

Format of new executable header:

Offset	Size	Description
00h	2 BYTES	"NE" (4Eh 45h) signature
02h	2 BYTES	linker version (major, then minor)
04h	WORD	offset from start of this header to entry table (see #01603)
06h	WORD	length of entry table in bytes
08h	DWORD	file load CRC (0 in Borland's TPW)
0Ch	BYTE	program flags (see #01597)
0Dh	BYTE	application flags (see #01598)
0Eh	WORD	auto data segment index
10h	WORD	initial local heap size
12h	WORD	initial stack size (added to data seg, 0000h if SS <> DS)
14h	DWORD	program entry point (CS:IP), "CS" is index into segment table
18h	DWORD	initial stack pointer (SS:SP), "SS" is segment index if SS=automatic data segment and SP=0000h, the stack pointer is set to the top of the automatic data segment, just below the local heap
1Ch	WORD	segment count
1Eh	WORD	module reference count
20h	WORD	length of nonresident names table in bytes
22h	WORD	offset from start of this header to segment table (see #01601)
24h	WORD	offset from start of this header to resource table
26h	WORD	offset from start of this header to resident names table
28h	WORD	offset from start of this header to module reference table
2Ah	WORD	offset from start of this header to imported names table (array of counted strings, terminated with a string of length 00h)
2Ch	DWORD	offset from start of file to nonresident names table
30h	WORD	count of moveable entry point listed in entry table
32h	WORD	file alignment size shift count 0 is equivalent to 9 (default 512-byte pages)
34h	WORD	number of resource table entries
36h	BYTE	target operating system 00h unknown 01h OS/2 02h Windows 03h European MS-DOS 4.x 04h Windows 386 05h BOSS (Borland Operating System Services) 81h PharLap 286 DOS-Extender, OS/2 82h PharLap 286 DOS-Extender, Windows
37h	BYTE	other EXE flags (see #01599)
38h	WORD	offset to return thunks or start of gangload area
3Ah	WORD	offset to segment reference thunks or length of gangload area
3Ch	WORD	minimum code swap area size
3Eh	2 BYTES	expected Windows version (minor version first)

Note: this header is documented in detail in the Windows 3.1 SDK Programmer's Reference, Vol 4.

SeeAlso: [#01594](#)