMB2_NEGOTIATE_SIGNING_REQUIRED bit is set in the **SecurityMode** field of the client request
 - SMB2_SESSION_FLAG_IS_GUEST is not set in the **SessionFlags** and **Session.IsAnonymous** is FALSE and either **Connection.ShouldSign** or global **RequireMessageSigning** is TRUE