

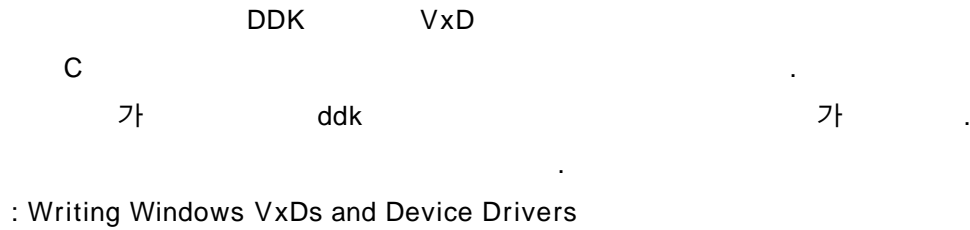
Wrappers

: SnSFW

: 2002-08-01

1. 9X VxD

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```
98ddk \ inc \ win98 \ vxdwraps.h
#ifdef _VWIN32_H_
#ifdef NOBASEDEFS
MAKE_HEADER(ULONG, _cdecl, VWIN32_AllocExternalHandle, (PROOBTYPETABLE,
PVOID, PHANDLE, ULONG))
MAKE_HEADER(VOID, _cdecl, VWIN32_UseExternalHandle, (HANDLE))
MAKE_HEADER(VOID, _cdecl, VWIN32_UnuseExternalHandle, (HANDLE))
MAKE_HEADER(DWORD, _stdcall, VWIN32_ConvertNtTimeout, (PLARGE_INTEGER))
MAKE_HEADER(VOID, _cdecl, VWIN32_SetWin32EventBoostPriority, (PVOID,
PULONG))
MAKE_HEADER(ULONG, _cdecl, VWIN32_GetCurThreadCondition, (ULONG))
MAKE_HEADER(BOOL, cdecl, _VWIN32_SetWin32Event, (EVENTHANDLE))
98ddk \ inc \ win98 \ vxdwraps.h
#define VWIN32_AllocExternalHandle PREPEND(VWIN32_AllocExternalHandle)
#define VWIN32_UseExternalHandle PREPEND(VWIN32_UseExternalHandle)
#define VWIN32_UnuseExternalHandle PREPEND(VWIN32_UnuseExternalHandle)
#define VWIN32_ConvertNtTimeout PREPEND(VWIN32_ConvertNtTimeout)
#define VWIN32_SetWin32EventBoostPriority
PREPEND(VWIN32_SetWin32EventBoostPriority)
#define VWIN32_GetCurThreadCondition PREPEND(VWIN32_GetCurThreadCondition)
#define _VWIN32_SetWin32Event PREPEND(_VWIN32_SetWin32Event)

98ddk \ src \ base \ vxdwraps \ vwin32 \ vwin??z.asm
include local.inc
MakeCDecl _VWIN32_SetWin32Event
End
```

```
98ddk \ src \ base \ vxdwraps \ vwin32 \ vwin??z.asm      makefile
vwin??z.asm
```

```
가 .
```

```
FILES = vwin01z.asm vwin02z.asm vwin03z.asm vwin04z.asm \
        vwin05z.asm vwin06z.asm vwin??z.asm
```

```
98ddk \ src \ base \ vxdwraps \ vmm \ vwin??z.asm      makefile
vwin??z.asm .
```

```
98DDK Checked Build Environment      98DDK \ src \ base \ vxdwraps
```

```
“nmake /a”
```

```
compile      98DDK \ lib \ i386 \ free      vxdwraps.clb  update .
```

```
update      98DDK \ src \ base \ vxdwraps \ vwin32      makefile
```

```
src.mk .
```

