

Re: Enumerating 32-bit modules from 32-bit processes in WOW64

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.kernel/2005-06/msg00155.htm>

- *From:* "Philip Sloss" <development@xxxxxxxxxx>
 - *Date:* Mon, 13 Jun 2005 18:05:23 -0700
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"Jochen Kalmbach [MVP]" <nospam-Jochen.Kalmbach@xxxxxxxxxx> wrote in message news:OI5uZxBcFHA.1404@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

- > I suggest that you should contact MS product support and open an
- > "technical support request".
- > If you have MSDN subscription, you have up to 4 free incidents per year.
- >
- > If you do not have MSDN-subscription please let me know...

Hi Jochen,

Thanks for the suggestion. I have an Operating Systems level subscription this year, so I do have a couple of incidents I believe I could use. Now that it appears that this is at least known behavior (and not something I've screwed up on my own), what I'll want to find out is whether this will be changed in the operating system(s) or not.

In the meantime, if you or anyone else happens to know whether the x64 behavior is the same as the IA-64 behavior, I am definitely curious.

Thanks,

Philip Sloss

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- *Follow-Ups:*
 - ◆ [Re: Enumerating 32-bit modules from 32-bit processes in WOW64](#)
 ◇ *From:* Jochen Kalmbach [MVP]
 - *References:*
 - ◆ [Enumerating 32-bit modules from 32-bit processes in WOW64](#)
 ◇ *From:* Philip Sloss
 - ◆ [Re: Enumerating 32-bit modules from 32-bit processes in WOW64](#)

Re: Enumerating 32-bit modules from 32-bit processes in WOW64

◇ *From:* Jochen Kalmbach [MVP]

◆ **[Re: Enumerating 32-bit modules from 32-bit processes in WOW64](#)**

◇ *From:* Philip Sloss

◆ **[Re: Enumerating 32-bit modules from 32-bit processes in WOW64](#)**

◇ *From:* Jochen Kalmbach [MVP]

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