

```
; Attributes: thunk

; DWORD __stdcall SetFilePointer_0(HANDLE hFile, LONG lDistanceToMove, PLONG lpDistanceToMoveHigh, DWORD dwMoveMethod)
SetFilePointer_0 proc near

hFile= dword ptr  4
lDistanceToMove= dword ptr  8
lpDistanceToMoveHigh= dword ptr  0Ch
dwMoveMethod= dword ptr  10h

jmp     ds:__imp_SetFilePointer_0
SetFilePointer_0 endp
```