

```
; Attributes: thunk

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

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

jmp     ds:__imp_SetFilePointer
SetFilePointer endp
```