

## Re: A PE resource directory -- difficulty in understanding it ...

---

*Source:*

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.kernel/2007-12/msg00187.htm>

---

- *From:* "R. Wieser" <[address@xxxxxxxxxxxxx](mailto:address@xxxxxxxxxxxxx)>
  - *Date:* Sat, 22 Dec 2007 11:55:22 +0100
- 

Remy Lebeau <[no.spam@xxxxxxxxxxxxx](mailto:no.spam@xxxxxxxxxxxxx)> schreef in berichtnieuws  
OhtSVn\$QIHA.5524@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

Hello Gambit,

"R. Wieser" <[address@xxxxxxxxxxxxx](mailto:address@xxxxxxxxxxxxx)> wrote in message  
[news:%236XaiN%23QIHA.4400@xxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:%236XaiN%23QIHA.4400@xxxxxxxxxxxxxxxxxxxxxxxxxxxx)

I would be grateful for any kind of info to the subject, as my searches of the web did not shed much light on it

Have you read Microsoft's documentation on the PE format yet?

I remember having seen the first link, but think I've somehow missed the second. Thanks

A question though : nowhere there is mentioned that those four levels (root, name/ID, language-split, data) are the required and/or the only ones. Is it allowed for the root to directly point to the data (a leaf node) ? Can the name level, when a language is not required for the the resource (like icons), directly point to the data ? Can a fifth level be inserted/present (no idea what for, but ...) ?

You see, in the info I found the "OffsetToData" member of the "IMAGE\_RESOURCE\_DIRECTORY\_ENTRY" structure is only specified as pointing to data if its unsigned, and to another node if its signed. This structure is used by the first three of the above levels, and leaves quite some room to my above ponderings. Why this specification when the usage of that member in those three levels is fixed (\*always\* pointing to the next level) ? It could simply be an unsigned value.

Regards,  
Rudy Wieser

Re: A PE resource directory -- difficulty in understanding it ...