
Posted by [wolverin](#) on Tue, 01 Aug 2023 18:07:03 GMT

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[https:// learn.microsoft.com/ru-ru/windows/win32/api/ipotypes/ns-ipotypes-ip_adapter_addresses_lh?redirectedfrom=MSDN](https://learn.microsoft.com/ru-ru/windows/win32/api/ipotypes/ns-ipotypes-ip_adapter_addresses_lh?redirectedfrom=MSDN)

```
const
    DLL = 'IPHLPAPI.DLL';

    MAX_ADAPTER_ADDRESS_LENGTH = 8;
    MAX_DHCPV6_DUID_LENGTH = 130;

type
    SOCKET_ADDRESS = record end;

    PIP_ADAPTER_UNICAST_ADDRESS = ^IP_ADAPTER_UNICAST_ADDRESS;
    IP_ADAPTER_UNICAST_ADDRESS = record union: record
        case Integer of
            0: (Alignment: UInt64);
            1: (Length: ULONG;
                Flags: DWORD);
        end;
        Next: PIP_ADAPTER_UNICAST_ADDRESS;
        Address: SOCKET_ADDRESS;
        //PrefixOrigin: IP_PREFIX_ORIGIN;
        //SuffixOrigin: IP_SUFFIX_ORIGIN;
        //DadState: IP_DAD_STATE;
        ValidLifetime: ULONG;
        PreferredLifetime: ULONG;
        LeaseLifetime: ULONG;
        OnLinkPrefixLength: BYTE;
    end;

    PIP_ADAPTER_ANYCAST_ADDRESS = ^IP_ADAPTER_ANYCAST_ADDRESS;
    IP_ADAPTER_ANYCAST_ADDRESS = record union: record
        case Integer of
            0: (Alignment: UInt64);
            1: (Length: ULONG;
                Flags: DWORD);
        end;
        Next: PIP_ADAPTER_ANYCAST_ADDRESS;
        Address: SOCKET_ADDRESS;
```

```

end;

PIP_ADAPTER_MULTICAST_ADDRESS = ^IP_ADAPTER_MULTICAST_ADDRESS;
IP_ADAPTER_MULTICAST_ADDRESS = record end;

PIP_ADAPTER_DNS_SERVER_ADDRESS = ^IP_ADAPTER_DNS_SERVER_ADDRESS;
IP_ADAPTER_DNS_SERVER_ADDRESS = record end;

PIP_ADAPTER_ADDRESSES = ^IP_ADAPTER_ADDRESSES;
IP_ADAPTER_ADDRESSES = record union: record
    case Integer of
        0: (Alignment: UInt64);
        1: (Length: ULONG;
            IfIndex: DWORD); //IF_INDEX IfIndex;
    end;
Next: PIP_ADAPTER_ADDRESSES;
AdapterName: PCHAR;
FirstUnicastAddress: PIP_ADAPTER_UNICAST_ADDRESS;
FirstAnycastAddress: PIP_ADAPTER_ANYCAST_ADDRESS;
FirstMulticastAddress: PIP_ADAPTER_MULTICAST_ADDRESS;
FirstDnsServerAddress: PIP_ADAPTER_DNS_SERVER_ADDRESS;
DnsSuffix: PWCHAR;
Description: PWCHAR;
FriendlyName: PWCHAR;
PhysicalAddress: array[1..MAX_ADAPTER_ADDRESS_LENGTH] of BYTE;
PhysicalAddressLength: ULONG;
// union: record
{
    case Integer of
        0: (Flags: ULONG);
        1: (DdnsEnabled: ULONG = 1;
            RegisterAdapterSuffix: ULONG = 1;
            Dhcpv4Enabled: ULONG = 1;
            ReceiveOnly: ULONG = 1;
            NoMulticast: ULONG = 1;
            Ipv6OtherStatefulConfig: ULONG = 1;
            NetbiosOverTcpipEnabled: ULONG = 1;
            Ipv4Enabled: ULONG = 1;
            Ipv6Enabled: ULONG = 1;
            Ipv6ManagedAddressConfigurationSupported: ULONG = 1;
        end;}
Mtu: ULONG;
IfType: DWORD; //IFTYPE
//OperStatus: IF_OPER_STATUS;
Ipv6IfIndex: DWORD; //IF_INDEX
ZoneIndices: array[0..15] of ULONG;
//FirstPrefix: PIP_ADAPTER_PREFIX;
TransmitLinkSpeed: UInt64;
ReceiveLinkSpeed: UInt64;

```

```
//FirstWinsServerAddress: PIP_ADAPTER_WINS_SERVER_ADDRESS;
//FirstGatewayAddress: PIP_ADAPTER_GATEWAY_ADDRESS;
Ipv4Metric: ULONG;
Ipv6Metric: ULONG;
//Luid: IF_LUID;
Dhcpv4Server: SOCKET_ADDRESS;
//CompartmentId: NET_IF_COMPARTMENT_ID;
//NetworkGuid: NET_IF_NETWORK_GUID;
//ConnectionType: NET_IF_CONNECTION_TYPE;
//TunnelType: TUNNEL_TYPE;
Dhcpv6Server: SOCKET_ADDRESS;
Dhcpv6ClientDuid: array[1..MAX_DHCPV6_DUID_LENGTH] of BYTE;
Dhcpv6ClientDuidLength: ULONG;
Dhcpv6Iaid: ULONG;
//FirstDnsSuffix: PIP_ADAPTER_DNS_SUFFIX;
end;
```

```
union {
  ULONG Flags;
  struct {
    ULONG DdnsEnabled : 1;
    ULONG RegisterAdapterSuffix : 1;
    ULONG Dhcpv4Enabled : 1;
    ULONG ReceiveOnly : 1;
    ULONG NoMulticast : 1;
    ULONG Ipv6OtherStatefulConfig : 1;
    ULONG NetbiosOverTcpipEnabled : 1;
    ULONG Ipv4Enabled : 1;
    ULONG Ipv6Enabled : 1;
    ULONG Ipv6ManagedAddressConfigurationSupported : 1;
  };
};
```

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Posted by [wolverin](#) on Wed, 02 Aug 2023 10:18:40 GMT

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Posted by _____ on Wed, 02 Aug 2023 10:34:31 GMT

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Posted by [SD](#) on Wed, 02 Aug 2023 11:40:13 GMT

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