

Offset	Size	Name	Description
00h	WORD	ne_magic	Signature word NEMAGIC
On-disk			
02h	BYTE	ne_ver	Version number of the linker
03h	BYTE	ne_rev	Revision number of the linker
In-memory			
02h	WORD	count	Usage count (ne_ver/ne_rev on disk)
04h	WORD	ne_enttab	Entry Table file offset, relative to the beginning of the segmented EXE header
On-disk			
06h	WORD	ne_cbenttab	Number of bytes in the entry table
In-memory			
06h	WORD	next	Selector to next module

```

union {
    DWORD          ne_crc;      /* 32-bit CRC of entire contents of file.
                                These words are taken as 00 during the
                                calculation */
    struct {
        WORD        dgroup_entry; /* Near ptr to segment entry for DGROUP */
        WORD        fileinfo;     /* Near ptr to file info (OFSTRUCT)*/
    };
};
WORD ne_flags;                /* Flag word */
WORD ne_autodata;            /* Segment number of automatic data
segment.
This value is set to zero if SINGLEDATA
and
MULTIPLIEDATA flag bits are clear,
NOAUTODATA is
indicated in the flags word.

```

```

module's segment
table is segment
WORD ne_heap;                /* Initial size, in bytes, of dynamic
heap added to the
data segment. This value is zero if no
initial local
heap is allocated */
WORD ne_stack;              /* Initial size, in bytes, of stack
added to the data
segment. This value is zero to indicate
no initial
stack allocation, or when SS is not equal
to DS */

```

```
    DWORD      ne_csip;      /* Segment number:offset of CS:IP */
    DWORD      ne_sssp;      /* Segment number:offset of SS:SP.
and SP equals
of the
additional heap
area.
zero, the stack pointer is set to the top
automatic data segment just below the
area.

+-----+
| additional dynamic heap |
+-----+ <- SP
|   additional stack     |
+-----+
| loaded auto data segment |
+-----+ <- DS, SS */
WORD ne_cseg;      /* Number of entries in the Segment
Table */
WORD ne_cmod;      /* Number of entries in the Module
Reference Table */
WORD ne_cbnrestab; /* Number of bytes in the Non-Resident
Name Table */
WORD ne_segtab;    /* Segment Table file offset, relative to
the beginning
of the segmented EXE header */
WORD ne_rsrctab;  /* Resource Table file offset, relative to
the beginning
of the segmented EXE header */
WORD ne_restab;   /* Resident Name Table file offset, relative
to the
beginning of the segmented EXE header */
WORD ne_modtab;   /* Module Reference Table file offset,
relative to the
beginning of the segmented EXE header */
WORD ne_imptab;   /* Imported Names Table file offset,
relative to the
beginning of the segmented EXE header */
DWORD ne_nrestab; /* Non-Resident Name Table offset,
relative to the
beginning of the file */
WORD ne_cmovent;  /* Number of movable entries in the Entry
Table */
WORD ne_align;    /* Logical sector alignment shift count,
log(base 2) of
the segment sector size (default 9) */
WORD ne_cres;     /* Number of resource entries */
BYTE ne_exetyp;   /* Executable type, used by loader.
02h = WINDOWS */
BYTE ne_flagsothers; /* Operating system flags */
```

```
char ne_res[NERESBYTES];          /* Reserved */
```

```
};
```

On-disk segment entry

Offset	Size	Name	Description
00h	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
02h	WORD	ns_cbseg	Length of the segment in the file, in bytes. Zero means 64K
04h	WORD	ns_flags	Flag word
06h	WORD	ns_minalloc	Minimum allocation size of the segment, in bytes. Total size of the segment. Zero means 64K

In-memory segment entry

Offset	Size	Name	Description
00h	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
02h	WORD	ns1_cbseg	Length of the segment in the file, in bytes. Zero means 64K
04h	WORD	ns1_flags	Flag word
06h	WORD	ns1_minalloc	Minimum allocation size of the segment, in bytes. Total size of the segment. Zero means 64K
08h	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_rlinfo {
```

```
    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;
```

```
};
```

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