

```
typedef struct _IMAGE_SECTION_HEADER {  
0x00  BYTE  Name[IMAGE_SIZEOF_SHORT_NAME];  
      union {  
0x08          DWORD PhysicalAddress;  
0x08          DWORD VirtualSize;  
      } Misc;  
0x0c  DWORD VirtualAddress;  
0x10  DWORD SizeOfRawData;  
0x14  DWORD PointerToRawData;  
0x18  DWORD PointerToRelocations;  
0x1c  DWORD PointerToLinenumbers;  
0x20  WORD  NumberOfRelocations;  
0x22  WORD  NumberOfLinenumbers;  
0x24  DWORD Characteristics;  
};
```