

```

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;

```

1) C

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

2) X86 assembly

```

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

```

3) Atomic instruction

```

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

```