



Firebird Wire Protocol

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Chapter 1. Introduction

This document describes the Firebird wire protocol. Most of the information was obtained by studying the Firebird source code and implementing the wire protocol in the Firebird .NET provider and Jaybird (Firebird JDBC driver).

The protocol is described in the form of the message sent by the client and received from the server. The described protocol is Firebird/Interbase protocol version 10. Earlier (Interbase) versions of the protocol are not in scope for this document. Changes in later protocol versions are described in notes below the description of the relevant version 10 message (currently only version 11 is partially described).

This document is not complete. It is advisable to consult the *Interbase 6.0 API Guide* for additional information on subjects like parsing the status vector, information request items, and the meaning of operations.

Unless otherwise indicated, a client request must be flushed to the server for processing. For some operations the flush can be deferred, so it is sent together with a different operation. Versions 11 and higher of the wire protocol explicitly support (or even require) deferring of operations, including deferring the read of the response.

Chapter 2. Responses

The wire protocol has a limited set of responses. Some operations have a specific response, which is described together with the operation. Most operation however use one (or more) of the responses described in this section. The meaning and content depend on the operation that initiated the response.

2.1. Generic response

Int32

Operation code

If operation equals op_response:

Int32

Object handle

Int64

Object ID

Buffer

Data (meaning depends on the operation).

Byte[]

Status vector



Information about parsing the status vector can be found in the *Interbase 6.0 API Guide* in the documentation set. It might also be advantageous to look at the sources of the Firebird .NET provider or Jaybird.

2.2. SQL response

Int32

Operation code

If operation equals op_sql_response:

Int32

Message count

Buffer

Response data (meaning depends on the operation).

2.3. Fetch response

Int32

Operation code

If operation equals `op_fetch_response`:**Int32**

Status



A value of 0 is the success value.

End of cursor is indicated with a non-zero status.

A status with value of 100 means that there are no more rows.

Int32

Count of rows following response



The data rows are not in a buffer as described in [Data types](#), but as a sequence of data rows, see [Reading row data](#).

2.4. Slice response

Int32

Operation code

If operation equals `op_slice`:**Int32**

Slice length

Int32

Slice length

BufferSlice data

Chapter 3. Databases

3.1. Attach

Attachments to a database are done in two steps, first identification (connect) to the server, then attachment to a database.

3.1.1. Identification

Performs the initial handshake and protocol selection.

Client

Int32

Operation code (op_connect)

Int32

Operation code (op_attach)

Int32

Version (CONNECT_VERSION2)

Int32

Architecture type (e.g. arch_generic = 1).

String

Database path or alias

Int32

Count of protocol versions understood (e.g. 1)

Buffer

User identification



The next block of data declares the protocol(s) that the client is willing or able to support. It should be sent as many times as protocols are supported (and specified as *Count of protocol versions understood*), values depend on the protocol.

Int32

Protocol version (PROTOCOL_VERSION10)

Int32

Architecture type (e.g. arch_generic = 1)

Int32

Minimum type (e.g. ptype_rpc = 2)

Int32

Maximum type (e.g. ptype_batch_send = 3)

Int32

Preference weight (e.g. 2)

Server**Int32**

Operation code

If operation equals op_accept:

Int32

Protocol version number accepted by server

Int32

Architecture for protocol

Int32

Minimum type

3.1.2. Attachment

Attaches to a database.

Client**Int32**

Operation code (op_attach)

Int32

Database object id (0)

String

Database path or alias

Buffer

Database parameter buffer

Table 1. Example of parameters sent in the DPB

Parameter	Description	Value	Optional
isc_dpb_version1	Version (must be first item!)		
isc_dpb_dummy_packet_interval	Dummy packet interval	120	*
isc_dpb_sql_dialect	SQL dialect	3	

Parameter	Description	Value	Optional
isc_dpb_lc_ctype	Character set	UTF8	
isc_dpb_sql_role_name	User role	RDB\$ADMIN	*
isc_dpb_connect_timeout	Connection timeout	10	*
isc_dpb_user_name	User name	SYSDBA	
isc_dpb_password	User password	masterkey	

Server

Generic response — where the *Object handle* is the database handle.

3.2. Detach

Detaches from the database. After detach the connection is still open, to disconnect use [Disconnect](#) (`op_disconnect`).

Client

Int32

Operation code (`op_detach`)

Int32

Database handle

Server

Generic response

3.3. Create

Create a database. Create is similar to [Attachment](#) (`op_attach`).

Client

Int32

Operation code (`op_create`)

Int32

Database object id (0)

String

Database path

Buffer

Database parameter buffer

Server

Generic response — where the *Object handle* is the database handle.

3.4. Drop

Drops the currently attached database.

Client

Int32

Operation code (op_drop_database)

Int32

Database handle

Server

Generic response

3.5. Database information request

Requests database or server information.

Client

Int32

Operation code (op_info_database)

Int32

Database handle

Int32

Incarnation of object (0)

Buffer

Requested information items

Int32

Length of buffer available for receiving response (too small may lead to receiving a truncated buffer, which necessitates requesting information again).

The buffer in the response is sized to the actual length of the response (upto the declared available length), so specifying a larger than necessary size does not inflate the response on the wire.

Server

Generic response — where *Data* holds the requested information.

3.6. Disconnect

Client

Int32

Operation code (op_disconnect)

No response, remote socket close.

Chapter 4. Transactions

4.1. Start transaction

Starts a transaction with the transaction options specified in the transaction parameter buffer.

Client

Int32

Operation code (op_transaction)

Int32

Database handle

Buffer

Transaction parameter buffer

Server

Generic response — where *Object handle* is the new transaction handle.

4.2. Commit transaction

Commits an active or prepared transaction.

Client

Int32

Operation code (op_commit)

Int32

Transaction handle

Server

Generic response

4.3. Rollback transaction

Rolls back an active or prepared transaction.

Client

Int32

Operation code (op_rollback)

Int32

Transaction handle

Server

Generic response

4.4. Commit retaining

Commits an active or prepared transaction, retaining the transaction context.

Client

Int32

Operation code (op_commit_retaining)

Int32

Transaction handle

Server

Generic response.

4.5. Rollback retaining

Rolls back an active or prepared transaction, retaining the transaction context.

Client

Int32

Operation code (op_rollback_retaining)

Int32

Transaction handle

Server

Generic response

4.6. Prepare

Performs the first stage of a two-phase commit. After prepare, a transaction is *in-limbo* until committed or rolled back.

4.6.1. Simple prepare

Client

Int32

Operation code (op_prepare)

Int32

Transaction handle

Server

Generic response

4.6.2. Prepare with message

Associates a message (byte data) with the prepared transaction. This information is stored in RDB\$TRANSACTIONS and can be used for recovery purposes.

Client

Int32

Operation code (op_prepare2)

Int32

Transaction handle

Buffer

Recovery information

Server

Generic response

4.7. Transaction information request

This is similar to [Database information request](#).

Client

Int32

Operation code (op_transaction_info)

Int32

Database handle

Int32

Incarnation of object (0)

Buffer

Requested information items

Int32

Length of buffer available for receiving response (too small may lead to receiving truncated buffer).

Generic response — where *Data* holds the requested information.

Chapter 5. Statements

5.1. Allocate

Allocates a statement handle on the server.

Client

Int32

Operation code (op_allocate_statement)

Int32

Database handle

Server

Generic response — where *Object handle* is the allocated statement handle.

5.1.1. Deviations for protocol version 11

An *allocate* can only be sent together with a [Prepare](#) operation.

5.2. Free

Frees resources held by the statement.

Client

Int32

Operation code (op_free_statement)

Int32

Statement handle

Int32

Option	Description
DSQL_close	Closes the cursor opened after statement execute.
DSQL_drop	Releases the statement handle.

Server

Generic response

5.2.1. Deviations for protocol version 11

Request flushing and response processing must be deferred.

5.3. Prepare

Client

Int32

Operation code (op_prepare_statement)

Int32

Transaction handle

Int32

Statement handle

Int32

SQL dialect

String

Statement to be prepared

Buffer

Describe and describe bind information items

Example of requested information items

- isc_info_sql_select
- isc_info_sql_describe_vars
- isc_info_sql_sqlda_seq
- isc_info_sql_type
- isc_info_sql_sub_type
- isc_info_sql_length
- isc_info_sql_scale
- isc_info_sql_field
- isc_info_sql_relation

Int32

Target buffer length (32768)

Server

Generic response—where *Data* holds the statement description (matching the requested information items)

5.3.1. Deviations for protocol version 11

The statement handle can no longer be allocated separately. The initial **Allocate** operation **must** be sent together with the first prepare operation. When allocating and preparing together, the value of

the statement handle of the *prepare* must be 0xFFFF (invalid object handle). The responses must be processed in order: first *allocate* response, then *prepare* response.

Once a statement handle has been allocated, it can be reused by sending a *prepare* with the obtained statement handle.

5.4. Describe

Describe of output parameters of a query is done using the [statement information request message](#)

Example of requested information items

- `isc_info_sql_select`
- `isc_info_sql_describe_vars`
- `isc_info_sql_sqlda_seq`
- `isc_info_sql_type`
- `isc_info_sql_sub_type`
- `isc_info_sql_length`
- `isc_info_sql_scale`
- `isc_info_sql_field`
- `isc_info_sql_relation`

5.5. Describe bind (input parameters)

Describe of input parameters of a query is done using the [statement information request message](#)

Example of requested information items

- `isc_info_sql_select`
- `isc_info_sql_describe_vars`
- `isc_info_sql_sqlda_seq`
- `isc_info_sql_type`
- `isc_info_sql_sub_type`
- `isc_info_sql_length`
- `isc_info_sql_scale`
- `isc_info_sql_field`
- `isc_info_sql_relation`

5.6. Execute

Client

Int32

Operation code

Operation Usage

op_execute DDL and DML statements.

op_execute2 Stored procedures.

Int32

Statement handle

Int32

Transaction handle

If the statement has input parameters:

Buffer

Parameters in BLR format

Int32

Message number (0) ??

Int32

Number of messages (1) ??

Buffer

Parameter values

If not statement has no input parameters:

Buffer

Empty (length only 0)

Int32

Message number (0) ??

Int32

Number of messages (0) ??

If the statement is a stored procedure and there are output parameters:

Buffer

Output parameters in BLR format

Int32

Output message number (0) ??

Server

Int32

Operation code

If operation equals op_sql_response:

SQL response

if not:

Generic response

5.7. Rows affected by query execution

Obtain the rows affected by a query is done using the [statement information request message](#)

List of requested information items

- isc_info_sql_records

5.8. Fetch

Client

Int32

Operation code (op_fetch)

Int32

Statement handle

Buffer

Output parameters in BLR format

Int32

Message number

Int32

Message count/Fetch size (200)

Server

Int32

Operation code

If operation equals op_fetch_response:

Fetch response.

If not:

Generic response.

5.9. Set cursor name

Client

Int32

Operation code (op_set_cursor)

Int32

Statement handle

String

Cursor name (null terminated)

Int32

Cursor type (0).



Reserved for future use

Server

Generic response

5.10. Information request

This is similar to [Database information request](#).

Client

Int32

Operation code (op_info_sql)

Int32

Statement handle

Int32

Incarnation of object (0)

Buffer

Requested information items

Int32

Requested information items buffer length

Server

Generic response — where *Data* holds the requested information.



Information about how to parse the information buffer sent by the Firebird server can be found in the Interbase 6.0 documentation set

Chapter 6. Blobs

6.1. Create/Open

Client

Int32

Operation code

Operation	Description
op_create_blob	Creates a new blob
op_create_blob2	Creates a new blob with a blob parameter buffer
op_open_blob	Opens an existing blob
op_open_blob2	Opens an existing blob with a blob parameter buffer

Buffer

Blob parameter buffer (*not allowed with* op_create_blob *and* op_open_blob, *required with* op_create_blob2 *and* op_open_blob2)

Int32

Transaction handle

Int64

Blob ID

Server

Generic response — where:

- Object handle* is the blob handle
- Object id* is the blob id (*only for* op_create_blob / op_create_blob2, *garbage for* op_open_blob / op_open_blob2)

6.2. Get segment

Client

Int32

Operation code (op_get_segment)

Int32

Blob handle

Int32

Segment length (*max length = 32768*)

Int32

Data segment (0)

Server

Generic response — where *Data* is the blob segment.

6.3. Put segment

Client

Int32

Operation code (op_batch_segments)

Int32

Blob handle

Buffer

Blob Segments

Server

Generic response

6.4. Seek

Client

Int32

Operation code (op_seek_blob)

Int32

Blob handle

Int32

Seek mode (0)

Int32

Offset

Server

Generic response — where *Object handle* is the current position.

6.5. Cancel

Cancels and invalidates the blob handle. If this was a newly created blob, the blob is disposed.

Client

Int32

Operation code (op_cancel_blob)

Int32

Blob handle

Server**Generic response** — no useful information in response**6.5.1. Deviations for protocol version 11**

Request flushing and response processing must be deferred.

6.6. Close

Closes and invalidates the blob handle.

Client

Int32

Operation code (op_close_blob)

Int32

Blob handle

Server**Generic response** — no useful information in response**6.6.1. Deviations for protocol version 11**

Request flushing and response processing must be deferred.

Chapter 7. Arrays

7.1. Get slice

Client

Int32

Operation code (op_get_slice)

Int32

Transaction handle

Int64

Array handle

Int32

Slice length

Buffer

Slice descriptor (SDL)

String

Slice parameters (Always an empty string)

Buffer

Slice (Always empty)

Server

Slice response

7.2. Put slice

Client

Int32

Operation code (op_put_slice)

Int32

transaction handle

Int64

Array handle (0)

Int32

Slice length

Buffer

Slice descriptor (SDL)

String

Slice parameters (Always an empty string)

Int32

Slice length

Buffer

Slice data

Server

Generic response — where *Object id* is the array handle.

Chapter 8. Batches

Statement batches were introduced in protocol v16 (Firebird 4.0).

8.1. Create

Client

Int32

Operation code (op_batch_create)

Int32

Statement handle

Buffer

BLR format of batch messages

Int32

Message length

Buffer

Batch parameters buffer

Server

Generic response

8.2. Send messages

Client

Int32

Operation code (op_batch_msg)

Int32

Statement handle

Int32

Number of messages

Buffer

Batched values (formatted message repeats 'Number of messages' times)

Server

Generic response

8.3. Execute batch

Client

Int32

Operation code (op_batch_exec)

Int32

Statement handle

Int32

Transaction handle

Server

Int32

Operation code

If operation equals op_batch_cs:

Batch completion state

Int32

Statement handle

Int32

Total records count

Int32

Number of update counters (records updated per each message)

Int32

Number of per-message error blocks (message number in batch and status vector of an error processing it)

Int32

Number of simplified per-message error blocks (message number in batch without status vector)

Buffer

Update counters (records updated per each message), array of Int32, length is equal to "Number of update counters" field in packet.

Buffer

Detailed info about errors in batch (for each error server sends number of message (Int32) and status vector in standard way (exactly like in op_response). Number of such pairs is equal to "Number of per-message error blocks" field in packet.

Buffer

Simplified error blocks (for each error server sends number of message (Int32) w/o status vector). Used when too many errors took place. Number of elements is equal to "Number of simplified per-message error blocks" field in packet.

Otherwise:

[Generic response](#)

8.4. Release batch

Client

Int32

Operation code (op_batch_rls)

Int32

Statement handle

Server

[Generic response](#)

8.5. Cancel batch

Client

Int32

Operation code (op_batch_cancel)

Int32

Statement handle

Server

[Generic response](#)

8.6. Sync batch

Introduced in v17 (Firebird 4.0.2).

Client

Int32

Operation code (op_batch_sync)

Server

Generic response

8.7. Set default blob parameters

Client

Int32

Operation code (op_batch_set_bpb)

Int32

Statement handle

Buffer

Default BLOB parameters buffer

Server

Generic response

8.8. Register existing blob

Client

Int32

Operation code (op_batch_regblob)

Int32

Statement handle

Int64

Existing BLOB ID

Int64

Batch temporal BLOB ID

Server

Generic response

8.9. Stream of BLOB data

Client

Int32

Operation code (op_batch_blob_stream)

Int32

Statement handle

Buffer

BLOB stream

This stream is a sequence of blob records. Each blob records contains:

Int32

Record length

The following three fields are called **BLOB header**

Int64

Batch temporal BLOB ID

Int32

BLOB size

Int32

BLOB parameters buffer size

Buffer

BLOB parameters buffer

Buffer

BLOB data (length - BLOB size bytes)

BLOB headers and records in a stream need not match, i.e. one record may contain many BLOBs and BLOB may stretch from one record to next.

Server

[Generic response](#)

Chapter 9. Services

9.1. Attach

Client

Int32

Operation code (op_service_attach)

Int32

Database object ID (0)

String

Service name

For local connections: service_mgr

For remote connections: hostname:service_mgr

Buffer

Service parameter buffer

Server

Generic response — where *Object handle* is the services manager attachment handle.

9.2. Detach

Client

Int32

Operation code (op_service_detach)

Int32

Services manager attachment handle

Server

Generic response

9.3. Start

Client

Int32

Operation code (op_service_start)

Int32

Services manager attachment handle

Int32

Incarnation of object (0)

Buffer

Services parameter buffer

Server

Generic response

9.4. Query service

Client

Int32

Operation code (op_service_info)

Int32

Services manager attachment handle

Int32

Incarnation of object (0)

Buffer

Services parameter buffer

Buffer

Requested information items

Int32

Requested information items buffer length

Server

Generic response — where *Data* contains the requested information.

Chapter 10. Events

10.1. Connection request

Client

Int32

Operation code (op_connect_request)

Int32

Connection type (P_REQ_async)

Int32

Partner identification (0)

Server

Int32

Attachment handle

Int16

Port number



This is part of the sockaddr_in structure.

It is not in XDR format

Int16

Socket family



This is part of the sockaddr_in structure.

It is not in XDR format

Byte[4]

IP Address



This is part of the sockaddr_in structure.

It is not in XDR format

Byte[8]

Zeroes



This is part of the sockaddr_in structure.

It is not in XDR format

Byte[4]

Garbage

10.2. Queue events

Client

Int32

Operation code (op_que_events)

Int32

Database handle

Buffer

Events parameter buffer

Int32

Ast function address

Int32

Ast parameters function address

Int32

Local event id

Server

Generic response — where *Object handle* holds the remote event id.

10.3. Cancel events

Client

Int32

Operation code (op_cancel_events)

Int32

Database handle

Int32

Local event id

Server

Generic response

Chapter 11. Reading row data

TODO: Processing row data

Appendix A: External Data Representation (XDR)

The Firebird wire protocol uses XDR for exchange messages between client and server.

Appendix B: Data types

Int32

Integer 32-bits

Int64

Integer 64-bits

Buffer

Type	Description
------	-------------

Int32	Length
-------	--------

Byte[]	Buffer data
--------	-------------

Byte[]

An array of bytes

String

A text string (*Read/Written as a buffer*)

Appendix C: Revision history

Revision History

0.1	31 May 2004		First draft for review.
0.2	02 Jun 2004		Fixed issues reported by Paul Vinkenoog.
0.3	03 Jun 2004		Added new subsections to the Statements section.
0.4	05 Jun 2004		Fixed issues reported by Paul Vinkenoog.
0.5	06 Jun 2004		Fixed issues reported by Paul Vinkenoog.
0.6	07 Jun 2004		Added events system documentation.
0.7	16 Jun 2004		Modified document ID to wireprotocol.
0.8	17 Jun 2004		Added two new segmented lists.
0.9	18 Jun 2004		<ul style="list-style-type: none"> • Improved segmentedlist usage. • Fixed rendering of important tags.
0.10	19 Jun 2004		Changed rendering of important tags using Paul Vinkenoog fix.
0.11	20 Jun 2004		<ul style="list-style-type: none"> • Added new segmentedlist. • Updated Statements.Prepare documentation. • Updated Statements.Execute documentation. • Updated Blobs.GetSegment documentation. • Updated Blobs.Seek documentation.
0.12	21 Jun 2004		Updated services information.
0.13	13 Sep 2014		Updated and expanded protocol information
0.14	04 Aug 2020	M R	Conversion to AsciiDoc, minor copy-editing
0.15	26 Dec 2021	AP	Document batch execution