

Windows Functionality

This page details some windows functionality for Blib processes.

```
#include <blibwin.h>
```

General

```
typedef struct _BLIB_ENV {  
    unsigned int size;  
    WCHAR* env;  
} ENV, BLIB_ENV;
```

BLIB_ENV bGetEnv();

Returns a `BLIB_ENV` struct from the TEB->PEB.

UNICODE_STRING* blibGetCmdLine()

Returns a pointer to the `UNICODE_STRING` within the PEB.

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