



context structure

```
;  
+0 context flags (used when calling GetThreadContext)  
DEBUG REGISTERS  
+4 debug register #0  
+8 debug register #1  
+C debug register #2  
+10 debug register #3  
+14 debug register #6  
+18 debug register #7  
FLOATING POINT / MMX registers  
+1C ControlWord  
+20 StatusWord  
+24 TagWord  
+28 ErrorOffset  
+2C ErrorSelector  
+30 DataOffset  
+34 DataSelector  
+38 FP registers x 8 (10 bytes each)  
+88 Cr0NpxState  
SEGMENT REGISTERS  
+8C gs register  
+90 fs register  
+94 es register  
+98 ds register  
ORDINARY REGISTERS  
+9C edi register  
+A0 esi register  
+A4 ebx register  
+A8 edx register  
+AC ecx register  
+B0 eax register  
CONTROL REGISTERS  
+B4 ebp register  
+B8 eip register  
+BC cs register  
+C0 eflags register  
+C4 esp register  
+C8 ss register
```



status_codes

```
;  
STATUS_WAIT_0 equ 00000000h  
STATUS_ABANDONED_WAIT_0 equ 00000080h  
STATUS_USER_APC equ 000000C0h  
STATUS_TIMEOUT equ 00000102h  
STATUS_PENDING equ 00000103h  
STATUS_SEGMENT_NOTIFICATION equ 04000005h  
STATUS_GUARD_PAGE_VIOLATION equ 08000001h  
STATUS_DATATYPE_MISALIGNMENT equ 08000002h  
STATUS_BREAKPOINT equ 08000003h  
STATUS_SINGLE_STEP equ 08000004h  
STATUS_ACCESS_VIOLATION equ 0C000005h  
STATUS_IN_PAGE_ERROR equ 0C000006h  
STATUS_NO_MEMORY equ 0C000017h  
STATUS_ILLEGAL_INSTRUCTION equ 0C00001Dh  
STATUS_NONCONTINUABLE_EXCEPTION equ 0C000025h  
STATUS_INVALID_DISPOSITION equ 0C000026h  
STATUS_ARRAY_BOUNDS_EXCEEDED equ 0C00008Ch  
STATUS_FLOAT_DENORMAL_OPERAND equ 0C00008Dh  
STATUS_FLOAT_DIVIDE_BY_ZERO equ 0C00008Eh  
STATUS_FLOAT_INEXACT_RESULT equ 0C00008Fh  
STATUS_FLOAT_INVALID_OPERATION equ 0C000090h  
STATUS_FLOAT_OVERFLOW equ 0C000091h  
STATUS_FLOAT_STACK_CHECK equ 0C000092h  
STATUS_FLOAT_UNDERFLOW equ 0C000093h  
STATUS_INTEGER_DIVIDE_BY_ZERO equ 0C000094h  
STATUS_INTEGER_OVERFLOW equ 0C000095h  
STATUS_PRIVILEGED_INSTRUCTION equ 0C000096h  
STATUS_STACK_OVERFLOW equ 0C0000FDh  
STATUS_CONTROL_C_EXIT equ 0C00013Ah
```