

What structure packing do the Windows SDK header files expect?

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In words, integral types and pointers up to eight bytes in size are stored at their natural alignment. Larger types are stored at eight-byte alignment.

| Type | Alignment |
|--|------------------|
| <code>BYTE</code> , <code>char</code> , <code>UCHAR</code> | 1-byte alignment |
| <code>WORD</code> , <code>WCHAR</code> , <code>short</code> , <code>USHORT</code> | 2-byte alignment |
| <code>DWORD</code> , <code>int</code> , <code>long</code> , <code>UINT</code> , <code>ULONG</code> , <code>float</code> , 32-bit pointer | 4-byte alignment |
| <code>QWORD</code> , <code>__int64</code> , <code>unsigned __int64</code> , <code>double</code> , 64-bit pointer | 8-byte alignment |

In other words (saying it a third time), let `T` be an integral or pointer type. If `sizeof(T) ≤ 8`, then `T` is aligned at a `sizeof(T)`-byte boundary. If `sizeof(T) ≥ 8`, then `T` is aligned at an 8-byte boundary.

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