

Transport Specification: MLLP, Release 1

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○ 1. Minimal Lower Layer Protocol (MLLP)

1.1 Introduction

This document specifies the Minimal Lower Layer protocol (MLLP, a.k.a. MLP). The MLLP protocol has a long history of use within the HL7 community, although it has never been formally part of the HL7 standard itself.

The MLLP protocol is a minimalistic OSI-session layer framing protocol. It is assumed that the MLLP protocol will be used only in a network environment. Most of the details of error detection and correction are handled by the lower levels of any reasonable network protocol (e.g. TCP/IP, SNA) and do not require any supplementation.

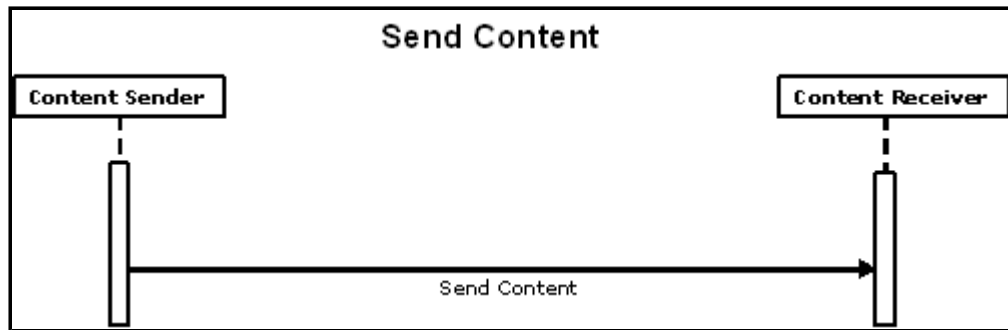


Figure 1 Interaction Diagram

The goal of this lower level protocol is to provide an interface between HL7 and the network that uses minimal overhead. This protocol is extensively used for the transport of HL7 version 2 messages. MLLP has limited support for character encodings, see below for details. This Transport Specification supports (amongst other message encodings and ITSs) the vertical bar and XML HL7 version 2 message encodings and the version 3 XML ITS. This transport protocol may not be applicable to some HL7 version 3 ITSs.

1.2 Block Format

HL7 content is enclosed by special characters to form a block.
The block format is as follows: **< SB> dddd< EB> < CR>**

Element	Description
< SB>	Start Block character (1 byte). ASCII <VT>, i.e., <0x0B>. This should not be confused with the ASCII characters SOH or STX.
dddd	Data (variable number of bytes). This is the HL7 data content of the block. The data can contain any single-byte values greater than 0x1F (see next paragraph for issues related to character encodings) and the ASCII carriage return character, <CR>.
< EB>	End Block character (1 byte). ASCII <FS>, i.e., <0x1C>. This should not be confused with the ASCII characters ETX or EOT.
< CR>	Carriage Return (1 byte). The ASCII carriage return character, i.e., <0x0D>.

1.3 Limitations of MLLP

The MLLP block is framed by single-byte values. The characters transmitted within the MLLP block have to be encoded according to a character encoding that does not conflict with the byte values used for framing. Some multi-byte character encodings (e.g. UTF-16, UTF-32)


```
        displayName="Consultation note"/>
<title>Good Health Clinic Consultation Note</title>
<effectiveTime value="20000407"/>
<setId extension="BB35" root="2.16.840.1.113883.3.933"/>
<versionNumber value="2"/>
        : : :
        : : :
</ClinicalDocument>
<EB><CR>
```

1.5 References

This specification is based on the HL7 Implementation Guide for HL7 version 2.3.1, appendix C "Lower Layer Protocols", section C.4.3.