

```
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;
```

```
typedef struct _PTE {
    union {
        ULONG Long;
        PTE_HARDWARE Hard;
    } u;
} PTE, *PPTE;
```