

Offset	Size	Name	Description
00h	WORD	ne_magic	Signature word NEMAGIC

*On-disk segment entry struct new\_seg { WORD ns\_sector; /\* Logical-sector offset (n byte) to the contents of the segment data, relative to the beginning of the file. Zero means no file data \*/ WORD ns\_cbseg; /\* Length of the segment in the file, in bytes. Zero means 64K \*/ WORD ns\_flags; /\* Flag word \*/ WORD ns\_minalloc; /\* Minimum allocation size of the segment, in bytes. Total size of the segment. Zero means 64K \*/ }; In-memory segment entry struct new\_seg1 {*

```

WORD  ns1_sector;          /* Logical-sector offset (n byte) to the
contents of the segment          data, relative to the beginning of the
file. Zero means no          file data */
WORD  ns1_cbseg;          /* Length of the segment in the file, in
bytes. Zero means 64K */
WORD  ns1_flags;          /* Flag word */
WORD  ns1_minalloc;       /* Minimum allocation size of the
segment, in bytes. Total size          of the segment. Zero means 64K */
WORD  ns1_handle;        /* Selector or handle (selector - 1) of
segment in memory */

```

```
};
```

```
struct new_segdata {
```

```

union {
    struct {
        WORD    ns_niter;
        WORD    ns_nbytes;
        char    ns_iterdata;
    } ns_iter;
    struct {
        char    ns_data;
    } ns_noniter;
} ns_union;

```

```
};
```

```
struct new_rlcinfo {
```

```
WORD  nr_nreloc;
```

```
};
```

```
struct new_rlc {
```

```

char    nr_stype;
char    nr_flags;
WORD    nr_soff;

```

```
union {
    struct {
        char          nr_segno;
        char          nr_res;
        WORD  nr_entry;
    } nr_intref;
    struct {
        WORD  nr_mod;
        WORD  nr_proc;
    } nr_import;
    struct {
        WORD  nr_ostype;
        WORD  nr_osres;
    } nr_osfix;
} nr_union;
```

```
};

#define NR_STYPE(x) (x).nr_stype #define NR_FLAGS(x) (x).nr_flags #define NR_SOFF(x) (x).nr_soff
#define NR_SEGNO(x) (x).nr_union.nr_intref.nr_segno #define NR_RES(x) (x).nr_union.nr_intref.nr_res
#define NR_ENTRY(x) (x).nr_union.nr_intref.nr_entry #define NR_MOD(x)
(x).nr_union.nr_import.nr_mod #define NR_PROC(x) (x).nr_union.nr_import.nr_proc #define
NR_OSTYPE(x) (x).nr_union.nr_osfix.nr_ostype #define NR_OSRES(x) (x).nr_union.nr_osfix.nr_osres

#define NRSTYP 0x0f #define NRSBYT 0x00 #define NRSSEG 0x02 #define NRSPTR 0x03 #define
NRSOFF 0x05 #define NRPTR48 0x06 #define NROFF32 0x07 #define NRSOFF32 0x08

#define NRADD 0x04 #define NRRTYP 0x03 #define NRRINT 0x00 #define NRRORD 0x01 #define
NRRNAM 0x02 #define NRROSF 0x03 #define NRICHAIN 0x08

#if (EXE386 == 0)

#define RS_LEN(x) (x).rs_len #define RS_STRING(x) (x).rs_string #define RS_ALIGN(x) (x).rs_align

#define RT_ID(x) (x).rt_id #define RT_NRES(x) (x).rt_nres #define RT_PROC(x) (x).rt_proc

#define RN_OFFSET(x) (x).rn_offset #define RN_LENGTH(x) (x).rn_length #define RN_FLAGS(x)
(x).rn_flags #define RN_ID(x) (x).rn_id #define RN_HANDLE(x) (x).rn_handle #define RN_USAGE(x)
(x).rn_usage

#define RSORDID 0x8000

#define RNMOVE 0x0010 #define RNPURE 0x0020 #define RNPRELOAD 0x0040 #define RNDISCARD
0xF000

#define NE_FFLAGS_LIBMODULE 0x8000

struct rsrc_string {

char    rs_len;
char    rs_string[1];
```

```
};
```

```
struct rsrc_typeinfo {
```

```
WORD  rt_id;  
WORD  rt_nres;  
DWORD          rt_proc;
```

```
};
```

```
struct rsrc_nameinfo {
```

```
WORD  rn_offset;  
WORD  rn_length;  
WORD  rn_flags;  
WORD  rn_id;  
WORD  rn_handle;  
WORD  rn_usage;
```

```
};
```

```
struct new_rsrc {
```

```
WORD          rs_align;  
struct rsrc_typeinfo  rs_typeinfo;
```

```
};
```

```
#endif
```

```
#pragma pack(pop)
```

```
#ifdef __cplusplus } /* extern "C" */ #endif
```

```
#endif
```

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