

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/msg00185.htm>

- *From:* "Ivan Brugiolo [MSFT]" <ivanbrug@xxxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Tue, 14 Jun 2005 10:24:51 -0700
-

I don't have anymore an IA64 with win2003-gold handy to check this, so, I cannot answer for sure.
I seem to recall the behavior of the loader has always been as described below.

In any case, there has been a good amount work on the Wow64 subsystem in order to achieve parity with the pure win32 environment, in the x64 release timeframe, so, I would not be surprised if something has/had changed in the way results are presented.

The reason why this is a so much interesting detail, is still not clear in this thread.

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"Philip Sloss" <development@xxxxxxxx> wrote in message news:O91XvMQcFHA.4028@xxxxxxxxxxxxxxxxxxxxxxxx
> "Ivan Brugiolo [MSFT]" <ivanbrug@xxxxxxxxxxxxxxxxxxxxxxxx> wrote in message
> news:uptjKuPcFHA.3560@xxxxxxxxxxxxxxxxxxxxxxxx
>> The rule of the thumb is the following:
>>
>> ntdll.dll is special, and, it should be `c:\windows\system32\ntdll.dll`
>> always,
>> at least from the point of view of hte loader list.
>> (smss.exe has that different, for a reason that would take a long time to
>> explain)
>> in 32-bit processes under Wow64, the DllSearch path has
>> `c:\windows\syswow64` first,
>> so, unqualified laod will go over there.
>> Qualified loads will go to `c:\windows\system32`, internally redirected to

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> > syswow64.
>
> Hi Ivan,
>
> Thanks for the clarification. Hope you don't mind one more: has this
> behavior been changed from the IA-64 releases, or has it been the same
> since
> the original IA-64 release?
>
> Thanks,
>
> Philip Sloss
>
>

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- ◆ [Re: Enumerating 32-bit modules from 32-bit processes in WOW64](#)
◇ From: Philip Sloss

• *References:*

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◇ From: Philip Sloss
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