```c
typedef struct _PTE_HARDWARE
{
        ULONG Valid : 1;
        ULONG Write : 1;
        ULONG Owner : 1;
        ULONG WriteThrough : 1;
        ULONG CacheDisable : 1;
        ULONG Accessed : 1;
        ULONG Dirty : 1;
        ULONG Reserved : 1;
        ULONG Global : 1;
        ULONG Ignored: 3;
        ULONG PageFrameNumber : 20;
} PTE_HARDWARE, *PPTE_HARDWARE;
```

- C

```c
pPte->u.Hard.Owner = 0;
```

- X86 assembly

```asm
mov eax, dword ptr [pPte]
mov ecx, dword ptr [eax]
and ecx, 0FFFFFFFBh
mov dword ptr [eax], ecx
```

- Atomic instruction

```asm
mov eax, 'addr'
lock or/and [eax], 'mask'
```