


```
typedef struct _IMAGE_THUNK_DATA {  
    union {  
        0x00    LPBYTE   ForwarderString;  
        0x00    PDWORD   Function;  
        0x00    DWORD    Ordinal;  
        0x00    PIMAGE_IMPORT_BY_NAME    AddressOfData;  
    } u1;  
} IMAGE_THUNK_DATA,*PIMAGE_THUNK_DATA;
```



```
typedef struct _IMAGE_IMPORT_BY_NAME {  
    0x00  WORD    Hint;  
    0x02  BYTE    Name[1];  
} IMAGE_IMPORT_BY_NAME,*PIMAGE_IMPORT_BY_NAME;
```