IMAGE_DEBUG_DIRECTORY structure (winnt.h)

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Represents the debug directory format.

Syntax

```cpp
typedef struct _IMAGE_DEBUG_DIRECTORY {
  DWORD Characteristics;
  DWORD TimeDateStamp;
  WORD  MajorVersion;
  WORD  MinorVersion;
  DWORD Type;
  DWORD SizeOfData;
  DWORD AddressOfRawData;
  DWORD PointerToRawData;
} IMAGE_DEBUG_DIRECTORY, *PIMAGE_DEBUG_DIRECTORY;
```

Members

`Characteristics`

Reserved.

`TimeDateStamp`

The time and date the debugging information was created.

`MajorVersion`

The major version number of the debugging information format.

`MinorVersion`

The minor version number of the debugging information format.

`Type`

The format of the debugging information. This member can be one of the following values.

Constant	Meaning
IMAGE_DEBUG_TYPE_UNKNOWN 0	Unknown value, ignored by all tools.
IMAGE_DEBUG_TYPE_COFF 1	COFF debugging information (line numbers, symbol table, and string table). This type of debugging information is also pointed to by fields in the file headers.
IMAGE_DEBUG_TYPE_CODEVIEW 2	CodeView debugging information. The format of the data block is described by the CodeView 4.0 specification.
IMAGE_DEBUG_TYPE_FPO 3	Frame pointer omission (FPO) information. This information tells the debugger how to interpret nonstandard stack frames, which use the EBP register for a purpose other than as a frame pointer.
IMAGE_DEBUG_TYPE_MISC 4	Miscellaneous information.
IMAGE_DEBUG_TYPE_EXCEPTION 5	Exception information.
IMAGE_DEBUG_TYPE_FIXUP 6	Fixup information.
IMAGE_DEBUG_TYPE_BORLAND 9	Borland debugging information.

`SizeOfData`

The size of the debugging information, in bytes. This value does not include the debug directory itself.

`AddressOfRawData`

The address of the debugging information when the image is loaded, relative to the image base.

`PointerToRawData`

A file pointer to the debugging information.

Requirements

Requirement	Value
Minimum supported client	Windows XP [desktop apps only]
Minimum supported server	Windows Server 2003 [desktop apps only]
Header	winnt.h (include Windows.h)

See also

ImageHlp Structures

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