

PEB

进程环境块，描述线程的状态

<https://docs.microsoft.com/en-us/windows/win32/api/winternl/ns-winternl-peb>

在windbg_x86调试器下查看 PEB 如下

```
0:000> dt _PEB
ntdll!_PEB
+0x000 InheritedAddressSpace : UChar
+0x001 ReadImageFileExecOptions : UChar
+0x002 BeingDebugged : UChar
+0x003 BitField : UChar
+0x003 ImageUsesLargePages : Pos 0, 1 Bit
+0x003 IsProtectedProcess : Pos 1, 1 Bit
+0x003 IsImageDynamicallyRelocated : Pos 2, 1 Bit
+0x003 SkipPatchingUser32Forwarders : Pos 3, 1 Bit
+0x003 IsPackagedProcess : Pos 4, 1 Bit
+0x003 IsAppContainer : Pos 5, 1 Bit
+0x003 IsProtectedProcessLight : Pos 6, 1 Bit
+0x003 IsLongPathAwareProcess : Pos 7, 1 Bit
+0x004 Mutant : Ptr32 Void
+0x008 ImageBaseAddress : Ptr32 Void
+0x00c Ldr : Ptr32 _PEB_LDR_DATA
+0x010 ProcessParameters : Ptr32 _RTL_USER_PROCESS_PARAMETERS
+0x014 SubSystemData : Ptr32 Void
+0x018 ProcessHeap : Ptr32 Void
+0x01c FastPebLock : Ptr32 _RTL_CRITICAL_SECTION
+0x020 AtlThunkSListPtr : Ptr32 _SLIST_HEADER
+0x024 IFEKey : Ptr32 Void
+0x028 CrossProcessFlags : Uint4B
+0x028 ProcessInJob : Pos 0, 1 Bit
+0x028 ProcessInitializing : Pos 1, 1 Bit
+0x028 ProcessUsingVEH : Pos 2, 1 Bit
+0x028 ProcessUsingVCH : Pos 3, 1 Bit
+0x028 ProcessUsingFTH : Pos 4, 1 Bit
+0x028 ProcessPreviouslyThrottled : Pos 5, 1 Bit
+0x028 ProcessCurrentlyThrottled : Pos 6, 1 Bit
+0x028 ProcessImagesHotPatched : Pos 7, 1 Bit
+0x028 ReservedBits0 : Pos 8, 24 Bits
+0x02c KernelCallbackTable : Ptr32 Void
+0x02c UserSharedInfoPtr : Ptr32 Void
+0x030 SystemReserved : Uint4B
+0x034 AtlThunkSListPtr32 : Ptr32 _SLIST_HEADER
+0x038 ApiSetMap : Ptr32 Void
+0x03c TlsExpansionCounter : Uint4B
+0x040 TlsBitmap : Ptr32 Void
+0x044 TlsBitmapBits : [2] Uint4B
+0x04c ReadOnlySharedMemoryBase : Ptr32 Void
+0x050 SharedData : Ptr32 Void
+0x054 ReadOnlyStaticServerData : Ptr32 Ptr32 Void
+0x058 AnsiCodePageData : Ptr32 Void
+0x05c OemCodePageData : Ptr32 Void
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+0x060 UnicodeCaseTableData : Ptr32 Void
+0x064 NumberOfProcessors : Uint4B
+0x068 NtGlobalFlag : Uint4B
+0x070 CriticalSectionTimeout : _LARGE_INTEGER
+0x078 HeapSegmentReserve : Uint4B
+0x07c HeapSegmentCommit : Uint4B
+0x080 HeapDeCommitTotalFreeThreshold : Uint4B
+0x084 HeapDeCommitFreeBlockThreshold : Uint4B
+0x088 NumberOfHeaps : Uint4B
+0x08c MaximumNumberOfHeaps : Uint4B
+0x090 ProcessHeaps : Ptr32 Ptr32 Void
+0x094 GdiSharedHandleTable : Ptr32 Void
+0x098 ProcessStarterHelper : Ptr32 Void
+0x09c GdiDCAttributeList : Uint4B
+0x0a0 LoaderLock : Ptr32 _RTL_CRITICAL_SECTION
+0x0a4 OSMajorVersion : Uint4B
+0x0a8 OSMinorVersion : Uint4B
+0x0ac OSBuildNumber : Uint2B
+0x0ae OSCSDVersion : Uint2B
+0x0b0 OSPlatformId : Uint4B
+0x0b4 ImageSubsystem : Uint4B
+0x0b8 ImageSubsystemMajorVersion : Uint4B
+0x0bc ImageSubsystemMinorVersion : Uint4B
+0x0c0 ActiveProcessAffinityMask : Uint4B
+0x0c4 GdiHandleBuffer : [34] Uint4B
+0x14c PostProcessInitRoutine : Ptr32 void
+0x150 TlsExpansionBitmap : Ptr32 Void
+0x154 TlsExpansionBitmapBits : [32] Uint4B
+0x1d4 SessionId : Uint4B
+0x1d8 AppCompatFlags : _ULARGE_INTEGER
+0x1e0 AppCompatFlagsUser : _ULARGE_INTEGER
+0x1e8 pShimData : Ptr32 Void
+0x1ec AppCompatInfo : Ptr32 Void
+0x1f0 CSDVersion : _UNICODE_STRING
+0x1f8 ActivationContextData : Ptr32 _ACTIVATION_CONTEXT_DATA
+0x1fc ProcessAssemblyStorageMap : Ptr32 _ASSEMBLY_STORAGE_MAP
+0x200 SystemDefaultActivationContextData : Ptr32 _ACTIVATION_CONTEXT_DATA
+0x204 SystemAssemblyStorageMap : Ptr32 _ASSEMBLY_STORAGE_MAP
+0x208 MinimumStackCommit : Uint4B
+0x20c SparePointers : [4] Ptr32 Void
+0x21c SpareUlongs : [5] Uint4B
+0x230 WerRegistrationData : Ptr32 Void
+0x234 WerShipAssertPtr : Ptr32 Void
+0x238 pUnused : Ptr32 Void
+0x23c pImageHeaderHash : Ptr32 Void
+0x240 TracingFlags : Uint4B
+0x240 HeapTracingEnabled : Pos 0, 1 Bit
+0x240 CritSecTracingEnabled : Pos 1, 1 Bit
+0x240 LibLoaderTracingEnabled : Pos 2, 1 Bit
+0x240 SpareTracingBits : Pos 3, 29 Bits
+0x248 CsrServerReadOnlySharedMemoryBase : Uint8B
+0x250 TppWorkerListLock : Uint4B
+0x254 TppWorkerList : _LIST_ENTRY
+0x25c waitOnAddressHashTable : [128] Ptr32 Void
+0x45c TelemetryCoverageHeader : Ptr32 Void
+0x460 CloudFileFlags : Uint4B
+0x464 CloudFileDiagFlags : Uint4B
+0x468 PlaceholderCompatibilityMode : Char

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+0x469 PlaceholderCompatibilityModeReserved : [7] Char
+0x470 LeapSecondData : Ptr32 _LEAP_SECOND_DATA
+0x474 LeapSecondFlags : Uint4B
+0x474 SixtySecondEnabled : Pos 0, 1 Bit
+0x474 Reserved : Pos 1, 31 Bits
+0x478 NtGlobalFlag2 : Uint4B

```

TEB

线程环境块，描述线程的状态

<https://docs.microsoft.com/en-us/windows/win32/api/winternl/ns-winternl-teb>

在windbg_x86调试器下查看 TEB 如下

```

0:000> dt _TEB
ntdll!_TEB
+0x000 NtTib : _NT_TIB // TIB
+0x01c EnvironmentPointer : Ptr32 Void
+0x020 ClientId : _CLIENT_ID
+0x028 ActiveRpcHandle : Ptr32 Void
+0x02c ThreadLocalStoragePointer : Ptr32 Void // 指向TLS的指针数组
+0x030 ProcessEnvironmentBlock : Ptr32 _PEB // 指向PEB, TEB与PEB是n: 1
+0x034 LastErrorValue : Uint4B
+0x038 CountOfOwnedCriticalSections : Uint4B
+0x03c CsrClientThread : Ptr32 Void
+0x040 Win32ThreadInfo : Ptr32 Void
+0x044 User32Reserved : [26] Uint4B
+0x0ac UserReserved : [5] Uint4B
+0x0c0 WOW32Reserved : Ptr32 Void
+0x0c4 CurrentLocale : Uint4B
+0x0c8 FpSoftwareStatusRegister : Uint4B
+0x0cc ReservedForDebuggerInstrumentation : [16] Ptr32 Void
+0x10c SystemReserved1 : [26] Ptr32 Void
+0x174 PlaceholderCompatibilityMode : Char
+0x175 PlaceholderHydrationAlwaysExplicit : UChar
+0x176 PlaceholderReserved : [10] Char
+0x180 ProxiedProcessId : Uint4B
+0x184 _ActivationStack : _ACTIVATION_CONTEXT_STACK
+0x19c WorkingOnBehalfTicket : [8] UChar
+0x1a4 ExceptionCode : Int4B
+0x1a8 ActivationContextStackPointer : Ptr32 _ACTIVATION_CONTEXT_STACK
+0x1ac InstrumentationCallbackSp : Uint4B
+0x1b0 InstrumentationCallbackPreviousPc : Uint4B
+0x1b4 InstrumentationCallbackPreviousSp : Uint4B
+0x1b8 InstrumentationCallbackDisabled : UChar
+0x1b9 SpareBytes : [23] UChar
+0x1d0 TxFsContext : Uint4B
+0x1d4 GdiTebBatch : _GDI_TEB_BATCH
+0x6b4 RealClientId : _CLIENT_ID
+0x6bc GdiCachedProcessHandle : Ptr32 Void
+0x6c0 GdiClientPID : Uint4B
+0x6c4 GdiClientTID : Uint4B

```

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+0x6c8 GdiThreadLocalInfo : Ptr32 Void
+0x6cc Win32ClientInfo : [62] Uint4B
+0x7c4 glDispatchTable : [233] Ptr32 Void
+0xb68 glReserved1 : [29] Uint4B
+0xbdc glReserved2 : Ptr32 Void
+0xbe0 glSectionInfo : Ptr32 Void
+0xbe4 glSection : Ptr32 Void
+0xbe8 glTable : Ptr32 Void
+0xbec glCurrentRC : Ptr32 Void
+0xbf0 glContext : Ptr32 Void
+0xbf4 LastStatusValue : Uint4B
+0xbf8 StaticUnicodeString : _UNICODE_STRING
+0xc00 StaticUnicodeBuffer : [261] wchar
+0xe0c DeallocationStack : Ptr32 Void
+0xe10 TlsSlots : [64] Ptr32 Void // 线程局部存储所使用的数组
+0xf10 TlsLinks : _LIST_ENTRY
+0xf18 Vdm : Ptr32 Void
+0xf1c ReservedForNtRpc : Ptr32 Void
+0xf20 DbgSsReserved : [2] Ptr32 Void
+0xf28 HardErrorMode : Uint4B
+0xf2c Instrumentation : [9] Ptr32 Void
+0xf50 ActivityId : _GUID
+0xf60 SubProcessTag : Ptr32 Void
+0xf64 PerflibData : Ptr32 Void
+0xf68 EtwTraceData : Ptr32 Void
+0xf6c WinSockData : Ptr32 Void
+0xf70 GdiBatchCount : Uint4B
+0xf74 CurrentIdealProcessor : _PROCESSOR_NUMBER
+0xf74 IdealProcessorValue : Uint4B
+0xf74 ReservedPad0 : UChar
+0xf75 ReservedPad1 : UChar
+0xf76 ReservedPad2 : UChar
+0xf77 IdealProcessor : UChar
+0xf78 GuaranteedStackBytes : Uint4B
+0xf7c ReservedForPerf : Ptr32 Void
+0xf80 ReservedForOle : Ptr32 Void
+0xf84 WaitingOnLoaderLock : Uint4B
+0xf88 SavedPriorityState : Ptr32 Void
+0xf8c ReservedForCodeCoverage : Uint4B
+0xf90 ThreadPoolData : Ptr32 Void
+0xf94 TlsExpansionSlots : Ptr32 Ptr32 Void
+0xf98 MuiGeneration : Uint4B
+0xf9c IsImpersonating : Uint4B
+0xfa0 NlsCache : Ptr32 Void
+0xfa4 pShimData : Ptr32 Void
+0xfa8 HeapData : Uint4B
+0xfac CurrentTransactionHandle : Ptr32 Void
+0xfb0 ActiveFrame : Ptr32 _TEB_ACTIVE_FRAME
+0xfb4 FlsData : Ptr32 Void
+0xfb8 PreferredLanguages : Ptr32 Void
+0xfbc UserPrefLanguages : Ptr32 Void
+0xfc0 MergedPrefLanguages : Ptr32 Void
+0xfc4 MuiImpersonation : Uint4B
+0xfc8 CrossTebFlags : Uint2B
+0xfc8 SpareCrossTebBits : Pos 0, 16 Bits
+0xfca SameTebFlags : Uint2B
+0xfca SafeThunkCall : Pos 0, 1 Bit
+0xfca InDebugPrint : Pos 1, 1 Bit

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+0xfca HasFiberData      : Pos 2, 1 Bit
+0xfca SkipThreadAttach  : Pos 3, 1 Bit
+0xfca WerInShipAssertCode : Pos 4, 1 Bit
+0xfca RanProcessInit    : Pos 5, 1 Bit
+0xfca ClonedThread      : Pos 6, 1 Bit
+0xfca SuppressDebugMsg  : Pos 7, 1 Bit
+0xfca DisableUserStackWalk : Pos 8, 1 Bit
+0xfca RtlExceptionAttached : Pos 9, 1 Bit
+0xfca InitialThread     : Pos 10, 1 Bit
+0xfca SessionAware      : Pos 11, 1 Bit
+0xfca LoadOwner         : Pos 12, 1 Bit
+0xfca LoaderWorker      : Pos 13, 1 Bit
+0xfca SkipLoaderInit    : Pos 14, 1 Bit
+0xfca SpareSameTebBits  : Pos 15, 1 Bit
+0xfcc TxnScopeEnterCallback : Ptr32 Void
+0xfd0 TxnScopeExitCallback : Ptr32 Void
+0xfd4 TxnScopeContext    : Ptr32 Void
+0xfd8 LockCount          : Uint4B
+0xfdc WowTebOffset       : Int4B
+0xfe0 ResourceRetValue   : Ptr32 Void
+0xfe4 ReservedForWdf     : Ptr32 Void
+0xfe8 ReservedForCrt     : Uint8B
+0xff0 EffectiveContainerId : _GUID

```

TIB

```

ntdll!_NT_TIB
+0x000 ExceptionList      : Ptr32 _EXCEPTION_REGISTRATION_RECORD // 异常链表
+0x004 StackBase          : Ptr32 Void
+0x008 StackLimit         : Ptr32 Void
+0x00c SubSystemTib       : Ptr32 Void
+0x010 FiberData          : Ptr32 Void
+0x010 Version            : Uint4B
+0x014 ArbitraryUserPointer : Ptr32 Void
+0x018 Self               : Ptr32 _NT_TIB // 回指自身

```