

# MS-OVBA:

## Office VBA File Format Structure Specification

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# 1 Introduction

The [MS-OVBA]: Office VBA File Format Structure Specification describes the Microsoft® Visual Basic® for Applications (VBA) File Format for Microsoft® Office 97, Microsoft® Office 2000, Microsoft® Office XP, Microsoft® Office 2003, and the 2007 Microsoft® Office system. This specification describes a [storage](#) that contains a [VBA project](#). The VBA project contains [embedded macros](#) and custom forms for use in Office Documents.

## 1.1 Glossary

The following terms are defined in [\[MS-GLOS\]](#):

**big-endian**

**code page**

**globally unique identifier (GUID)**

**little-endian**

**Unicode**

**UTF-16**

The following terms are defined in [\[MS-OFCGLOS\]](#):

**absolute path**

**ActiveX control**

**aggregatable server**

**Automation server**

**Automation type library**

**class identifier (CLSID)**

**class module**

**CLSID**

**digest**

**embedded macro**

**extended type library**

**floating-point number**

**hash**

**Help file**

**Help topic identifier**

**LCID**

**license key**

**MD5**

**module**

**multibyte character set (MBCS)**

**OLE compound file**

**parent window**

**reference**

**relative path**

**right-to-left**

**run length encoding**

**SHA-1**

**storage**

**stream**

**twip**

**VBA**

**VBA project**

The following terms are specific to this document:

**ActiveX control library**: A collection of controls that incorporate ActiveX technology and can be called by a Microsoft® Visual Basic® for Applications (VBA) project.

**compilation constant**: A Microsoft® Visual Basic® identifier that is defined by using the #Const compiler directive or defined in the host application, and then used by other compiler directives to determine when or if certain blocks of Visual Basic code are compiled.

**designer**: A visual design surface for adding and arranging controls on a user form and writing code for those controls.

**designer module**: A VBA module that extends the methods and properties of an ActiveX control that has been registered with the project.

**document module**: A type of VBA project item that specifies a module for embedded macros and programmatic access operations that are associated with a document.

**host extender**: An Automation type that is provided by a host application to extend the functionality of an Aggregatable Automation Server.

**procedural module**: A collection of subroutines and functions.

**project package**: An item in a VBA project that specifies a Designer class that can be extended in a designer module.

**twiddled type library:** A modified automation type library in which all controls are marked as extensible. A twiddled type library is generated automatically by the Visual Basic Editor when a user adds one or more controls to a document.

**VBA environment:** An execution context that can host multiple VBA projects simultaneously and can be used to run those projects and source code, and track code dependencies.

**VBA host application:** An application that supports a VBA interpreter and can therefore run macros that are written in the VBA language.

**VBA identifier:** A VBA language token that is used to identify the name of an entity, such as a class, module, project, property, field, or variable.

**MAY, SHOULD, MUST, SHOULD NOT, MUST NOT:** These terms (in all caps) are used as described in [RFC2119](#). All statements of optional behavior use either MAY, SHOULD, or SHOULD NOT.

## 1.2 References

### 1.2.1 Normative References

We conduct frequent surveys of the normative references to assure their continued availability. If you have any issue with finding a normative reference, please contact [dochelp@microsoft.com](mailto:dochelp@microsoft.com). We will assist you in finding the relevant information. Please check the archive site, <http://msdn.microsoft.com/en-us/library/cc136647.aspx>, as an additional source.

[C706] The Open Group, "DCE 1.1: Remote Procedure Call", C706, August 1997, <http://www.opengroup.org/public/pubs/catalog/c706.htm>.

[MS-CFB] Microsoft Corporation, "[Compound File Binary File Format Specification](#)", June 2008.

[MS-GLOS] Microsoft Corporation, "[Windows Protocols Master Glossary](#)", June 2008.

[MS-OAUT] Microsoft Corporation, "[OLE Automation Protocol Specification](#)", March 2007.

[MS-OFCGLOS] Microsoft Corporation, "[Microsoft Office Client Master Glossary](#)", June 2008.

[MS-OFORMS] Microsoft Corporation, "[Office Forms Binary File Format Structure Specification](#)", June 2008.

[MS-VBAL] Microsoft Corporation, "[VBA Language Specification](#)", June 2008.

[RFC1321] Rivest, R, "The MD5 Message-Digest Algorithm", RFC 1321, April 1992, <http://www.ietf.org/rfc/rfc1321.txt>.

[RFC3174] Eastlake III, D. and Jones, P., "US Secure Hash Algorithm 1 (SHA1)", RFC 3174, September 2001, <http://www.ietf.org/rfc/rfc3174.txt>.

[RFC4234] Crocker, D., Ed. and Overell, P., "Augmented BNF for Syntax Specifications: ABNF", RFC 4234, October 2005, <http://www.ietf.org/rfc/rfc4234.txt>.

[RFC2119] Bradner, S., "Key Words for Use in RFCs to Indicate Requirement Levels", BCP 14, RFC 2119, March 1997, <http://www.ietf.org/rfc/rfc2119.txt>.



### 1.2.2 Informative References

[MC-CPB] Microsoft Corporation, "Code Page Bitfields", <http://msdn.microsoft.com/en-us/library/ms776441.aspx>.

[MS-DOC] Microsoft Corporation, "[Word Binary File Format \(.doc\) Structure Specification](#)", June 2008.

[MS-OSHARED] Microsoft Corporation, "[Office Common Data Types and Objects Structure Specification](#)", June 2008.

[MS-XLS] Microsoft Corporation, "[Excel Binary File Format \(.xls\) Structure Specification](#)", June 2008.

[MS-XLSB] Microsoft Corporation, "[Excel Binary File Format \(.xlsb\) Structure Specification](#)", June 2008.

## 1.3 Structure Overview (Synopsis)

This file format defines an instance of a VBA project. The file format structure is a collection of records that define the VBA project. Each record defines part of one of three aspects of the project: project information, project [references](#), and project items.

### 1.3.1 Project Information

Records providing Project Information about the VBA project itself are contained within five [streams](#):

- The [VBA PROJECT Stream](#) provides basic information about the VBA project, including the version information required to load the remainder of the structure.
- The [dir Stream](#)'s [Project Information](#) section contains information such as the name of the VBA project and help information.
- The [PROJECT Stream](#)'s [ProjectProperties](#) section contains additional information about the VBA project.
- The [PROJECTWm Stream](#) contains information for mapping [module](#) names between [multibyte character set \(MBCS\)](#) and [UTF-16](#).
- The [PROJECTTk Stream](#) contains information about [ActiveX controls](#) used throughout the VBA project.

### 1.3.2 Project References

Records within the [Reference Information](#) section of the [dir Stream](#) define references to external resources used by the VBA project. Each [REFERENCE](#) corresponds to a reference to an external resource that can interact via OLE Automation as specified in [\[MS-OAUT\]](#). There are three types of external references:

- A [REFERENCECONTROL](#) specifies a reference to external ActiveX controls used by the VBA project.
- A [REFERENCEREGISTERED](#) specifies a reference to external [Automation type libraries](#) used by the VBA project.
- A [REFERENCEPROJECT](#) specifies a reference to external VBA projects used by the VBA project.

### 1.3.3 Project Items

The VBA project contains a series of project items for embedded macros. Each project item is defined by a combination of records. There are five types of project items:

- A [project package](#) is a project item that specifies a [designer](#) class that can be extended in a [designer module](#).

- A [document module](#) is a project item that specifies a module for embedded macros and programmatic access associated with a document.
- A [procedural module](#) is a project item that specifies a module for embedded macros.
- A [class module](#) is a project item that specifies a module that defines a class.
- A designer module is a project item that specifies a module for extending a designer.

The [PROJECT Stream](#) provides the type of every project item.

Document modules, procedural modules, class modules, and designer modules are items that can contain source code as specified in [\[MS-VBAL\]](#) and other user-configurable settings. Within the [dir Stream](#), a [MODULE](#) Record exists for each such project item, where the [MODULENAME](#) is the same as each **<ModuleIdentifier>** in the [PROJECT Stream](#).

[ProjectDesignerModule](#) specifies a project item that extends a designer. In addition to the source code, a [Designer Storage](#) named [MODULESTREAMNAME](#) will be present in the [Project Root Storage](#) which contains additional, designer-specific information about the project item. The [VBFrame Stream](#) specifies the [VBA](#)-specific information about the designer.

### 1.3.4 Byte Ordering

Some computer architectures number bytes in a binary word from left to right, which is referred to as [big-endian](#). The byte numbering used for packet diagrams in this specification is big-endian. Other architectures number the bytes in a binary word from right to left, which is referred to as [little-endian](#). The byte numbering used for enumerations, objects, and records in this specification is little-endian.

Using big-endian and little-endian methods, the number 0x12345678 would be stored as shown in the following:

Byte order	Byte 0	Byte 1	Byte 2	Byte 3
Big-endian	0x12	0x34	0x56	0x78
Little-endian	0x78	0x56	0x34	0x12

## 1.4 Relationship to Protocols and Other Structures

This file format specifies several streams and storages in an [OLE compound file](#) as specified in [\[MS-CFB\]](#). It is related to the structures defined in the following references:

- [\[MS-DOC\]](#) includes an application of VBA for embedded macros.
- [\[MS-XLS\]](#) includes an application of VBA for embedded macros.
- [\[MS-XLSB\]](#) includes an application of VBA for embedded macros.
- [\[MS-OSHARED\]](#) contains an application of the hashing algorithm specified in section 2.4.2 for securing VBA for embedded macros.
- [\[MS-OFORMS\]](#) specifies ActiveX controls that can be embedded in VBA as designers.
- OLE Automation Protocol, as specified in [\[MS-OAUT\]](#), can be used to execute embedded macros in VBA.
- Visual Basic for Applications Language, as specified by [\[MS-VBAL\]](#), specifies the source code language used for embedded macros in this format.

## 1.5 Applicability Statement

This document specifies a persistence format for embedded macros within a host document, and is not appropriate for stand-alone use. Embedded macros permit programmatic customization for the applications that use this structure.

This persistence format provides interoperability with applications that create or read documents conforming to this structure [<1>](#).

## 1.6 Versioning and Localization

This document covers versioning issues in the following areas:

- **Structure Versions:** This file format supports the following versions: Microsoft® Visual Basic® for Applications 5.0 (VBA 5.0) and Microsoft® Visual Basic® for Applications 6.0 (VBA 6.0). These versions are defined in section 2.2
- **Localization:** This structure defines no locale-specific processes or data.<sup>2</sup>

VBA 5.0 is used by Office 97. VBA 6.0 is used by Office 2000 and higher. Both versions read and write the same basic format and versions greater than VBA 5.0 support additional optional records.

This file format contains performance caches that are not interoperable between versions. A version identifier ( [\\_VBA\\_PROJECT\\_Stream](#).Version) is defined to keep track of the exact version that saved a VBA project. When this version number matches the version used by Office, performance caches, specified by [\\_VBA\\_PROJECT.PerformanceCache](#), [SRP Streams](#), and [Module Stream](#).PerformanceCache, will be used instead of the interoperable representation within the file. To be interoperable, this version number must be set to 0xFFFF so that performance caches are ignored.

## 1.7 Vendor-Extensible Fields

This file format provides a mechanism for vendor extension through custom designers. See [VBFrame Stream](#) for details on using designers. No mechanism is provided for generating a unique [class identifier \(CLSID\)](#) for a designer.

## 2 Structures

### 2.1 Conventions

This section uses the following conventions and common definitions for pseudocode and ABNF rule definitions.

#### 2.1.1 ABNF Rules

This section specifies ABNF rules common throughout section 2.

##### 2.1.1.1 Common ABNF Rules

The following ABNF rules are used by section 2 and are included for reference. See [\[RFC4234\]](#) Appendix B.

ABNF Syntax:

```
CR      = %x0D

DIGIT   = %x30-39

DQUOTE  = %x22

HEXDIG  = DIGIT / "A" / "B" / "C" / "D" / "E" / "F"

HTAB    = %x09

LF      = %x0A

SP      = %x20

VCHAR   = %x21-7E

WSP     = SP / HTAB
```

##### 2.1.1.2 ANYCHAR

Specifies any character value that is not a carriage-return, line-feed, or null.

ABNF syntax:

```
ANYCHAR = %x01-09 / %x0B / %x0C / %x0E-FF
```

##### 2.1.1.3 EQ

Defines syntax for separating a property name from a value.

ABNF syntax:

```
EQ = *WSP "=" *WSP
```

#### 2.1.1.4 FLOAT

Specifies a [floating-point number](#).

ABNF syntax:

```
FLOAT = [SIGN] ( ( 1*DIGIT "." 1*DIGIT [EXP] ) /  
    ( "." 1*DIGIT [EXP] ) /  
    ( 1*DIGIT ["."] [EXP] ) )  
  
EXP    = "e" [SIGN] 1*DIGIT  
  
SIGN   = "+" / "-"
```

#### 2.1.1.5 GUID

Specifies a [globally unique identifier \(GUID\)](#).

ABNF syntax:

```
GUID = "{" 8HEXDIG "-" 4HEXDIG "-" 4HEXDIG "-" 4HEXDIG "-" 12HEXDIG "}"
```

#### 2.1.1.6 HEXINT32

Specifies a hexadecimal-encoded signed integer. MUST be between -2147483648 and 2147483647.

ABNF syntax:

```
HEXINT32 = "&H" 8HEXDIG
```

#### 2.1.1.7 INT32

Specifies a signed integer. MUST be between -2147483648 and 2147483647.

ABNF syntax:

```
INT32 = ["-"] 1*DIGIT
```

#### 2.1.1.8 LibidReference

Specifies the identifier of an Automation type library.

ABNF syntax:

```
LibidReference    = "*" LibidReferenceKind LibidGuid  
                  "#" LibidMajorVersion "." LibidMinorVersion  
                  "#" LibidLcid  
                  "#" LibidPath  
                  "#" LibidRegName  
  
LibidReferenceKind = %x47 / %x48  
  
LibidGuid          = GUID
```

```

LibidMajorVersion  = 1*4HEXDIG
LibidMinorVersion  = 1*4HEXDIG
LibidLcid           = 1*8HEXDIG
LibidPath           = *(%x01-22 / %x24-FF)
LibidRegName        = *255(%x01-FF)

```

#### <LibidReferenceKind>:

Value	Meaning
%x47	<Path> specifies a Windows file path.
%x48	<Path> specifies a Macintosh path.

**<LibidGuid>:** The globally unique identifier (GUID) of the Automation type library.

**<MajorVersion>:** An unsigned integer that specifies the major version of the Automation type library.

**<LibidMinorVersion>:** An unsigned integer that specifies the minor version of the Automation type library.

**<LibidLcid>:** The [LCID](#) of the Automation type library.

**<LibidPath>:** The path to the Automation type library.

**<LibidRegName>:** The Automation type library's display name.

### 2.1.1.9 ModuleIdentifier

Specifies the name of a module. SHOULD be an identifier as specified by [\[MS-VBAL\]](#). MAY <2> be any string of characters. MUST be less than or equal to 31 characters long.

#### 2.1.1.10 NWLN

Specifies a new line.

ABNF syntax:

```
NWLN = (CR LF) / (LF CR)
```

#### 2.1.1.11 PATH

An array of characters that specifies a path to a file. MUST be less than 260 characters.

ABNF syntax:

PATH = DQUOTE \*259QUOTEDCHAR DQUOTE

#### 2.1.1.12 ProjectReference

Specifies the identifier of a VBA project.

ABNF syntax:

ProjectReference = "\*" ProjectKind ProjectPath

ProjectKind = %x41-44

ProjectPath = \* (%x01-FF)

##### <ProjectKind>:

Value	Meaning
%x41	The referenced VBA project is standalone and <b>&lt;Path&gt;</b> specifies a Windows file path.
%x42	The referenced VBA project is standalone and <b>&lt;Path&gt;</b> specifies a Macintosh path.
%x43	The referenced VBA project is embedded and <b>&lt;Path&gt;</b> specifies a Windows file path.
%x44	The referenced VBA project is embedded and <b>&lt;Path&gt;</b> specifies a Macintosh path.

**<ProjectPath>:** The path to the VBA project.

#### 2.1.1.13 QUOTEDCHAR

Specifies a single character.

ABNF syntax:

QUOTEDCHAR = WSP / NQCHAR / ( DQUOTE DQUOTE )

NQCHAR = %x21 / %x23-FF

**<DQUOTE DQUOTE>:** Specifies a single double-quotation (") character.

#### 2.1.1.14 VBABOOL

Specifies a Boolean value.

Value	Meaning
"0"	FALSE
"-1"	TRUE

ABNF syntax:

VBABOOL = "0" / "-1"

#### **2.1.1.15 VbaIdentifier**

Specifies a VBA Language identifier as specified by [\[MS-VBAL\]](#).

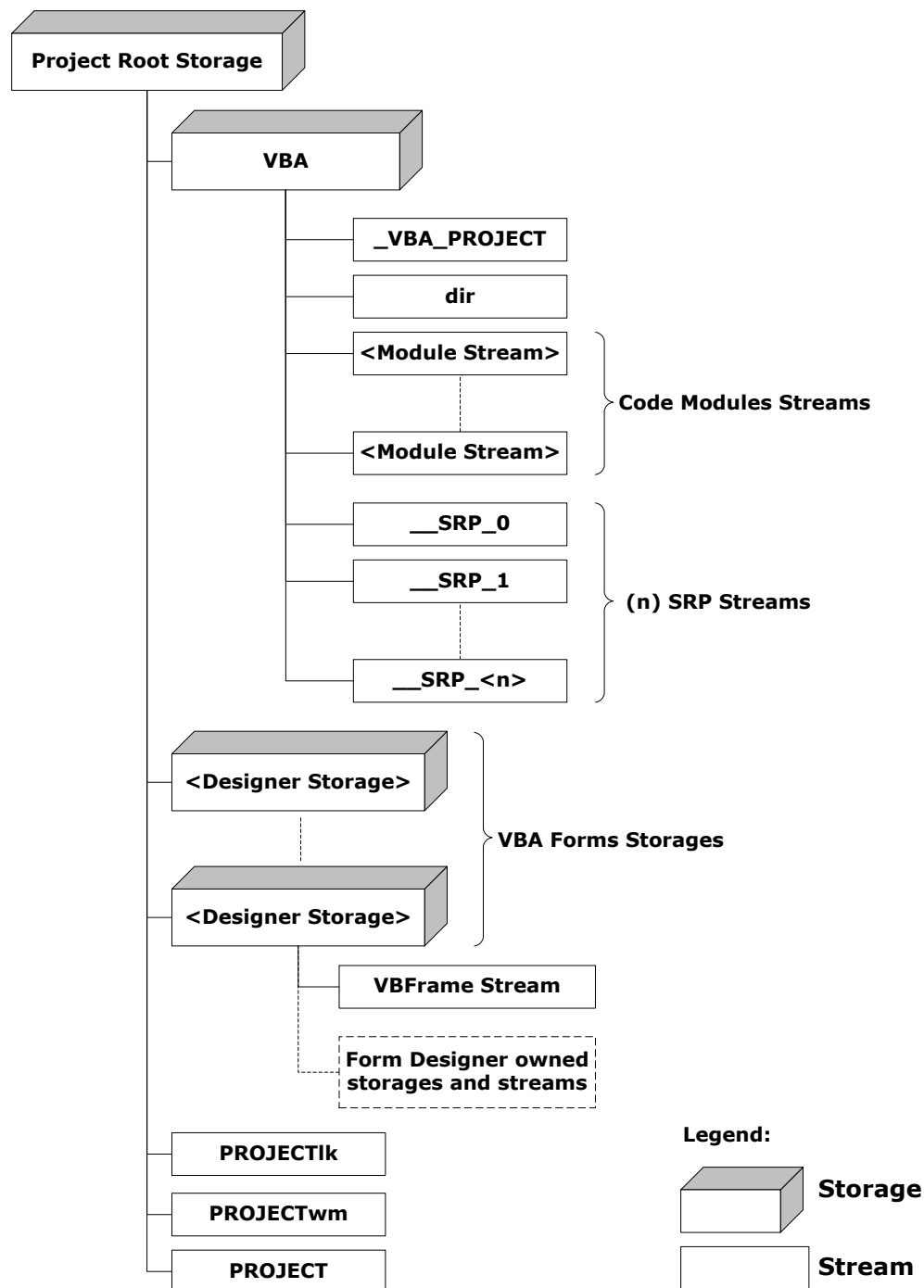
#### **2.1.2 Pseudocode**

All array indexing in pseudocode in this document is zero-based.

### **2.2 File Structure**

Specifies a VBA project and contained project items. All data is stored in a structured storage as specified in [\[MS-CFB\]](#). The storages and streams MUST be organized according to a hierarchy rooted at [Project Root Storage](#). See [Figure 1](#).





**Figure 1 VBA Storage Hierarchy**

### 2.2.1 Project Root Storage

A single root storage. MUST contain [VBA Storage](#) and [PROJECT Stream](#). Optionally contains [PROJECTwm Stream](#), [PROJECTlk Stream](#), and [Designer Storages](#).

### 2.2.2 VBA Storage

A storage that specifies VBA project and module information. MUST have the name "VBA" (case-insensitive). MUST contain [VBA PROJECT Stream](#) and [dir Stream](#). MUST contain a [Module Stream](#) for each module in the VBA project. Optionally contains [SRP Streams](#).

### 2.2.3 \_VBA\_PROJECT Stream

A stream that specifies the version-dependent project information. MUST have the name "\_VBA\_PROJECT" (case-insensitive). MUST contain data as specified by [\\_VBA\\_PROJECT Stream](#).

### 2.2.4 dir Stream

A stream that specifies VBA project properties, project references, and module properties. MUST have the name "dir" (case-insensitive). MUST contain data as specified by [dir Stream](#).

### 2.2.5 Module Stream

A stream that specifies the source code of modules in the VBA project. The name of this stream is specified by [MODULESTREAMNAME](#). MUST contain data as specified by [Module Stream](#).

### 2.2.6 SRP Streams

Streams that specify an implementation-specific and version-dependent performance cache. MUST be ignored on read. MUST NOT be present on write.

The name of each of these streams is specified by the following ABNF grammar:

```
SRPStreamName = "__SRP_" 1*25DIGIT
```

### 2.2.7 PROJECT Stream

A stream that specifies VBA project properties. MUST have the name "PROJECT" (case-insensitive). MUST contain data as specified by [PROJECT Stream](#).

### 2.2.8 PROJECTwm Stream

A stream that specifies names of modules represented in both MBCS and UTF-16 encoding. MUST have the name "PROJECTwm" (case-insensitive). MUST contain data as specified by [PROJECTwm Stream](#).

### 2.2.9 PROJECTlk Stream

A stream that specifies license information for ActiveX controls used in the VBA project. MUST have the name "PROJECTlk" (case-insensitive). MUST contain data as specified by [PROJECTlk Stream](#).

### 2.2.10 Designer Storages

A designer storage MUST be present for each designer module in the VBA project. The name is specified by [MODULESTREAMNAME](#). MUST contain [VBFrame Stream](#). If the designer is an Office Form ActiveX control, then this storage MUST contain storages and streams as specified by [\[MS-OFORMS\]](#) section 2.

### 2.2.11 VBFrame Stream

A stream that specifies designer module properties. MUST contain data as specified by [VBFrame Stream](#). Name of this stream MUST start with the UTF-16 character 0x0003 followed by the UTF-16 string "VBFrame" (case-insensitive).

## 2.3 Record Types

### 2.3.1 PROJECT Stream: Project Information

The PROJECT stream specifies properties of the VBA project.

This stream is an array of bytes that specifies properties of the VBA project. MUST contain MBCS characters encoded using the [code page](#) specified in [PROJECTCODEPAGE](#).

ABNF syntax:

```
VBAPROJECTText = ProjectProperties NWLN
                  HostExtenders
                  [NWLN ProjectWorkspace]
```

#### 2.3.1.1 ProjectProperties

Specifies project-wide properties.

ABNF syntax:

```
ProjectProperties = ProjectId
                   *ProjectItem
                   [ProjectHelpFile]
                   [ProjectExeName32]
                   ProjectName
                   ProjectHelpId
                   [ProjectDescription]
                   [ProjectVersionCompat32]
                   ProjectProtectionState
                   ProjectPassword
                   ProjectVisibilityState

ProjectItem       = ( ProjectModule /
                      ProjectPackage ) NWLN
```

#### 2.3.1.2 ProjectId

Specifies the class identifier (CLSID) for the VBA project.

ABNF syntax:

```
ProjectId         = "ID=" DQUOTE ProjectCLSID DQUOTE NWLN

ProjectCLSID      = GUID
```

**<ProjectCLSID>:** Specifies the class identifier (CLSID) of the VBA project's Automation type library. MUST be "{00000000-0000-0000-0000-000000000000}" when [ProjectPassword](#) specifies a password [hash](#).

### 2.3.1.3 ProjectModule

Specifies a module that contains VBA language source code as specified in [\[MS-VBAL\]](#).

ABNF syntax:

```
ProjectModule      = ( ProjectDocModule /  
                       ProjectStdModule /  
                       ProjectClassModule /  
                       ProjectDesignerModule )
```

**<ProjectModule>:** Specifies the name and type of a specific module. MUST have a corresponding [MODULE Record](#) in the [dir Stream](#).

### 2.3.1.4 ProjectDocModule

Specifies a module that extends a document module.

ABNF syntax:

```
ProjectDocModule   = "Document=" ModuleIdentifier %x2f DocTlibVer  
DocTlibVer         = HEXINT32
```

**<DocTlibVer>:** Specifies the document module's [Automation server](#) version as specified by [\[MS-OAUT\]](#).

### 2.3.1.5 ProjectStdModule

Specifies a procedural module.

ABNF syntax:

```
ProjectStdModule   = "Module=" ModuleIdentifier
```

### 2.3.1.6 ProjectClassModule

Specifies a class module.

ABNF syntax:

```
ProjectClassModule = "Class=" ModuleIdentifier
```

### 2.3.1.7 ProjectDesignerModule

Specifies a designer module.

ABNF syntax:

```
ProjectDesignerModule = "BaseClass=" ModuleIdentifier
```

#### 2.3.1.8 ProjectPackage

Specifies the class identifier (CLSID) for a designer extended by one or more modules.

ABNF syntax:

```
ProjectPackage = "Package=" GUID
```

#### 2.3.1.9 ProjectHelpFile

Specifies a path to a [Help file](#) associated with this VBA project. MUST be the same value as specified in [PROJECTHELPPFILEPATH](#). MUST be present if [PROJECTHELPPFILEPATH](#) specifies a value.

ABNF syntax:

```
ProjectHelpFile = "HelpFile=" PATH NWLN
```

#### 2.3.1.10 ProjectExeName32

Specifies a path. MUST be ignored.

ABNF syntax:

```
ProjectExeName32 = "ExeName32=" PATH NWLN
```

#### 2.3.1.11 ProjectName

Specifies the short name of the VBA project.

ABNF syntax:

```
ProjectName = "Name=" DQUOTE ProjectIdentifier DQUOTE NWLN  
ProjectIdentifier = 1*128QUOTEDCHAR
```

**<ProjectIdentifier>:** Specifies the name of the VBA project. MUST be less than or equal to 128 characters long. MUST be the same value as specified in [PROJECTNAME](#). SHOULD be an identifier as specified by [\[MS-VBAL\]](#). MAY [<3>](#) be any string of characters.

#### 2.3.1.12 ProjectHelpId

Specifies a [Help topic identifier](#) in [ProjectHelpFile](#) associated with this VBA project. MUST be the same value as specified in [PROJECTHELPCONTEXT](#).

ABNF syntax:

```
ProjectHelpId      = "HelpContextID=" DQUOTE TopicId DQUOTE NWLN
TopicId            = INT32
```

### 2.3.1.13 ProjectDescription

Specifies the description of the VBA project.

ABNF syntax:

```
ProjectDescription = "Description=" DQUOTE DescriptionText DQUOTE NWLN
DescriptionText    = *2000QUOTEDCHAR
```

**<DescriptionText>**: MUST be the same value as specified in [PROJECTDOCSTRING](#).

### 2.3.1.14 ProjectVersionCompat32

Specifies a VBA version. SHOULD be 393222000. MAY be missing [<4>](#).

ABNF syntax:

```
ProjectVersionCompat32 = "VersionCompatible32=" DQUOTE "393222000" DQUOTE NWLN
```

### 2.3.1.15 ProjectProtectionState

Specifies what sources restricted access to the VBA project.

ABNF syntax:

```
ProjectProtectionState = "CMG=" DQUOTE EncryptedState DQUOTE NWLN
EncryptedState         = 22*28HEXDIG
```

**<EncryptedState>**: Specifies what sources restricted access to the VBA project, obfuscated by [Data Encryption](#).

The **Data** parameter for [Data Encryption](#) SHOULD be four bytes that specify the protection state of the VBA project. MAY [<5>](#) be 0x00000000. The **Length** parameter for [Data Encryption](#) MUST be 4.

Values for **Data** are defined by the following bits:

											1											2										3	
0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1		
A	B	C	Reserved																														

**A - fUserProtected (1 bit)**: Specifies whether the user elected to protect the VBA project.

**B - fHostProtected (1 bit):** Specifies whether the [VBA host application](#) elected to protect the VBA project.

**C - fVBEPTECTED (1 bit):** Specifies whether the VBA project editor elected to protect the VBA project.

**Reserved (29 bits):** MUST be 0. MUST be ignored.

### 2.3.1.16 ProjectPassword

Specifies the password hash of the VBA project.

The syntax of ProjectPassword is defined as follows:

```
ProjectPassword      = "DPB=" DQUOTE EncryptedPassword DQUOTE NWLN
EncryptedPassword    = 16*HEXDIG
```

**<EncryptedPassword>:** SHOULD specify the password hash of the VBA project, obfuscated by [Data Encryption](#). MAY [<6>](#) specify the password of the VBA project, obfuscated by [Data Encryption](#).

A VBA project without a password MUST use 0x00 for the **Data** parameter for [Data Encryption](#) and the **Length** parameter MUST be 1.

A VBA project with a password MUST encode the password or password hash using [Data Encryption](#). The **Data** parameter SHOULD be an array of bytes that specifies a [Hash Data Structure](#) created using the [Password Hash Algorithm](#) and a **Length** parameter of 29. The **Data** parameter MAY [<7>](#) be an array of bytes that specifies a null terminated password string encoded using MBCS using the code page specified by [PROJECTCODEPAGE](#), and a Length parameter equal to the number of bytes in the password string including the terminating NULL character.

When using the password hash, [ProjectId](#).ProjectCLSID MUST be "{00000000-0000-0000-0000-000000000000}".

### 2.3.1.17 ProjectVisibilityState

Specifies whether the VBA project is visible.

ABNF syntax:

```
ProjectVisibilityState      = "GC=" DQUOTE
                             EncryptedProjectVisibility
                             DQUOTE NWLN
EncryptedProjectVisibility  = 16*22HEXDIG
```

**<EncryptedProjectVisibility>:** Specifies whether the VBA project is visible, obfuscated by [Data Encryption](#).

The **Data** parameter for [Data Encryption](#) is one byte that specifies the visibility state of the VBA project. The **Length** parameter for [Data Encryption](#) MUST be 1.

Values for **Data** are:

Value	Meaning
0x00	VBA project is NOT visible. < <a href="#">ProjectProtectionState</a> >.fVBEProtected MUST be TRUE.
0xFF	VBA project is visible.

The default is 0xFF.

### 2.3.1.18 HostExtenders

Specifies a list of [host extenders](#).

ABNF syntax:

```

HostExtenders = "[Host Extender Info]" NWLN
               *HostExtenderRef

HostExtenderRef = ExtenderIndex "=" ExtenderGuid ";"
                 LibName ";" CreationFlags NWLN

ExtenderIndex  = HEXINT32

ExtenderGuid   = GUID

LibName        = "VBE" / *(%x21-3A / %x3C-FF)

CreationFlags  = HEXINT32

```

<**HostExtenderRef**>: Specifies a reference to an [aggregatable server](#)'s Automation type library.

<**ExtenderIndex**>: Specifies the index of the host extender entry. MUST be unique to the list of HostExtenders.

<**ExtenderGuid**>: Specifies the globally unique identifier (GUID) of the Automation type library to extend.

<**LibName**>: Specifies a host-provided Automation type library name. "VBE" specifies a built in name for the VBA Automation type library.

<**CreationFlags**>: Specifies a host-provided flag as follows:

Value	Meaning
0x00000000	MUST NOT create a new <a href="#">extended type library</a> for the aggregatable server if one is already available to the <a href="#">VBA environment</a> .
0x00000001	MUST create a new extended type library for the aggregatable server.

### 2.3.1.19 ProjectWorkspace

Specifies a list of module editor window states.

ABNF syntax:

```

ProjectWorkspace = "[Workspace]" NWLN
                  *ProjectWindowRecord

```



### 2.3.1.20 ProjectWindowRecord

Specifies the coordinates and state of a module editor window.

ABNF syntax:

```
ProjectWindowRecord = ModuleIdentifier "=" ProjectWindowState NWLN

ProjectWindowState = CodeWindow [ ", " DesignerWindow ]

CodeWindow          = ProjectWindow

DesignerWindow      = ProjectWindow

ProjectWindow       = WindowLeft ", "
                    WindowTop  ", "
                    WindowRight ", "
                    WindowBottom ", "
                    WindowState

WindowLeft           = INT32

WindowTop            = INT32

WindowRight          = INT32

WindowBottom         = INT32

WindowState          = [ "C" ] [ "Z" ] [ "I" ]
```

**<ModuleIdentifier>**: Specifies the name of the module. MUST have a corresponding [ProjectModule](#).

**<CodeWindow>**: Specifies the coordinates and the state of a window used to edit the source code of a module.

**<DesignerWindow>**: Specifies the coordinates and the state of a window used to edit the designer associated with a module.

**<WindowLeft>**: Specifies the distance of the left edge of a window relative to a [parent window](#).

**<WindowTop>**: Specifies the distance of the top edge of a window relative to a parent window.

**<WindowRight>**: Specifies the distance of the right edge of a window relative to a parent window.

**<WindowBottom>**: Specifies the distance of the bottom edge of a window relative to a parent window.

**<WindowState>**: Specifies the window state.

Values are defined as follows:

Value	Meaning
"C"	Closed.
"I"	Minimized to an icon.
"Z"	Zoomed to fill the available viewing area.

### 2.3.2 PROJECTlk Stream: ActiveX Control Information

Specifies license information for ActiveX controls.

										1										2												3	
0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1		
Version																Count																	
...																LicenseInfoRecords (variable)																	
...																																	

**Version (2 bytes):** An unsigned integer that specifies the version of this structure. MUST be 0x0001.

**Count (4 bytes):** An unsigned integer that specifies the number of elements in **LicenseInfoRecords**.

**LicenseInfoRecords (variable):** An array of [LICENSEINFO](#).

#### 2.3.2.1 LICENSEINFO Record

Specifies the information saved for each ActiveX control in the VBA project.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
ClassID (16 bytes)																															
...																															
SizeOfLicenseKey																															
LicenseKey (variable)																															
...																															
LicenseRequired																															

**ClassID (16 bytes):** A globally unique identifier (GUID) that specifies the class identifier (CLSID) of an ActiveX control.

**SizeOfLicenseKey (4 bytes):** An unsigned integer that specifies the length of **LicenseKey** in bytes.

**LicenseKey (variable):** An array of **SizeOfLicenseKey** bytes that specifies the [license key](#) for the ActiveX control.

**LicenseRequired (4 bytes):** An unsigned integer that specifies a Boolean value. Specifies that the ActiveX control can be instantiated only by using a license-aware object creation method. SHOULD be 0x00000001 when the value of **SizeOfLicenseKey** is not zero. Otherwise SHOULD be 0x00000000 [<8>](#).

### 2.3.3 PROJECTwm Stream: Module Name Information

Specifies a map from MBCS module names to [Unicode](#) module names.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
NameMap (variable)																															
...																															
Terminator																															

**NameMap (variable):** An array of [NAMEMAP Record](#). The length of **NameMap** MUST be two bytes less than the size of the [PROJECTwm Stream](#). Array items MUST appear in the same order as they appear in the [PROJECTMODULES Record](#).

**Terminator (2 bytes):** An unsigned integer that specifies the end of the stream. MUST be 0x0000.

#### 2.3.3.1 NAMEMAP Record

Maps a MBCS module name to a Unicode module name.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
ModuleName (variable)																															
...																															
ModuleNameUnicode (variable)																															
...																															

**ModuleName (variable):** A null-terminated string that specifies a module name. MUST contain MBCS characters encoded using the code page specified by [PROJECTCODEPAGE](#). MUST match a module name specified by [MODULENAME](#). The first byte MUST NOT be 0x00.

**ModuleNameUnicode (variable):** A null-terminated string that specifies a module name. MUST contain UTF-16 encoded characters. The first two bytes MUST NOT be 0x0000. MUST contain the UTF-16 encoding of **ModuleName**.

### 2.3.4 VBA Storage: Visual Basic for Applications Project Information

The VBA storage contains the [VBA PROJECT Stream](#), the [dir Stream](#), and [Module Streams](#) for the VBA project. It also contains optional [SRP Streams](#) that MUST be ignored.

### 2.3.4.1 \_VBA\_PROJECT Stream: Version Dependent Project Information

The \_VBA\_PROJECT stream contains the version-dependent description of a VBA project.

The first seven bytes of the stream are version-independent and therefore can be read by any version.

											1									2											3	
0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	
Reserved1																Version																
Reserved2						Reserved3														PerformanceCache (variable)												
...																																

**Reserved1 (2 bytes):** MUST be 0x61CC. MUST be ignored.

**Version (2 bytes):** An unsigned integer that specifies the version of VBA used to create the VBA project. MUST be ignored on read. MUST be 0xFFFF on write.

**Reserved2 (1 byte):** MUST be 0x00. MUST be ignored.

**Reserved3 (2 bytes):** Undefined. MUST be ignored.

**PerformanceCache (variable):** An array of bytes that forms an implementation-specific and version-dependent performance cache for the VBA project. The length of **PerformanceCache** MUST be seven bytes less than the size of [\\_VBA\\_PROJECT Stream](#). MUST be ignored on read. MUST not be present on write.

### 2.3.4.2 dir Stream: Version Independent Project Information

The dir stream contains a series of bytes that specifies information for the VBA project, including project information, project references, and modules. The entire stream MUST be compressed as specified in [Compression](#).

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
InformationRecord (variable)																															
...																															
ReferencesRecord (variable)																															
...																															
ModulesRecord (variable)																															
...																															
Terminator																Reserved															

...	
-----	--

**InformationRecord (variable):** A [PROJECTINFORMATION Record](#).

**ReferencesRecord (variable):** A [PROJECTREFERENCES Record](#).

**ModulesRecord (variable):** A [PROJECTMODULES Record](#).

**Terminator (2 bytes):** An unsigned integer that specifies the end of the version-independent information in this stream. MUST be 0x0010.

**Reserved (4 bytes):** MUST be 0x00000000. MUST be ignored.

#### 2.3.4.2.1 PROJECTINFORMATION Record

Specifies version-independent information for the VBA project.

0	1	2	3	4	5	6	7	8	9	0 <sup>1</sup>	1	2	3	4	5	6	7	8	9	0 <sup>2</sup>	1	2	3	4	5	6	7	8	9	0 <sup>3</sup>	1
SysKindRecord																															
...																															
...																LcidRecord															
...																															
...																															
LcidInvokeRecord																															
...																															
...																CodePageRecord															
...																															
...																NameRecord (variable)															
...																															
DocStringRecord (variable)																															
...																															
HelpFilePathRecord (variable)																															
...																															

HelpContextRecord	
...	
...	LibFlagsRecord
...	
...	
VersionRecord	
...	
...	
ConstantsRecord (variable)	
...	

**SysKindRecord (10 bytes):** A [PROJECTSYSKIND Record](#).

**LcidRecord (10 bytes):** A [PROJECTLCID Record](#).

**LcidInvokeRecord (10 bytes):** A [PROJECTLCIDINVOKE Record](#).

**CodePageRecord (8 bytes):** A [PROJECTCODEPAGE Record](#).

**NameRecord (variable):** A [PROJECTNAME Record](#).

**DocStringRecord (variable):** A [PROJECTDOCSTRING Record](#).

**HelpFilePathRecord (variable):** A [PROJECTHELPPATH Record](#).

**HelpContextRecord (10 bytes):** A [PROJECTHELPCONTEXT Record](#).

**LibFlagsRecord (10 bytes):** A [PROJECTLIBFLAGS Record](#).

**VersionRecord (12 bytes):** A [PROJECTVERSION Record](#).

**ConstantsRecord (variable):** A [PROJECTCONSTANTS Record](#). This field is optional.

#### 2.3.4.2.1.1 PROJECTSYSKIND Record

Specifies the platform for which the VBA project is created.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Id																Size															
...																SysKind															

...	
-----	--

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x0001.

**Size (4 bytes):** An unsigned integer that specifies the size of **SysKind**. MUST be 0x00000004.

**SysKind (4 bytes):** An unsigned integer specifying the platform for which the VBA project is created. MUST have one of the following values:

Value	Meaning
0x00000000	For 16-bit Windows Platforms.
0x00000001	For 32-bit Windows Platforms.
0x00000002	For Macintosh Platforms.

#### 2.3.4.2.1.2 PROJECTLCID Record

Specifies the VBA project's LCID.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Id																Size															
...																Lcid															
...																															

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x0002.

**Size (4 bytes):** An unsigned integer that specifies the size of **Lcid**. MUST be 0x00000004.

**Lcid (4 bytes):** An unsigned integer that specifies the LCID value for the VBA project. MUST be 0x00000409.

#### 2.3.4.2.1.3 PROJECTLCIDINVOKE Record

Specifies an LCID value used for Invoke calls on an Automation server as specified in [\[MS-OAUT\]](#) section 3.1.4.4.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Id																Size															
...																LcidInvoke															
...																															

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x0014.

**Size (4 bytes):** An unsigned integer that specifies the size of **LcidInvoke**. MUST be 0x00000004.

**LcidInvoke (4 bytes):** An unsigned integer that specifies the LCID value used for Invoke calls. MUST be 0x00000409.

#### 2.3.4.2.1.4 PROJECTCODEPAGE Record

Specifies the VBA project's code page.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Id																Size															
...																CodePage															

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x0003.

**Size (4 bytes):** An unsigned integer that specifies the size of **CodePage**. MUST be 0x00000002.

**CodePage (2 bytes):** An unsigned integer that specifies the code page for the VBA project.

#### 2.3.4.2.1.5 PROJECTNAME Record

Specifies a unique [VBA identifier](#) as the name of the VBA project.

										1									2												3	
0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	
Id																SizeOfProjectName																
...																ProjectName (variable)																
...																																

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x0004.

**SizeOfProjectName (4 bytes):** An unsigned integer that specifies the size in bytes of **ProjectName**. MUST be greater than or equal to 1. MUST be less than or equal to 128.

**ProjectName (variable):** An array of **SizeOfProjectName** bytes that specifies the VBA identifier name for the VBA project. MUST contain MBCS characters encoded using the code page specified in [PROJECTCODEPAGE](#). MUST NOT contain null characters.

#### 2.3.4.2.1.6 PROJECTDOCSTRING Record

Specifies the description for the VBA project.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Id																SizeOfDocString															



...	DocString (variable)
...	
Reserved	SizeOfDocStringUnicode
...	DocStringUnicode (variable)
...	

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x0005.

**SizeOfDocString (4 bytes):** An unsigned integer that specifies the size in bytes of **DocString**. MUST be less than or equal to 2000.

**DocString (variable):** An array of **SizeOfDocString** bytes that specifies the description for the VBA project. MUST contain MBCS characters encoded using the code page specified in [PROJECTCODEPAGE](#). MUST NOT contain null characters.

**Reserved (2 bytes):** MUST be 0x0040. MUST be ignored.

**SizeOfDocStringUnicode (4 bytes):** An unsigned integer that specifies the size in bytes of **DocStringUnicode**. MUST be even.

**DocStringUnicode (variable):** An array of **SizeOfDocStringUnicode** bytes that specifies the description for the VBA project. MUST contain UTF-16 characters. MUST NOT contain null characters. MUST contain the UTF-16 encoding of **DocString**.

#### 2.3.4.2.1.7 PROJECTHELPPATH Record

Specifies the path to the Help file for the VBA project. **<ProjectHelpFile>** MUST be defined in [PROJECT Stream](#) if **SizeOfHelpFile1** is greater than zero.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Id																SizeOfHelpFile1															
...																HelpFile1 (variable)															
...																															
Reserved																SizeOfHelpFile2															
...																HelpFile2 (variable)															
...																															

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x0006.

**SizeOfHelpFile1 (4 bytes):** An unsigned integer that specifies the size in bytes of **HelpFile1**. MUST be less than or equal to 260.

**HelpFile1 (variable):** An array of **SizeOfHelpFile1** bytes that specifies the path to the Help file for the VBA project. MUST contain MBCS characters encoded using the code page specified in [PROJECTCODEPAGE](#). MUST NOT contain null characters.

**Reserved (2 bytes):** MUST be 0x0049. MUST be ignored.

**SizeOfHelpFile2 (4 bytes):** An unsigned integer that specifies the size in bytes of **HelpFile2**. MUST be equal to **SizeOfHelpFile1**.

**HelpFile2 (variable):** An array of **SizeOfHelpFile2** bytes that specifies the path to the Help file for the VBA project. MUST contain MBCS characters encoded using the code page specified in [PROJECTCODEPAGE](#). MUST NOT contain null characters. MUST contain the same bytes as **HelpFile1**.

#### 2.3.4.2.1.8 PROJECTHELPCONTEXT Record

Specifies the Help topic identifier for the VBA project.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Id																Size															
...																HelpContext															
...																															

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x0007.

**Size (4 bytes):** An unsigned integer that specifies the size of **HelpContext**. MUST be 0x00000004.

**HelpContext (4 bytes):** An unsigned integer that specifies the Help topic identifier in the Help file specified by [PROJECTHELPPATH](#).

#### 2.3.4.2.1.9 PROJECTLIBFLAGS Record

Specifies the LIBFLAGS for the VBA project's Automation type library as specified in [\[MS-OAUT\]](#) section 2.2.20.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Id																Size															
...																ProjectLibFlags															
...																															

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x0008.

**Size (4 bytes):** An unsigned integer that specifies the size of **ProjectLibFlags**. MUST be 0x00000004.

**ProjectLibFlags (4 bytes):** An unsigned integer that specifies LIBFLAGS for the VBA project's Automation type library as specified in [\[MS-OAUT\]](#) section 2.2.20. MUST be 0x00000000.

#### 2.3.4.2.1.10 PROJECTVERSION Record

Specifies the version of the VBA project.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Id																Reserved															
...																VersionMajor															
...																VersionMinor															

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x0009.

**Reserved (4 bytes):** MUST be 0x00000004. MUST be ignored.

**VersionMajor (4 bytes):** An unsigned integer specifying the major version of the VBA project.

**VersionMinor (2 bytes):** An unsigned integer specifying the minor version of the VBA project.

#### 2.3.4.2.1.11 PROJECTCONSTANTS Record

Specifies the [compilation constants](#) for the VBA project.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Id																SizeOfConstants															
...																Constants (variable)															
...																															
Reserved																SizeOfConstantsUnicode															
...																ConstantsUnicode (variable)															
...																															

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x000C.

**SizeOfConstants (4 bytes):** An unsigned integer that specifies the size in bytes of **Constants**. MUST be less than or equal to 1015.

**Constants (variable):** An array of **SizeOfConstants** bytes that specifies the compilation constants for the VBA project. MUST contain MBCS characters encoded using the code page specified in [PROJECTCODEPAGE](#). MUST NOT contain null characters.

MUST conform to the following ABNF grammar:

```

Constants      = Constant * ( " : " Constant )

Constant       = ConstantName " = " ConstantValue

ConstantName   = VbaIdentifier

ConstantValue  = [ "-" ] 1*5DIGIT

```

**<ConstantName>:** Specifies a unique VBA identifier for the constant.

**<ConstantValue>:** Specifies the numeric value for the constant. SHOULD be between –9999 and 32767. MAY be between –32768 and 32767 on read. [<9>](#)

**Reserved (2 bytes):** MUST be 0x003C. MUST be ignored.

**SizeOfConstantsUnicode (4 bytes):** An unsigned integer that specifies the size in bytes of **ConstantsUnicode**. MUST be even.

**ConstantsUnicode (variable):** An array of **SizeOfConstantsUnicode** bytes that specifies the compilation constants for the VBA project. MUST contain UTF-16 characters. MUST NOT contain null characters. MUST contain the UTF-16 encoding of **Constants**.

#### 2.3.4.2.2 PROJECTREFERENCES Record

Specifies the external references of the VBA project as a variably sized array of [REFERENCE](#). The termination of the array is indicated by the beginning of [PROJECTMODULES](#), which is indicated by a [REFERENCE](#) being followed by an unsigned 16-bit integer with a value of 0x000F.

											1											2											3	
0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1			
ReferenceArray (variable)																																		
...																																		

**ReferenceArray (variable):** An array of [REFERENCE Record](#).

##### 2.3.4.2.2.1 REFERENCE Record

Specifies a reference to an Automation type library or VBA project.

											1											2											3	
0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1			
NameRecord (variable)																																		
...																																		
ReferenceRecord (variable)																																		
...																																		

**NameRecord (variable):** A [REFERENCENAME Record](#) that specifies the name of the referenced VBA project or Automation type library. This field is optional.

**ReferenceRecord (variable):** The type of **ReferenceRecord** is determined by the unsigned 16-bit integer beginning this field. The meanings of the possible values are listed in the following table:

Value	Meaning
0x002F	<b>ReferenceRecord</b> is a <a href="#">REFERENCECONTROL</a> .
0x0033	<b>ReferenceRecord</b> is a <a href="#">REFERENCECONTROL</a> .
0x000D	<b>ReferenceRecord</b> is a <a href="#">REFERENCEREGISTERED</a> .
0x000E	<b>ReferenceRecord</b> is a <a href="#">REFERENCEPROJECT</a> .

#### 2.3.4.2.2.2 REFERENCENAME Record

Specifies the name of a referenced VBA project or Automation type library.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Id																SizeOfName															
...																Name (variable)															
...																															
Reserved																SizeOfNameUnicode															
...																NameUnicode (variable)															
...																															

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x0016.

**SizeOfName (4 bytes):** An unsigned integer that specifies the size in bytes of **Name**.

**Name (variable):** An array of **SizeOfName** bytes that specifies the name of the referenced VBA project or Automation type library. MUST contain MBCS characters encoded using the code page specified in [PROJECTCODEPAGE](#). MUST NOT contain null characters. MUST conform to the following ABNF grammar:

```

ReferenceName = RefProjectName / RefLibraryName

RefProjectName  = VbaIdentifier

RefLibraryName  = Identifier

```

**<RefProjectName>:** The name of a referenced project. **<ReferenceName>** MUST use the **<RefProjectName>** rule when the **ReferenceRecord** of the parent [REFERENCE](#) is a [REFERENCEPROJECT](#).

**<RefLibraryName>**: The name of a referenced Automation type library. **<ReferenceName>** MUST use the **<RefLibraryName>** rule when the **ReferenceRecord** of the parent [REFERENCE](#) is a [REFERENCECONTROL](#) or [REFERENCEREGISTERED](#). **<Identifier>** is defined in [\[C706\]](#).

**Reserved (2 bytes)**: MUST be 0x003E. MUST be ignored.

**SizeOfNameUnicode (4 bytes)**: An unsigned integer that specifies the size in bytes of **NameUnicode**.

**NameUnicode (variable)**: An array of **SizeOfNameUnicode** bytes that specifies the name of the referenced VBA project or Automation type library. MUST contain UTF-16 characters. MUST NOT contain null characters. MUST contain the UTF-16 encoding of **Name**.

#### 2.3.4.2.2.3 REFERENCECONTROL Record

Specifies a reference to a [twiddled type library](#) and its extended type library.

0	1	2	3	4	5	6	7	8	9	0 <sup>1</sup>	1	2	3	4	5	6	7	8	9	0 <sup>2</sup>	1	2	3	4	5	6	7	8	9	0 <sup>3</sup>	1
OriginalRecord (variable)																															
...																															
Id																SizeTwiddled															
...																SizeOfLibidTwiddled															
...																LibidTwiddled (variable)															
...																															
Reserved1																															
Reserved2																NameRecordExtended (variable)															
...																															
Reserved3																SizeExtended															
...																SizeOfLibidExtended															
...																LibidExtended (variable)															
...																															
Reserved4																															
Reserved5																OriginalTypeLib (16 bytes)															

...	
...	Cookie
...	

**OriginalRecord (variable):** A [REFERENCEORIGINAL Record](#) that specifies the Automation type library the twiddled type library was generated from. SHOULD exist. MAY [<10>](#) not exist.

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x002F.

**SizeTwiddled (4 bytes):** An unsigned integer that specifies the sum of the size in bytes of **SizeOfLibidTwiddled**, **LibidTwiddled**, **Reserved1**, and **Reserved2**. MUST be ignored on read.

**SizeOfLibidTwiddled (4 bytes):** An unsigned integer that specifies the size in bytes of **LibidTwiddled**.

**LibidTwiddled (variable):** An array of **SizeOfLibidTwiddled** bytes. SHOULD be “\*\G{00000000-0000-0000-0000-000000000000}#0.0#0##” (case-sensitive). MAY [<11>](#) specify a twiddled type library’s identifier that MUST conform to the ABNF grammar [LibidReference](#). MUST contain MBCS characters encoded using the code page specified in [PROJECTCODEPAGE](#). MUST NOT contain null characters.

**Reserved1 (4 bytes):** MUST be 0x00000000. MUST be ignored.

**Reserved2 (2 bytes):** MUST be 0x00000000. MUST be ignored.

**NameRecordExtended (variable):** A [REFERENCENAME Record](#) that specifies the name of the extended type library. This field is optional.

**Reserved3 (2 bytes):** MUST be 0x0030. MUST be ignored.

**SizeExtended (4 bytes):** An unsigned integer that specifies the sum of the size in bytes of **SizeOfLibidExtended**, **LibidExtended**, **Reserved4**, **Reserved5**, **OriginalTypeLib**, and **Cookie**. MUST be ignored on read.

**SizeOfLibidExtended (4 bytes):** An unsigned integer that specifies the size in bytes of **LibidExtended**.

**LibidExtended (variable):** An array of **SizeOfLibidExtended** bytes that specifies the extended type library’s identifier. MUST contain MBCS characters encoded using the code page specified in [PROJECTCODEPAGE](#). MUST NOT contain null characters. MUST conform to the ABNF grammar [LibidReference](#).

**Reserved4 (4 bytes):** MUST be 0x00000000. MUST be ignored.

**Reserved5 (2 bytes):** MUST be 0x00000000. MUST be ignored.

**OriginalTypeLib (16 bytes):** A globally unique identifier (GUID) that specifies the Automation type library the extended type library was generated from.

**Cookie (4 bytes):** An unsigned integer that specifies the extended type library’s cookie. MUST be unique for each [REFERENCECONTROL](#) in the VBA project with the same **OriginalTypeLib**.

#### 2.3.4.2.2.4 REFERENCEORIGINAL Record

Specifies the identifier of the Automation type library the containing [REFERENCECONTROL](#)'s twiddled type library was generated from.

										1										2												3	
0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1		
Id																SizeOfLibidOriginal																	
...																LibidOriginal (variable)																	
...																																	

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x0033.

**SizeOfLibidOriginal (4 bytes):** An unsigned integer that specifies the size in bytes of **LibidOriginal**.

**LibidOriginal (variable):** An array of **SizeOfLibidOriginal** bytes that specifies the identifier of the Automation type library a [REFERENCECONTROL](#) was generated from. MUST contain MBCS characters encoded using the code page specified in [PROJECTCODEPAGE](#). MUST NOT contain null characters. MUST conform to the ABNF grammar [LibidReference](#).

#### 2.3.4.2.2.5 REFERENCEREGISTERED Record

Specifies a reference to an Automation type library.

0	1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	20	1	2	3	4	5	6	7	8	9	30	1
Id																Size															
...																SizeOfLibid															
...																Libid (variable)															
...																															
Reserved1																															
Reserved2																															

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x000D

**Size (4 bytes):** An unsigned integer that specifies the total size in bytes of **SizeOfLibid**, **Libid**, **Reserved1**, and **Reserved2**. MUST be ignored on read.

**SizeOfLibid (4 bytes):** An unsigned integer that specifies the size in bytes of **Libid**.

**Libid (variable):** An array of **SizeOfLibid** bytes that specifies an Automation type library's identifier. MUST contain MBCS characters encoded using the code page specified in [PROJECTCODEPAGE](#). MUST NOT contain null characters. MUST conform to the ABNF grammar [LibidReference](#).



**Reserved1 (4 bytes):** MUST be 0x00000000. MUST be ignored.

**Reserved2 (2 bytes):** MUST be 0x00000000. MUST be ignored.

#### 2.3.4.2.2.6 REFERENCEPROJECT Record

Specifies a reference to an external VBA project.

0	1	2	3	4	5	6	7	8	9	0 <sup>1</sup>	1	2	3	4	5	6	7	8	9	0	1 <sup>2</sup>	2	3	4	5	6	7	8	9	0	1 <sup>3</sup>	2
Id																Size																
...																SizeOfLibidAbsolute																
...																LibidAbsolute (variable)																
...																																
SizeOfLibidRelative																																
LibidRelative (variable)																																
...																																
MajorVersion																																
MinorVersion																																

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x000E.

**Size (4 bytes):** An unsigned integer that specifies the total size in bytes of **SizeOfLibidAbsolute**, **LibidAbsolute**, **SizeOfLibidRelative**, **LibidRelative**, **MajorVersion**, and **MinorVersion**. MUST be ignored on read.

**SizeOfLibidAbsolute (4 bytes):** An unsigned integer that specifies the size in bytes of **LibidAbsolute**.

**LibidAbsolute (variable):** An array of **SizeOfLibidAbsolute** bytes that specifies the referenced VBA project's identifier with an [absolute path](#), **<ProjectPath>**. MUST contain MBCS characters encoded using the code page specified in [PROJECTCODEPAGE](#). MUST NOT contain null characters. MUST conform to the ABNF grammar [ProjectReference](#).

**SizeOfLibidRelative (4 bytes):** An unsigned integer that specifies the size in bytes of **LibidRelative**.

**LibidRelative (variable):** An array of **SizeOfLibidRelative** bytes that specifies the referenced VBA project's identifier with a [relative path](#), **<ProjectPath>**, that is relative to the current VBA project. MUST contain MBCS characters encoded using the code page specified in [PROJECTCODEPAGE](#). MUST NOT contain null characters. MUST conform to the ABNF grammar [ProjectReference](#).

**MajorVersion (4 bytes):** An unsigned integer that specifies the major version of the referenced VBA project. On write MUST be the [PROJECTVERSION.VersionMajor](#) of the referenced VBA project.

**MinorVersion (2 bytes):** An unsigned integer that specifies the minor version of the external VBA project. On write MUST be the [PROJECTVERSION.VersionMinor](#) of the referenced VBA project.

#### 2.3.4.2.3 PROJECTMODULES Record

Specifies data for the modules in the project.

0	1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	20	1	2	3	4	5	6	7	8	9	30	1
Id																Size															
...																Count															
ProjectCookieRecord																															
...																															
Modules (variable)																															
...																															

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x000F.

**Size (4 bytes):** An unsigned integer that specifies the size of **Count**. MUST be 0x00000002.

**Count (2 bytes):** An unsigned integer that specifies the number of elements in **Modules**.

**ProjectCookieRecord (8 bytes):** A [PROJECTCOOKIE Record](#).

**Modules (variable):** An array of [MODULE Record](#).

##### 2.3.4.2.3.1 PROJECTCOOKIE Record

Specifies data that is ignored.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Id																Size															
...																Cookie															

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x0013.

**Size (4 bytes):** An unsigned integer that specifies the size of **Cookie**. MUST be 0x00000002.

**Cookie (2 bytes):** MUST be ignored on read. MUST be 0xFFFF on write.

##### 2.3.4.2.3.2 MODULE Record

Specifies data for a module. Source code for the module can be found in the [ModuleStream](#) named as specified in **StreamNameRecord**. Every [MODULE](#) MUST have a corresponding **<ProjectModule>** specified in [PROJECT Stream](#).

0	1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	20	1	2	3	4	5	6	7	8	9	30	1
NameRecord (variable)																															
...																															
NameUnicodeRecord (variable)																															
...																															
StreamNameRecord (variable)																															
...																															
DocStringRecord (variable)																															
...																															
OffsetRecord																															
...																															
...																HelpContextRecord															
...																															
...																															
CookieRecord																															
...																															
TypeRecord																															
...																ReadOnlyRecord (optional)															
...																															
PrivateRecord (optional)																															
...																Terminator															
Reserved																															

**NameRecord (variable):** A [MODULENAME Record](#).

**NameUnicodeRecord (variable):** A [MODULENAMEUNICODE Record](#). This field is optional.

**StreamNameRecord (variable):** A [MODULESTREAMNAME Record](#).

**DocStringRecord (variable):** A [MODULEDOCSTRING Record](#).

**OffsetRecord (10 bytes):** A [MODULEOFFSET Record](#).

**HelpContextRecord (10 bytes):** A [MODULEHELPCONTEXT Record](#).

**CookieRecord (8 bytes):** A [MODULECOOKIE Record](#).

**TypeRecord (6 bytes):** A [MODULETYPE Record](#).

**ReadOnlyRecord (6 bytes):** A [MODULEREADONLY Record](#). This field is optional.

**PrivateRecord (6 bytes):** A [MODULEPRIVATE Record](#). This field is optional.

**Terminator (2 bytes):** An unsigned integer that specifies the end of this record. MUST be 0x002B.

**Reserved (4 bytes):** MUST be 0x00000000. MUST be ignored.

#### 2.3.4.2.3.2.1 MODULENAME Record

Specifies a VBA identifier as the name of the containing [MODULE Record](#).

										1										2												3	
0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1		
Id																SizeOfModuleName																	
...																ModuleName (variable)																	
...																																	

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x0019.

**SizeOfModuleName (4 bytes):** An unsigned integer that specifies the size in bytes of **ModuleName**.

**ModuleName (variable):** An array of **SizeOfModuleName** bytes that specifies the VBA identifier for the containing [MODULE Record](#). MUST contain MBCS characters encoded using the code page specified in [PROJECTCODEPAGE](#). MUST NOT contain null characters.

#### 2.3.4.2.3.2.2 MODULENAMEUNICODE Record

Specifies a VBA identifier as the name of the containing [MODULE Record](#). MUST contain the UTF-16 encoding of [MODULENAME Record](#).

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Id																SizeOfModuleNameUnicode															
...																ModuleNameUnicode (variable)															

...
-----

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x0047.

**SizeOfModuleNameUnicode (4 bytes):** An unsigned integer that specifies the size in bytes of **ModuleNameUnicode**. MUST be even.

**ModuleNameUnicode (variable):** An array of **SizeOfModuleNameUnicode** bytes that specifies the VBA identifier for the containing [MODULE Record](#). MUST contain UTF-16 characters. MUST NOT contain null characters. MUST contain the UTF-16 encoding of [MODULENAME Record.ModuleName](#).

### 2.3.4.2.3.2.3 MODULESTREAMNAME Record

Specifies the stream name of the [ModuleStream](#) in the [VBA Storage](#) corresponding to the containing [MODULE Record](#).

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Id																SizeOfStreamName															
...																StreamName (variable)															
...																															
Reserved																SizeOfStreamNameUnicode															
...																StreamNameUnicode (variable)															
...																															

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x001A.

**SizeOfStreamName (4 bytes):** An unsigned integer that specifies the size in bytes of **StreamName**.

**StreamName (variable):** An array of **SizeOfStreamName** bytes that specifies the stream name of the [ModuleStream](#). MUST contain MBCS characters encoded using the code page specified in [PROJECTCODEPAGE](#). MUST NOT contain null characters.

**Reserved (2 bytes):** MUST be 0x0032. MUST be ignored.

**SizeOfStreamNameUnicode (4 bytes):** An unsigned integer that specifies the size in bytes of **StreamNameUnicode**. MUST be even.

**StreamNameUnicode (variable):** An array of **SizeOfStreamNameUnicode** bytes that specifies the stream name of the [ModuleStream](#). MUST contain UTF-16 characters. MUST NOT contain null characters. MUST contain the UTF-16 encoding of **StreamName**.

### 2.3.4.2.3.2.4 MODULEDOCSTRING Record

Specifies the description for the containing [MODULE Record](#).

										1										2													3	
0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1			
Id																SizeOfDocString																		
...																DocString (variable)																		
...																																		
Reserved																SizeOfDocStringUnicode																		
...																DocStringUnicode (variable)																		
...																																		

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x001C.

**SizeOfDocString (4 bytes):** An unsigned integer that specifies the size in bytes of **DocString**.

**DocString (variable):** An array of **SizeOfDocString** bytes that specifies the description for the containing [MODULE Record](#). MUST contain MBCS characters encoded using the code page specified in [PROJECTCODEPAGE](#). MUST NOT contain null characters.

**Reserved (2 bytes):** MUST be 0x0048. MUST be ignored.

**SizeOfDocStringUnicode (4 bytes):** An unsigned integer that specifies the size in bytes of **DocStringUnicode**. MUST be even.

**DocStringUnicode (variable):** An array of **SizeOfDocStringUnicode** bytes that specifies the description for the containing [MODULE Record](#). MUST contain UTF-16 characters. MUST NOT contain null characters. MUST contain the UTF-16 encoding of **DocString**.

#### 2.3.4.2.3.2.5 MODULEOFFSET Record

Specifies the location of the source code within the [ModuleStream](#) that corresponds to the containing [MODULE Record](#).

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Id																Size															
...																TextOffset															
...																															

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x0031.

**Size (4 bytes):** An unsigned integer that specifies the size of **TextOffset**. MUST be 0x00000004.

**TextOffset (4 bytes):** An unsigned integer that specifies the byte offset of the source code in the [ModuleStream](#) named by [MODULESTREAMNAME Record](#).

#### 2.3.4.2.3.2.6 MODULEHELPCONTEXT Record

Specifies the Help topic identifier for the containing [MODULE Record](#).

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Id																Size															
...																HelpContext															
...																															

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x001E.

**Size (4 bytes):** An unsigned integer that specifies the size of **HelpContext**. MUST be 0x00000004.

**HelpContext (4 bytes):** An unsigned integer that specifies the Help topic identifier in the Help file specified by [PROJECTHELPPATH Record](#).

#### 2.3.4.2.3.2.7 MODULECOOKIE Record

Specifies ignored data.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Id																Size															
...																Cookie															

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x002C.

**Size (4 bytes):** An unsigned integer that specifies the size of **Cookie**. MUST be 0x00000002.

**Cookie (2 bytes):** MUST be ignored on read. MUST be 0xFFFF on write.

#### 2.3.4.2.3.2.8 MODULETYPE Record

Specifies whether the containing [MODULE Record](#) is a procedural module, document module, class module, or designer module.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Id																Reserved															
...																															

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x0021 when the containing [MODULE Record](#) is a procedural module. MUST be 0x0022 when the containing [MODULE Record](#) is a document module, class module, or designer module.

**Reserved (4 bytes):** MUST be 0x00000000. MUST be ignored.

#### 2.3.4.2.3.2.9 MODULEREADONLY Record

Specifies that the containing [MODULE Record](#) is read-only.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Id																Reserved															
...																															

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x0025.

**Reserved (4 bytes):** MUST be 0x00000000. MUST be ignored.

#### 2.3.4.2.3.2.10 MODULEPRIVATE Record

Specifies that the containing [MODULE Record](#) is only usable from within the current VBA project.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Id																Reserved															
...																															

**Id (2 bytes):** An unsigned integer that specifies the identifier for this record. MUST be 0x0028.

**Reserved (4 bytes):** MUST be 0x00000000. MUST be ignored.

### 2.3.4.3 Module Stream: Visual Basic Modules

Specifies the source code for a module.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
PerformanceCache (variable)																															
...																															
CompressedSourceCode (variable)																															
...																															

**PerformanceCache (variable):** An array of bytes that forms an implementation-specific and version-dependent performance cache for the module. MUST be [MODULEOFFSET](#) bytes in size. MUST be ignored on read.



**CompressedSourceCode (variable):** An array of bytes compressed as specified in [Compression](#). When decompressed yields an array of bytes that specifies the textual representation of VBA language source code as specified in [\[MS-VBAL\]](#). MUST contain MBCS characters encoded using the code page specified in [PROJECTCODEPAGE](#).

## 2.3.5 VBFrame Stream: Designer Information

The VBFrame stream specifies the extended property values of a designer.

This stream is an array of bytes that specifies the extended property values of a designer module. MUST contain MBCS characters encoded using the code page specified in [PROJECTCODEPAGE](#).

Property values of the designer are set at design-time. Property values are used at run-time as specified to initialize the designer. For example, a designer can be used at run-time to display data to and accept data from a user and the following properties could be used to determine the location of the designer.

ABNF syntax:

```

VBFrameText      = "VERSION 5.00" NWLN
                  "Begin" 1*WSP DesignerCLSID 1*WSP DesignerName *WSP NWLN
                  DesignerProperties "End" NWLN

DesignerCLSID    = GUID

DesignerName     = ModuleIdentifier

```

**<DesignerCLSID>:** Specifies the class identifier (CLSID) of the designer. The Automation type library that contains the designer specified MUST be referenced with a [REFERENCECONTROL](#). The value "{C62A69F0-16DC-11CE-9E98-00AA00574A4F}" specifies the designer is an Office Form ActiveX control specified in [\[MS-OFORMS\]](#).

**<DesignerName>:** Specifies the name of the designer module associated with the properties.

### 2.3.5.1 DesignerProperties

Specifies the VBA-specific extended properties of a designer.

ABNF syntax:

```

DesignerProperties = [ *WSP DesignerCaption *WSP [ Comment ] NWLN ]
                    [ *WSP DesignerHeight *WSP [ Comment ] NWLN ]
                    [ *WSP DesignerLeft *WSP [ Comment ] NWLN ]
                    [ *WSP DesignerTop *WSP [ Comment ] NWLN ]
                    [ *WSP DesignerWidth *WSP [ Comment ] NWLN ]
                    [ *WSP DesignerEnabled *WSP [ Comment ] NWLN ]
                    [ *WSP DesignerHelpContextId *WSP [ Comment ] NWLN ]
                    [ *WSP DesignerRTL *WSP [ Comment ] NWLN ]
                    [ *WSP DesignerShowModal *WSP [ Comment ] NWLN ]
                    [ *WSP DesignerStartupPosition *WSP [ Comment ] NWLN ]
                    [ *WSP DesignerTag *WSP [ Comment ] NWLN ]
                    [ *WSP DesignerTypeInfoVer *WSP [ Comment ] NWLN ]
                    [ *WSP DesignerVisible *WSP [ Comment ] NWLN ]
                    [ *WSP DesignerWhatsThisButton *WSP [ Comment ] NWLN ]
                    [ *WSP DesignerWhatsThisHelp *WSP [ Comment ] NWLN ]

```

Comment = " " \*[ANYCHAR](#)

**<Comment>**: Specifies a user-readable comment.

#### 2.3.5.2 DesignerCaption

Specifies the title text of the designer.

ABNF syntax:

DesignerCaption = "Caption" [EQ](#) DQUOTE DesignerCaptionText DQUOTE  
DesignerCaptionText = \*130[QUOTEDCHAR](#)

#### 2.3.5.3 DesignerHeight

Specifies the height of the designer in [twips](#).

ABNF syntax:

DesignerHeight = "ClientHeight" [EQ](#) [FLOAT](#)

#### 2.3.5.4 DesignerLeft

Specifies the left edge of the designer in twips relative to the window specified by [DesignerStartupPosition](#).

ABNF syntax:

DesignerLeft = "ClientLeft" [EQ](#) [FLOAT](#)

#### 2.3.5.5 DesignerTop

Specifies the position of the top edge of the designer in twips relative to the window specified by [DesignerStartupPosition](#).

ABNF syntax:

DesignerTop = "ClientTop" [EQ](#) [FLOAT](#)

#### 2.3.5.6 DesignerWidth

Specifies the width of the designer in twips.

ABNF Syntax:

DesignerWidth = "ClientWidth" [EQ](#) [FLOAT](#)

### 2.3.5.7 DesignerEnabled

Specifies whether the designer is enabled. The default is TRUE.

ABNF syntax:

DesignerEnabled = "Enabled" [EQ](#) [VBABOOL](#)

### 2.3.5.8 DesignerHelpContextId

Specifies the Help topic identifier associated with this designer in the Help file as specified by [ProjectHelpFile](#).

ABNF syntax:

DesignerHelpContextId = "HelpContextID" [EQ](#) [INT32](#)

### 2.3.5.9 DesignerRTL

Specifies that the designer be shown with right and left coordinates reversed for [right-to-left](#) language use.

ABNF syntax:

DesignerRTL = "RightToLeft" [EQ](#) [VBABOOL](#)

### 2.3.5.10 DesignerShowModal

Specifies whether the designer is a modal window. The default is TRUE.

ABNF syntax:

DesignerShowModal = "ShowModal" [EQ](#) [VBABOOL](#)

### 2.3.5.11 DesignerStartupPosition

Specifies the startup position of the designer as follows:

ABNF syntax:

DesignerStartupPosition = "StartUpPosition" [EQ](#) RelativeParent

RelativeParent = "0" / "1" / "2" / "3"

**<RelativeParent>**: Specifies the window used to determine the relative starting coordinates of the control window.

MUST be one of the following values:

Value	Meaning
"0"	"Manual" mode. <a href="#">DesignerTop</a> and <a href="#">DesignerLeft</a> coordinates of

	the designer are relative to the desktop window.
"1"	"CenterOwner" mode. Center the designer relative to its parent window.
"2"	"Center" mode. Center the designer relative to the desktop window.
"3"	"WindowsDefault" mode. Place the designer in the upper-left corner of screen.

#### 2.3.5.12 DesignerTag

Specifies user-defined data associated with the designer.

ABNF syntax:

```
DesignerTag          = "Tag" EQ DQUOTE DesignerTagText DQUOTE
DesignerTagText      = *130QUOTEDCHAR
```

#### 2.3.5.13 DesignerTypeInfoVer

Specifies the number of times the designer has been changed and saved. The default is 0.

ABNF syntax:

```
DesignerTypeInfoVer  = "TypeInfoVer" EQ INT32
```

#### 2.3.5.14 DesignerVisible

Specifies whether the designer is visible. The default is TRUE.

ABNF syntax:

```
DesignerVisible      = "Visible" EQ VBABOOL
```

#### 2.3.5.15 DesignerWhatsThisButton

Specifies whether a help button is shown for the designer. The default is FALSE.

ABNF syntax:

```
DesignerWhatsThisButton = "WhatsThisButton" EQ VBABOOL
```

#### 2.3.5.16 DesignerWhatsThisHelp

Specifies whether a help topic is associated with this designer. The Help topic identifier is specified by [DesignerHelpContextId](#).

ABNF syntax:

## 2.4 Algorithms

### 2.4.1 Compression and Decompression

To preserve space, VBA uses data compression on a contiguous sequence of records on various streams. The data compression technique is [run length encoding](#).

The compression algorithm repeatedly reads 4096 bytes from the decompressed buffer into an array. Each group of 4096 bytes is called a chunk. The compression algorithm writes each 4096 byte chunk in an encoded and compressed format. Each output chunk is preceded by a two byte header which denotes the number of bytes in the chunk and the format of the chunk.

The compression algorithm searches for series of bytes that are repeated within the chunk. When series with multiple occurrences are found, the bytes in the first occurrence are encoded as literal tokens and the remaining occurrences are encoded as copy tokens which reference the first occurrence. The encoding for a repeated series of bytes is two bytes in length, thus matches of three bytes or more are required for encoding to be beneficial. Tokens are organized into groups of eight called a Token Sequence, which includes a flag byte. The flag byte is written in advance of the eight tokens. Each bit in the flag byte is used to identify the type of one of the token.

If the compression algorithm fails in producing enough copy tokens to compensate for the space overhead of the copy tokens and the flag bytes, the 4096 byte input chunk is written to the output chunk without any encoding.

The decompression algorithm reads one compressed chunk at a time. Each compressed chunk is decoded into 4096 bytes of uncompressed data which is written to output. For each chunk, the size and format style are extracted from the chunk header. The chunk is then read and decoded according to the format specified in the header.

When the chunk header format specifies that the chunk contains no copy tokens, the 4096 remaining bytes are copied to output. When the chunk header format specifies that copy tokens exist in the chunk, the Token Sequences are decoded. Literal tokens are copied to output. Copy tokens are decoded to find the first occurrence of the byte sequence the copy token represents which is then copied to output.

The pseudocode and record specifications for Compression and Decompression use the following conventions.

- LEFT SHIFT: Bits in the operand are moved from the least significant to the most significant positions. High order bits are truncated. Low order bits become zero.
- RIGHT SHIFT: Bits in the operand are moved from the most significant position to the least significant positions. Low order bits are truncated. High order bits become zero.
- A literal bit sequence is denoted with the initial characters 0b. For example, the literal constant 0xB721 would appear as the binary literal 0b1011011100100001.

#### 2.4.1.1 Structures

##### 2.4.1.1.1 CompressedContainer

A **CompressedContainer** is an array of bytes holding the compressed data. The [Decompression algorithm](#) processes a **CompressedContainer** to populate a **DecompressedBuffer**. The [Compression algorithm](#) processes a **DecompressedBuffer** to produce a **CompressedContainer**.

A **CompressedContainer** MUST be the last array of bytes in a stream. On read, the end of stream indicator determines when the entire **CompressedContainer** has been read.

The **CompressedContainer** is a **SignatureByte** followed by array of [CompressedChunk](#).

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
SignatureByte										Chunks (variable)																					
...																															

**SignatureByte (1 byte):** Specifies the beginning of the **CompressedContainer**. MUST be 0x01. The [Decompression algorithm](#) reads **SignatureByte**. The [Compression algorithm](#) writes **SignatureByte**.

**Chunks (variable):** An array of [CompressedChunk](#) records. Specifies the compressed data. Read by the [Decompression algorithm](#). Written by the [Compression algorithm](#).

#### 2.4.1.1.2 DecompressedBuffer

The **DecompressedBuffer** is a resizable array of bytes that contains the same data as the [CompressedContainer](#), but the data is in an uncompressed format.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Chunk (variable)																															
...																															

**Chunk (variable):** An array of [DecompressedChunk](#). The number of bytes in the last [DecompressedChunk](#) in a [DecompressedBuffer](#) MUST be greater than zero. The number of bytes in the last [DecompressedChunk](#) in a [DecompressedBuffer](#) MUST be less than or equal to 4096. The number of bytes in all other [DecompressedChunks](#) MUST be 4096. Read by the [Compression algorithm](#). Written by the [Decompression algorithm](#).

#### 2.4.1.1.3 DecompressedChunk

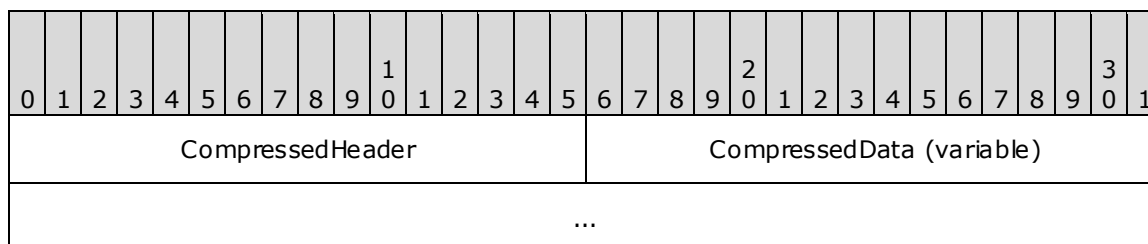
A **DecompressedChunk** is a resizable array of bytes in the [DecompressedBuffer](#). The byte array is the data from a [CompressedChunk](#) in uncompressed format.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Data (variable)										...																					

**Data (variable):** An array of bytes. Each byte specifies a copy of one byte of the [DecompressedBuffer](#).

#### 2.4.1.1.4 CompressedChunk

A **CompressedChunk** is a record that encodes all data from a **DecompressedChunk** in compressed format. A **CompressedChunk** has two parts: a **CompressedChunkHeader** followed by a **CompressedChunkData**. The number of bytes in a **CompressedChunk** MUST be greater than or equal to three. The number of bytes in a **CompressedChunk** MUST be less than or equal to 4098.

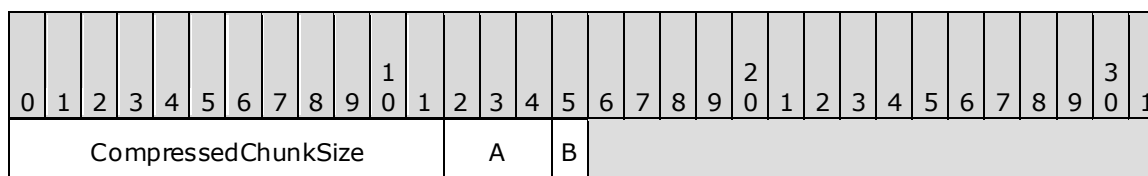


**CompressedHeader (2 bytes):** A **CompressedChunkHeader**. Read by the **Decompressing a CompressedChunk algorithm**. Written by the **Compressing a DecompressedChunk algorithm**.

**CompressedData (variable):** A **CompressedChunkData**. The size of **CompressedData** MUST be greater than zero. The size of **CompressedData** MUST be less than or equal to 4096. Read by the **Decompressing a CompressedChunk algorithm**. Written by the **Compressing a DecompressedChunk algorithm**.

#### 2.4.1.1.5 CompressedChunkHeader

A **CompressedChunkHeader** is the first record in a **CompressedChunk**. A **CompressedChunkHeader** specifies the size of the entire **CompressedChunk** and the data encoding format in **CompressedChunk.CompressedData**. **CompressedChunkHeader** information is used by the **Decompressing a CompressedChunk** and **Compressing a DecompressedChunk** algorithms.



**CompressedChunkSize (12 bits):** An unsigned integer that specifies the number of bytes in the **CompressedChunk** minus three. MUST be greater than or equal to zero. If **CompressedChunkFlag** is equal to 0b1, then MUST be less than or equal to 4095. If **CompressedChunkFlag** is equal to 0b0, then MUST be 4095. Read by the **Extract CompressedChunkSize algorithm**. Written by the **Pack CompressedChunkSize algorithm**.

**A – CompressedChunkSignature (3 bits):** MUST be 0b011. Written by the **Pack CompressedChunkSignature algorithm**.

**B – CompressedChunkFlag (1 bit):** A bit specifying how **CompressedChunk.CompressedData** is compressed. If this is 0b1 then **CompressedChunk.CompressedData** is in compressed format. If this is 0b0 then **CompressedChunk.CompressedData** contains uncompressed data. Read by the **Extract CompressedChunkFlag algorithm**. Written by the **Pack CompressedChunkFlag algorithm**.

#### 2.4.1.1.6 CompressedChunkData

If **CompressedChunkHeader.CompressedChunkFlag** is 0b0 then **CompressedChunkData** contains an array of **CompressedChunkHeader.CompressedChunkSize** plus three bytes of uncompressed data.

If **CompressedChunkHeader.CompressedChunkFlag** is 0b1 then **CompressedChunkData** contains an array of [TokenSequences](#).

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Data (variable)										...																					
...																															

**Data (variable):** An array of bytes. Specifies an encoding of bytes from the [DecompressedBuffer](#). The size of **Data** in bytes MUST be [CompressedChunk.CompressedChunkHeader.CompressedChunkSize](#) plus three. Bytes from the [DecompressedChunk](#) are encoded and written to **Data** by the [Compressing a DecompressedChunk algorithm](#). **Data** is read from the [CompressedChunk](#) to be decoded and written to the [DecompressedChunk](#) by the [Decompressing a CompressedChunk algorithm](#).

#### 2.4.1.1.7 TokenSequence

A **TokenSequence** is a **FlagByte** followed by an array of **Tokens**. The number of **Tokens** in the final **TokenSequence** MUST be greater than or equal to one. The number of **Tokens** in the final **TokenSequence** MUST less than or equal to eight. All other **TokenSequences** in the **CompressedChunkData** MUST contain eight **Tokens**.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
FlagByte										Tokens (variable)																					
...																															

**FlagByte (1 byte):** An array of bits. Each bit specifies the type of a **Token** in the **TokenSequence**. A value of 0b0 specifies a **LiteralToken**. A value of 0b1 specifies a [CopyToken](#). The least significant bit in the **FlagByte** denotes the first **Token** in the **TokenSequence**. The most significant bit in the **FlagByte** denotes the last **Token** in the **TokenSequence**. The correspondence between a **FlagByte** element and a **Token** element is maintained by the [Decompressing a TokenSequence](#) and the [Compressing a TokenSequence](#) algorithms.

**Tokens (variable):** An array of **Tokens**. Each **Token** can either be a **LiteralToken** or a [CopyToken](#) as specified by the corresponding bit in **FlagByte**. A **LiteralToken** is a copy of one byte, in uncompressed format, from the [DecompressedBuffer](#). A [CopyToken](#) is a two byte encoding of three or more bytes from the [DecompressedBuffer](#). Read by the [Decompressing a TokenSequence algorithm](#). Written by the [Compressing a TokenSequence algorithm](#).

#### 2.4.1.1.8 CopyToken

**CopyToken** is a two byte record interpreted as an unsigned 16-bit integer in little-endian order. A **CopyToken** is a compressed encoding of an array of bytes from a [DecompressedChunk](#). The byte array encoded by a **CopyToken** is a byte for byte copy of a byte array elsewhere in the same [DecompressedChunk](#), called a [CopySequence](#).

The starting location, in a [DecompressedChunk](#), is determined by the [Compressing a Token](#) and [Decompressing a Token](#) algorithms. Packed into the **CopyToken** is **Offset**, the distance, in byte count, to the beginning of the **CopySequence**. Also packed into the **CopyToken** is **Length**, the



number of bytes encoded in the **CopyToken.Length** also specifies the count of bytes in the CopySequence. The values encoded in **Offset** and **Length** are computed by the [Matching algorithm](#).

variable	variable	1 6	7	8	9	2 0	1	2	3	4	5	6	7	8	9	3 0	1
Length	Offset																

**Length (variable):** A variable bit unsigned integer that specifies the number of bytes contained in a **CopySequence** minus three. MUST be greater than or equal to zero. MUST be less than 4093.

The number of bits used to encode **Length** MUST be greater than or equal to zero, MUST be less than 16, and MUST be a power of two. The number of bits used to encode **Length** MUST be less than or equal to 12. The number of bits used to encode **Length** is computed and used in the **Unpack CopyToken** and the **Pack CopyToken** algorithms.

**Offset (variable):** A variable bit unsigned integer that specifies the distance, in byte count, from the beginning of a duplicate set of bytes in the DecompressedBuffer to the beginning of a CopySequence. The value stored in **Offset** is the distance minus three. MUST be greater than zero. MUST be less than 4096. The number of bits used to encode **Offset** MUST be greater than or equal to four. The number of bits used to encode **Offset** MUST be less than or equal to 12. The number of bits used to encode **Offset** is computed and used in the [Unpack CopyToken](#) and the [Pack CopyToken](#) algorithms.

#### 2.4.1.2 State Variables

The following state is maintained for the **CompressedContainer**:

**CompressedRecordEnd:** The location of the byte after the last byte in the **CompressedContainer**.

**CompressedCurrent:** The location of the next byte in the [CompressedContainer](#) to be read by decompression or to be written by compression.

The following state is maintained for the current **CompressedChunk**:

**CompressedChunkStart:** The location of the first byte of the [CompressedChunk](#) within the [CompressedContainer](#).

The following state is maintained for a **DecompressedBuffer**:

**DecompressedCurrent:** The location of the next byte in the [DecompressedBuffer](#) to be written by decompression or to be read by compression.

**DecompressedBufferEnd:** The location of the byte after the last byte in the **DecompressedBuffer**.

The following state is maintained for the current **DecompressedChunk**:

**DecompressedChunkStart:** The location of the first byte of the [DecompressedChunk](#) within the [DecompressedBuffer](#).

### 2.4.1.3 Algorithms

#### 2.4.1.3.1 Decompression algorithm

The **Decompression algorithm** pseudocode decodes the data in a [CompressedContainer](#) and writes the uncompressed bytes to a [DecompressedBuffer](#). The pseudocode first validates

**CompressedContainer.SignatureByte**. If validation fails, then the **CompressedContainer** is corrupt and cannot be decoded. The pseudocode then iterates over the **CompressedChunks**. On each iteration, the current **CompressedChunk** is decoded.

The pseudocode to decompress the **CompressedContainer** into the **DecompressedBuffer** uses the state variables described in **State Variables**: **CompressedCurrent**, **CompressedRecordEnd**, and **DecompressedCurrent**. These state variables MUST be initialized by the caller. **CompressedChunkStart** is also used.

```
IF the byte located at CompressedCurrent EQUALS 0x01 THEN
    INCREMENT CompressedCurrent
    WHILE CompressedCurrent is LESS THAN CompressedRecordEnd
        SET CompressedChunkStart TO CompressedCurrent
        CALL Decompressing a CompressedChunk
    END WHILE
ELSE
    RAISE ERROR
ENDIF
```

#### 2.4.1.3.2 Decompressing a CompressedChunk

The **Decompressing a CompressedChunk** pseudocode will decode the data in a **CompressedChunk** and write the uncompressed bytes to the **DecompressedBuffer**.

The **Decompressing a CompressedChunk** pseudocode inspects **CompressedChunk.CompressedChunkHeader.CompressedChunkFlag** to determine the encoding format of **CompressedChunk.CompressedData** and then decodes the **CompressedChunkData** using the format.

The pseudocode for **Decompressing a CompressedChunk** uses the state variables described in **State Variables**: **DecompressedChunkStart**, **DecompressedCurrent**, **CompressedRecordEnd**, **CompressedCurrent**, and **CompressedChunkStart**.

```
SET Header TO the CompressedChunkHeader located at CompressedChunkStart
CALL Extract CompressedChunkSize with Header returning Size
CALL Extract CompressedChunkFlag with Header returning CompressedFlag
SET DecompressedChunkStart TO DecompressedCurrent
SET CompressedEnd TO the minimum of
    CompressedRecordEnd and (CompressedChunkStart PLUS Size)
SET CompressedCurrent TO CompressedChunkStart PLUS 2
IF CompressedFlag EQUALS 1 THEN
    WHILE CompressedCurrent is LESS THAN CompressedEnd
        CALL Decompressing a TokenSequence with CompressedEnd
    END WHILE
ELSE
    CALL Decompressing a RawChunk
ENDIF
```

#### 2.4.1.3.3 Decompressing a RawChunk

The **Decompressing a RawChunk** pseudocode is called when the **CompressedChunkFlag** of the current **CompressedChunk** is 0b0. **CompressedChunk.CompressedChunkData** MUST contain 4096 bytes of uncompressed data. The **Decompressing a RawChunk** pseudocode copies the uncompressed data to the **DecompressedBuffer**.

The pseudocode for **Decompressing a CompressedChunk** uses the state variables described in **State Variables**: **DecompressedCurrent**, **CompressedCurrent**.

```

APPEND 4096 bytes from CompressedCurrent TO DecompressedCurrent
INCREMENT DecompressedCurrent BY 4096
INCREMENT CompressedCurrent BY 4096

```

#### 2.4.1.3.4 Decompressing a TokenSequence

The pseudocode for **Decompressing a TokenSequence** decodes the compressed data in a single [TokenSequence](#) out of a [CompressedChunk](#). The uncompressed data is written to the [DecompressedBuffer](#).

The pseudocode for **Decompressing a TokenSequence** take the following input parameter.

**CompressedEnd:** Specifies the location of the byte after the last byte in the current [CompressedChunk](#).

The pseudocode for **Decompressing a TokenSequence** uses the state variable described in [State Variables](#): **CompressedCurrent**.

```

SET Byte TO the FlagByte located at CompressedCurrent
INCREMENT CompressedCurrent
IF CompressedCurrent is LESS THAN CompressedEnd THEN
    FOR index FROM 0 TO 7 INCLUSIVE
        IF CompressedCurrent is LESS THAN CompressedEnd THEN
            CALL Decompressing a Token with index and Byte
        ENDIF
    ENDFOR
ENDIF

```

#### 2.4.1.3.5 Decompressing a Token

The **Decompressing a Token** pseudocode decodes a single token producing uncompressed data. The uncompressed data is written to the [DecompressedBuffer](#).

The **Decompressing a Token** pseudocode takes the following input parameters:

**Index:** An unsigned integer that specifies the element of a [TokenSequence](#) to decompress. MUST be greater than or equal to zero. MUST be less than or equal to 7.

**Byte (1 byte):** The [FlagByte](#) of the current [TokenSequence](#).

The pseudocode for Decompressing a Token uses the state variables described in [State Variables](#): **CompressedCurrent**, **DecompressedCurrent**.

```

CALL Extract FlagBit with index and Byte returning Flag
IF Flag EQUALS 0 THEN
    COPY the byte at CompressedCurrent TO DecompressedCurrent
    INCREMENT DecompressedCurrent
    INCREMENT CompressedCurrent
ELSE
    SET Token TO the CopyToken at CompressedCurrent
    CALL Unpack CopyToken with Token returning Offset and Length
    SET CopySource TO DecompressedCurrent MINUS Offset
    CALL Byte Copy with CopySource, DecompressedCurrent, and Length
    INCREMENT DecompressedCurrent BY Length
    INCREMENT CompressedCurrent BY 2
ENDIF

```

#### 2.4.1.3.6 Compression algorithm

The pseudocode for the **Compression algorithm** uses the state variables described in [State Variables](#): **DecompressedCurrent**, **DecompressedBufferEnd**, and **CompressedCurrent**. These state variables MUST be initialized by the caller. **CompressedChunkStart** and **DecompressedChunkStart** are also used.

```
SET SignatureByte TO 0x01
INCREMENT CompressedCurrent
WHILE DecompressedCurrent is LESS THAN DecompressedBufferEnd
    SET CompressedChunkStart TO CompressedCurrent
    SET DecompressedChunkStart TO DecompressedCurrent
    CALL Compressing a DecompressedChunk
END WHILE
```

#### 2.4.1.3.7 Compressing a DecompressedChunk

The pseudocode to compress a [DecompressedChunk](#) to a [CompressedChunk](#) uses the state variables described in [State Variables](#): **CompressedChunkStart**, **CompressedCurrent**, **DecompressedChunkStart**, **DecompressedBufferEnd**, and **DecompressedCurrent**.

```
SET CompressedEnd TO CompressedChunkStart PLUS 4098
SET CompressedCurrent TO the CompressedChunkStart PLUS 2
SET DecompressedEnd TO the minimum of (DecompressedChunkStart PLUS 4096)
    and DecompressedBufferEnd
WHILE (DecompressedCurrent is LESS THAN DecompressedEnd)
    AND (CompressedCurrent is LESS THAN CompressedEnd)
    CALL Compressing a TokenSequence with CompressedEnd and DecompressedEnd
END WHILE
IF DecompressedCurrent is LESS THAN DecompressedEnd THEN
    CALL Compressing a RawChunk with DecompressedEnd MINUS 1
    SET CompressedFlag TO 0
ELSE
    SET CompressedFlag TO 1
ENDIF
SET Size TO CompressedCurrent MINUS CompressedChunkStart
SET Header TO 0x0000
CALL Pack CompressedChunkSize with Size and Header
CALL Pack CompressedChunkFlag with CompressedFlag and Header
CALL Pack CompressedChunkSignature with Header
SET the CompressedChunkHeader located at CompressedChunkStart TO Header
```

#### 2.4.1.3.8 Compressing a TokenSequence

The **Compressing a TokenSequence** pseudocode encodes a sub array of the [DecompressedChunk](#) into a [TokenSequence](#). The [TokenSequence](#) is written to the [CompressedChunk](#). The location of the [FlagByte](#) of the [TokenSequence](#) is reserved and then the [Compressing a Token algorithm](#) is called to manufacture the individual **Tokens**. After the encoding of each **Token** has been computed, the [FlagByte](#) is updated.

The **Compressing a TokenSequence** pseudocode takes the following input parameters.

**CompressedEnd:** The location of the next byte after the end of the current [CompressedChunk](#).

**DecompressedEnd:** The location of the next byte after the end of the current [DecompressedChunk](#).

The pseudocode for **Compressing a TokenSequence** uses the state variables described in [State Variables](#): **CompressedCurrent** and **DecompressedCurrent**.

```

SET FlagByteIndex TO CompressedCurrent
SET TokenFlags TO 0b00000000
INCREMENT CompressedCurrent
FOR index FROM 0 TO 7 INCLUSIVE
    IF (DecompressedCurrent is LESS THAN DecompressedEnd)
        AND (CompressedCurrent is LESS THAN CompressedEnd) THEN
            CALL Compressing a Token with CompressedEnd, DecompressedEnd,
                index, and TokenFlags,
                returning TokenFlags
    ENDIF
ENDFOR
SET the byte at location FlagByteIndex TO TokenFlags

```

#### 2.4.1.3.9 Compressing a Token

The **Compressing a Token** pseudocode uses the [Matching algorithm](#) to determine the type of **Token** that can be placed at **CompressedCurrent**, manufactures the **Token**, and places the **Token** in the [CompressedChunk](#) at **CompressedCurrent**. If placing the **Token** at **CompressedCurrent** would exceed the boundaries of the current [CompressedChunk](#), the **Token** is not inserted and **CompressedCurrent** is set to a value that will signal calling algorithms that the [CompressedChunk](#) is full.

The **Compressing a Token** pseudocode takes the following input parameter.

**CompressedEnd:** The location of the next byte after the end of the current [CompressedChunk](#).

**DecompressedEnd:** The location of the first byte after the end of the [DecompressedChunk](#).

**Index:** An integer that specifies the ordinal of the **Token** within a [TokenSequence](#) being encoded. MUST be greater than or equal to 0. MUST be less than or equal to 7.

The **Compressing a Token** pseudocode takes the following input/output parameter.

**Flags(1 byte):** The [FlagByte](#) of the current [TokenSequence](#).

The pseudocode for **Compressing a Token** uses the state variables described in [State Variables](#): **CompressedCurrent** and **DecompressedCurrent**.

```

SET Offset TO zero
CALL Matching with DecompressedEnd returning Offset and Length
IF Offset is not zero THEN
    IF (CompressedCurrent PLUS 1) is LESS THAN CompressedEnd THEN
        CALL Pack CopyToken with Offset and Length returning Token
        APPEND the bytes of the CopyToken Token TO
            CompressedCurrent in little-endian order
        CALL Set FlagBit with index, 1, and Flags
        INCREMENT CompressedCurrent BY 2
        INCREMENT DecompressedCurrent BY Length
    ELSE
        SET CompressedCurrent TO CompressedEnd
    ENDIF
ELSE
    IF CompressedCurrent is LESS THAN CompressedEnd THEN
        APPEND the byte of the LiteralToken at DecompressedCurrent
            TO CompressedCurrent
        INCREMENT CompressedCurrent
    ENDIF
ENDIF

```

```

        INCREMENT DecompressedCurrent
    ELSE
        SET CompressedCurrent TO CompressedEnd
    ENDIF
ENDIF

```

#### 2.4.1.3.10 Compressing a RawChunk

The **Compressing a RawChunk** pseudocode is called when the number of bytes in a [CompressedChunk.CompressedData](#) array exceeds 4096. The bytes from the [DecompressedChunk](#) are copied, with no compression, into [CompressedChunk.CompressedData](#). If fewer than 4096 bytes are copied then the remaining bytes in [CompressedChunk.CompressedData.Data](#) array are padded with the literal value 0x00. [<12>](#)

**Compressing a RawChunk** takes the following input parameter.

**LastByte:** Specifies the location of the last byte of the **DecompressedChunk**.

The pseudocode for **Compressing a RawChunk** uses the state variables described in [State Variables](#): **CompressedCurrent**, **CompressedChunkStart**, **DecompressedChunkStart**, and **DecompressedCurrent**.

```

SET CompressedCurrent TO CompressedChunkStart PLUS 2
SET DecompressedCurrent TO DecompressedChunkStart
SET PadCount TO 4096
FOR each byte, B, FROM DecompressedChunkStart TO LastByte INCLUSIVE
    COPY B TO CompressedCurrent
    INCREMENT CompressedCurrent
    INCREMENT DecompressedCurrent
    DECREMENT PadCount
ENDFOR
FOR counter FROM 1 TO PadCount INCLUSIVE
    COPY 0x00 TO CompressedCurrent
    INCREMENT CompressedCurrent
ENDFOR

```

#### 2.4.1.3.11 Byte Copy

The **Byte Copy** pseudocode will copy a source sequence of bytes to a destination sequence of bytes. The source and destination sequences are allowed to overlap; thus it is possible for the **Byte Copy** operation to modify bytes in the source sequence.

Byte copy takes the following input parameters:

**CopySource:** Specifies the location, in the **DecompressedBuffer**, of the first byte of the source sequence.

**DestinationSource:** Specifies the location, in the **DecompressedBuffer**, of the first byte of the destination sequence.

**ByteCount:** Specifies the number of bytes to copy. MUST be greater than 0.

The pseudocode follows:

```

SET SrcCurrent TO CopySource
SET DstCurrent TO DestinationSource

```

```

FOR counter FROM 1 TO ByteCount INCLUSIVE
  COPY the byte at SrcCurrent TO DstCurrent
  INCREMENT SrcCurrent
  INCREMENT DstCurrent
ENDFOR

```

#### 2.4.1.3.12 Extract CompressedChunkSize

The Extract CompressedChunkSize pseudocode is used to unpack the size of a [CompressedChunk](#) from its [CompressedChunkHeader](#). The pseudocode takes the following input parameter:

**Header (2 bytes):** An instance of a [CompressedChunkHeader](#).

The Extract CompressedChunkSize pseudocode takes the following output parameter:

**Size (2 bytes):** An unsigned 16-bit integer. The number of bytes in the [CompressedChunk](#). MUST be less than or equal to 4098. MUST be greater than or equal to three.

```

SET temp TO Header BITWISE AND 0x0FFF
SET Size TO temp PLUS 3

```

#### 2.4.1.3.13 Pack CompressedChunkSize

Pack CompressedChunkSize pseudocode takes the following input parameters:

**Size:** An unsigned 16-bit integer. The number of bytes in the [CompressedChunk](#). MUST be less than or equal to 4098. MUST be greater than or equal to three.

Pack CompressedChunkSize pseudocode take the following input/output parameter:

**Header:** An instance of a [CompressedChunkHeader](#).

```

SET temp1 TO Header BITWISE AND 0xF000
SET temp2 TO Size MINUS 3
SET Header TO temp1 BITWISE OR temp2

```

#### 2.4.1.3.14 Pack CompressedChunkSignature

**Pack CompressedChunkSignature** sets the **CompressedChunkSignature** of a [CompressedChunkHeader](#) to 0b011.

The **Pack CompressedChunkSignature** pseudocode takes the following input/output parameter:

**Header (2 bytes):** An instance of a [CompressedChunkHeader](#).

```

SET temp TO Header BITWISE AND 0x8FFF
SET Header TO temp BITWISE OR 0x3000

```

#### 2.4.1.3.15 Extract CompressedChunkFlag

The **Extract CompressedChunkFlag** pseudocode takes the following input parameter:

**Header (2 bytes):** An instance of a [CompressedChunkHeader](#).

The **Extract CompressedChunkFlag** pseudocode takes the following output parameter:

**CompressedFlag:** An unsigned integer. The value returned MUST be zero or one.

```
SET temp TO Header BITWISE AND 0x8000
SET CompressedFlag TO temp RIGHT SHIFT BY 15
```

#### 2.4.1.3.16 Pack CompressedChunkFlag

The **Pack CompressedChunkFlag** pseudocode takes the following input parameter:

**CompressedFlag:** An unsigned integer. MUST be zero or one.

The **Pack CompressedChunkFlag** pseudocode takes the following input/output parameter:

**Header (2 bytes):** An instance of a [CompressedChunkHeader](#).

```
SET temp1 TO Header BITWISE AND 0x7FFF
SET temp2 TO CompressedFlag LEFT SHIFT BY 15
SET Header TO temp1 BITWISE OR temp2
```

#### 2.4.1.3.17 Extract FlagBit

The **Extract FlagBit** pseudocode takes the following input parameters:

**Index:** An unsigned integer specifying which FlagBit to extract. MUST be greater than or equal to zero and less than eight.

**Byte (1 byte):** An instance of a **FlagByte**.

The **Extract FlagBit** pseudocode returns the following output parameters:

**Flag:** An integer. The value of the bit in **Byte** at location **Index**. The value returned MUST be zero or one.

```
SET Flag TO (Byte RIGHT SHIFT BY Index) BITWISE AND 1
```

#### 2.4.1.3.18 Set FlagBit

The **Set FlagBit** pseudocode sets a specified bit in a FlagByte to 0b0 or 0b1.

The **Set FlagBit** pseudocode takes the following input parameters:

**Index:** An unsigned integer specifying which FlagBit to set. MUST be greater than or equal to zero. MUST be less than eight.

**Flag:** An integer. Specifies the bit value to set at location **Index** in **Byte**. MUST be zero or one.

The **Set FlagBit** pseudocode takes the following input/output parameters:

**Byte (1 byte):** An instance of a **FlagByte**.

```
SET temp1 TO Flag LEFT SHIFT BY Index
SET temp2 TO Byte BITWISE AND (BITWISE NOT temp1)
SET Byte TO temp2 BITWISE OR temp1
```

#### 2.4.1.3.19 CopyToken Algorithms



Packed into a [CopyToken](#) are an [Offset](#) value and a [Length](#) value. The **Offset**, **Length** pair specify the start and length of a sequence of bytes, called a **CopySequence**, in the **DecompressedChunk**. A **CopySequence** is an array of bytes in the [DecompressedChunk](#) that are duplicated starting at **DecompressedCurrent**. The [Matching algorithm](#) will search for a **CopySequence**.

The start of a **CopySequence** MUST be before **DecompressedCurrent**. The start of the **CopySequence** MUST be at or after **DecompressedChunkStart**. The number of bytes in a **CopySequence** MUST be greater than or equal to three. The number of bytes in a **CopySequence** MUST be less than 4096.

**Offset** specifies the start of the **CopySequence**. **Offset** is the difference between **DecompressedCurrent** and the start of the **CopySequence** minus one. **Length** is the number of bytes minus three in the **CopySequence**.

The number of bits used to pack **Offset** and **Length** is a function of the relationship between **DecompressedCurrent** and **DecompressedChunkStart** as specified as:

<b>DecompressedCurrent</b> minus <b>DecompressedChunkStart</b>	Number of bits used to pack <b>Length</b>	Largest possible value for <b>Length</b>	Number of bits used to pack <b>Offset</b>
1 to 16	12	4098	4
17 to 32	11	2050	5
33 to 64	10	1026	6
65 to 128	9	514	7
129 to 256	8	258	8
257 to 512	7	130	9
513 to 1024	6	66	10
1025 to 2048	5	34	11
2049 to 4096	4	18	12

The [CopyToken Help algorithm](#) returns values that are used by the [Unpack CopyToken](#) and [Pack CopyToken](#) algorithms to manipulate the **Offset** and **Length** fields of a **CopyToken**.

#### 2.4.1.3.19.1 CopyToken Help

**CopyToken Help** derived bit masks are used by the [Unpack CopyToken](#) and the [Pack CopyToken](#) algorithms. **CopyToken Help** also derives the maximum length for a [CopySequence](#) which is used by the [Matching algorithm](#).

The pseudocode uses the state variables described in [State Variables](#): **DecompressedCurrent** and **DecompressedChunkStart**.

The pseudocode for **CopyToken Help** returns the following output parameters:

**LengthMask (2 bytes):** An unsigned 16-bit integer. A bitmask used to access **CopyToken.Length**.

**OffsetMask (2 bytes):** An unsigned 16-bit integer. A bitmask used to access **CopyToken.Offset**.

**BitCount (2 bytes):** An unsigned 16-bit integer. The number of bits set to 0b1 in **OffsetMask**.

**MaximumLength (2 bytes):** An unsigned 16-bit integer. The largest possible integral value that can fit into **CopyToken.Length**.

```
SET difference TO DecompressedCurrent MINUS DecompressedChunkStart
SET BitCount TO the smallest integer that is GREATER THAN OR EQUAL TO LOGARITHM
base 2 of difference
```

```

SET BitCount TO the maximum of BitCount and 4
SET LengthMask TO 0xFFFF RIGHT SHIFT BY BitCount
SET OffsetMask TO BITWISE NOT LengthMask
SET MaximumLength TO (0xFFFF RIGHT SHIFT BY BitCount) PLUS 3

```

#### 2.4.1.3.19.2 Unpack CopyToken

The **Unpack CopyToken** pseudocode will compute the specifications of a [CopySequence](#) that are encoded in a CopyToken.

The pseudocode for **Unpack CopyToken** takes the following input parameters:

**Token (2 bytes):** A [CopyToken](#).

The pseudocode takes the following output parameters:

**Offset (2 bytes):** An unsigned 16-bit integer that specifies the beginning of a [CopySequence](#).

**Length (2 bytes):** An unsigned 16-bit integer that specifies the length of a [CopySequence](#).

```

CALL CopyToken Help returning LengthMask, OffsetMask, and BitCount
SET Length TO (Token BITWISE AND LengthMask) PLUS 3
SET temp1 TO Token BITWISE AND OffsetMask
SET temp2 TO 16 MINUS BitCount
SET Offset TO (temp1 RIGHT SHIFT BY temp2) PLUS 1

```

#### 2.4.1.3.19.3 Pack CopyToken

The **Pack CopyToken** pseudocode will take the Offset and Length values that specify a [CopySequence](#) and pack them into a [CopyToken](#).

The **Pack CopyToken** pseudocode takes the following input parameters:

**Offset (2 bytes):** An unsigned 16-bit integer that specifies the beginning of a [CopySequence](#).

**Length (2 bytes):** An unsigned 16-bit integer that specifies the length of a [CopySequence](#).

The **Pack CopyToken** pseudocode takes the following output parameters:

**Token (2 bytes):** A [CopyToken](#).

```

CALL CopyToken Help returning LengthMask, OffsetMask, and BitCount
SET temp1 TO Offset MINUS 1
SET temp2 TO 16 MINUS BitCount
SET temp3 TO Length MINUS 3
SET Token TO (temp1 LEFT SHIFT BY temp2) BITWISE OR temp3

```

#### 2.4.1.3.19.4 Matching

The **Matching** pseudocode is used to search for a [CopySequence](#) in a [DecompressedChunk](#), based on an array of bytes in the same DecompressedChunk. The pseudocode uses the state variables described in [State Variables](#): **DecompressedCurrent**, and **DecompressedChunkStart**.

The Matching pseudocode takes the following input parameters:

**DecompressedEnd:** Specifies the location of the byte after the last byte in the current **DecompressedChunk**.

The **Matching** pseudocode returns the following output parameters:

**Offset:** If a match is found, then the number of bytes between the start of the [CopySequence](#) and **DecompressedCurrent**. If a match is not found, then zero.

**Length:** If a match is found, then the number of bytes in the [CopySequence](#). If a match is not found, then zero.

```
SET Candidate TO DecompressedCurrent MINUS 1
SET BestLength TO 0
WHILE Candidate is GREATER THAN OR EQUAL TO DecompressedChunkStart
    SET C TO Candidate
    SET D TO DecompressedCurrent
    SET Len TO 0
    WHILE (D is LESS THAN DecompressedEnd)
        and (the byte at D EQUALS the byte at C)
            INCREMENT Len
            INCREMENT C
            INCREMENT D
    END WHILE
    IF Len is GREATER THAN BestLength THEN
        SET BestLength TO Len
        SET BestCandidate TO Candidate
    ENDIF
    DECREMENT Candidate
END WHILE
IF BestLength is GREATER THAN OR EQUAL TO 3 THEN
    CALL CopyToken_Help returning MaximumLength
    SET Length TO the MINIMUM of BestLength and MaximumLength
    SET Offset TO DecompressedCurrent MINUS BestCandidate
ELSE
    SET Length TO 0
    SET Offset TO 0
ENDIF
```

## 2.4.2 Contents Hash

The Contents Hash is a cryptographic [digest](#) of a subset of the information stored in the [VBA Storage](#).

Conventions:

1. APPEND specifies appending the bytes of a field to the end of a resizable array of bytes.
2. APPEND specifies appending the MBCS bytes of a string without null termination to the end of a resizable array of bytes.
3. FOR each specifies iteration over a collection of records in their stored order.

This Contents Hash algorithm requires one parameter as input:

**VBAStorage(Variable):** The [VBA Storage](#) to calculate a hash for.

The Contents Hash algorithm produces an array of bytes as output:

**CryptographicDigest(16 bytes):** The cryptographic digest of **VBAStorage**.

**CryptographicDigest** is generated by the following pseudocode:

```
SET Buffer TO a resizable array of bytes

APPEND Buffer WITH PROJECTNAME.ProjectName

APPEND Buffer WITH PROJECTCONSTANTS.ProjectConstants
FOR each REFERENCE Ref IN PROJECTREFERENCES.ReferenceArray
    IF Ref.ReferenceRecord.Id = 0x000D THEN
        APPEND Buffer WITH 0x7B
    END IF

    IF Ref.ReferenceRecord.Id = 0x000E THEN
        SET TempBuffer TO a resizable array of bytes
        APPEND TempBuffer WITH Ref.ReferenceRecord.SizeOfAbsoluteLibId
        APPEND TempBuffer WITH Ref.ReferenceRecord.AbsoluteLibId
        APPEND TempBuffer WITH Ref.ReferenceRecord.SizeOfRelativeLibId
        APPEND TempBuffer WITH Ref.ReferenceRecord.RelativeLibId
        APPEND TempBuffer WITH Ref.ReferenceRecord.MajorVersion
        APPEND TempBuffer WITH Ref.ReferenceRecord.MinorVersion
        APPEND TempBuffer WITH 0x00
        SET CopyIndex TO 0
        SET CopyByte TO TempBuffer[CopyIndex]
        WHILE NOT CopyByte EQUALS 0x00
            APPEND Buffer WITH CopyByte
            INCREMENT CopyIndex
            SET CopyByte TO TempBuffer[CopyIndex]
        END WHILE
    END IF
END FOR

FOR each ModuleStream ModStream IN VBAStorage
    SET CompressedContainer TO ModStream.CompressedSourceCode
    CALL Decompression with CompressedContainer RETURNING DecompressedBuffer
    SET Text TO the string representation of the bytes in DecompressedBuffer

    SET Lines TO a resizable array of strings
    SET TextBuffer TO ""
    FOR each character Char IN Text
        IF Char is Carriage Return or Line Feed THEN
            ADD TextBuffer TO the end of Lines
            SET TextBuffer TO ""
        ELSE
            ADD Char TO the end of TextBuffer
        END IF
    END FOR

    FOR each Line IN Lines
        IF Line does not start with "Attribute " ignoring case THEN
            APPEND Buffer WITH Line
        END IF
    END FOR
END FOR

SET CryptographicDigest TO the cryptographic digest of Buffer as specified by the
MD5 algorithm in \[RFC1321\].
```

### 2.4.3 Data Encryption

VBA uses a reversible encryption algorithm for selected data.

Conventions:

4. XOR specifies a bit-wise exclusive OR operation.
5. BAND specifies a bit-wise AND operation.
6. All operations resulting in integer overflow MUST only store low-order bits, resulting in high-order bit truncation.

#### 2.4.3.1 Encrypted Data Structure

Specifies encrypted data.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	
Seed									VersionEnc								ProjKeyEnc								IgnoredEnc (variable)							
...																																
DataLengthEnc																																
DataEnc (variable)																																
...																																

**Seed (1 byte):** Specifies the encryption seed.

**VersionEnc (1 byte):** Encrypted per section 2.4.3.2. Specifies the encryption version.

**ProjKeyEnc (1 byte):** Encrypted per section 2.4.3.2. Specifies the project-specific encryption key.

**IgnoredEnc (variable):** Encrypted per section 2.4.3.2. An array of arbitrary bytes for obfuscation.

**DataLengthEnc (4 bytes):** Encrypted per section 2.4.3.2. Specifies the length in bytes of **DataEnc**.

**DataEnc (variable):** Encrypted per section 2.4.3.2. Specifies the data encrypted by the algorithm.

#### 2.4.3.2 Encryption

This encryption accepts two parameters as input:

**Data (Variable):** An array of bytes to be obfuscated.

**Length (4 bytes):** An unsigned integer that specifies the length of **Data**.

The algorithm will yield an array of bytes as defined in [Encrypted Data Structure](#).

To encrypt **Data**, an implementation MUST maintain the following states:

**UnencryptedByte1 (1 byte):** Specifies the last unencrypted byte read / written.

**EncryptedByte1 (1 byte):** Specifies the last encrypted byte read / written.

**EncryptedByte2 (1 byte):** Specifies the next-to-last encrypted byte read / written.

**Version (1 byte):** Specifies the encryption version.

**ProjKey (1 byte):** Specifies a project-specific encryption key.

**IgnoredLength (1 byte):** Specifies the length in bytes of **IgnoredEnc**.

Each field MUST be encrypted in the following order:

**VersionEnc** is calculated using the following formula:

**VersionEnc** = **Seed** XOR **Version**

Version MUST be 2.

ProjKey is the checksum of the project identifier as computed by the following pseudocode:

```
SET ProjKey TO 0
FOR each CharacterByte IN the string ProjectId.ProjectCLSID
    ADD CharacterByte TO ProjKey
END FOR
```

**ProjKeyEnc** is calculated using the following formula:

**ProjKeyEnc** = **Seed** XOR **ProjKey**

Initialize states for the rest of the encoding:

```
SET UnencryptedByte1 TO ProjKey
SET EncryptedByte1 TO ProjKeyEnc
SET EncryptedByte2 TO VersionEnc
```

**IgnoredEnc** is computed by the following pseudocode:

```
SET IgnoredLength TO (Seed BAND 6) / 2
FOR Counter FROM 1 TO IgnoredLength INCLUSIVE
    SET TempValue TO any value
    SET ByteEnc TO (TempValue XOR (EncryptedByte2 + UnencryptedByte1))
    APPEND IgnoredEnc WITH ByteEnc
    SET EncryptedByte2 TO EncryptedByte1
    SET EncryptedByte1 TO ByteEnc
    SET UnencryptedByte1 TO TempValue
END FOR
```

**DataLengthEnc** is computed by the following pseudocode:

```
FOR each Byte IN Length in little endian order
    SET ByteEnc TO (Byte XOR (EncryptedByte2 + UnencryptedByte1))
    APPEND DataLengthEnc WITH ByteEnc
    SET EncryptedByte2 TO EncryptedByte1
```

```

SET EncryptedByte1 TO ByteEnc
SET UnencryptedByte1 TO Byte
END FOR

```

**DataEnc** is computed by the following pseudocode:

```

FOR each DataByte IN Data
  SET ByteEnc TO (DataByte XOR (EncryptedByte2 + UnencryptedByte1))
  APPEND DataEnc WITH ByteEnc
  SET EncryptedByte2 TO EncryptedByte1
  SET EncryptedByte1 TO ByteEnc
  SET UnencryptedByte1 TO DataByte
END FOR

```

### 2.4.3.3 Decryption

This decryption algorithm accepts an [Encrypted Data Structure](#) as input and will yield:

**Length (4 bytes):** An unsigned integer that specifies the length of **Data**.

**Data (variable):** An array of unencrypted bytes.

To decrypt **Data** from an [Encrypted Data Structure](#), an implementation MUST maintain the following states:

**UnencryptedByte1 (1 byte):** Specifies the last unencrypted byte read / written.

**EncryptedByte1 (1 byte):** Specifies the last encrypted byte read / written.

**EncryptedByte2 (1 byte):** Specifies the next-to-last encrypted byte read / written.

**Version (1 byte):** Specifies the encryption version.

**ProjKey (1 byte):** Specifies a project-specific encryption key.

**IgnoredLength (1 byte):** Specifies the length in bytes of **IgnoredEnc**.

MUST decrypt in order as follows.

Version is calculated using the following formula:

```
Version = Seed XOR VersionEnc
```

Version MUST be 2.

ProjKey is calculated using the following formula:

```
ProjKey = Seed XOR ProjKeyEnc
```

To initialize states for the rest of the encoding:

```

SET UnencryptedByte1 TO ProjKey
SET EncryptedByte1 TO ProjKeyEnc

```

```
SET EncryptedByte2 TO VersionEnc
```

The length of **IgnoredEnc** is computed as:

```
IgnoredLength = (Seed BAND 6) / 2
```

Decrypting of **IgnoredEnc** MUST be as follows:

```
FOR each ByteEnc IN IgnoredEnc
    SET Byte TO (ByteEnc XOR (EncryptedByte2 + UnencryptedByte1))
    SET EncryptedByte2 TO EncryptedByte1
    SET EncryptedByte1 TO ByteEnc
    SET UnencryptedByte1 TO Byte
END FOR
```

**Length** is computed by the following pseudocode:

```
SET ByteIndex TO zero
FOR each ByteEnc IN DataLengthEnc
    SET Byte TO (ByteEnc XOR (EncryptedByte2 + UnencryptedByte1))
    SET TempValue TO 256 raised to the power of ByteIndex
    MULTIPLY TempValue by Byte
    ADD TempValue TO Length
    SET EncryptedByte2 TO EncryptedByte1
    SET EncryptedByte1 TO ByteEnc
    SET UnencryptedByte1 TO Byte
    INCREMENT ByteIndex
END FOR
```

**Length** is equal to the length of **DataEnc**.

**Data** is computed using the following pseudocode:

```
FOR each ByteEnc IN DataEnc
    SET Byte TO (ByteEnc XOR (EncryptedByte2 + UnencryptedByte1))
    APPEND Data WITH Byte
    SET EncryptedByte2 TO EncryptedByte1
    SET EncryptedByte1 TO ByteEnc
    SET UnencryptedByte1 TO Byte
END FOR
```

## 2.4.4 Password Hash

VBA employs a custom format for storing a password hash, obfuscating the password with random data. That random data is stored with the VBA project so the hash can be verified without the need to store the original password string.

### 2.4.4.1 Password Hash Data Structure

The password data structure specifies a password hash and additional random byte data to obfuscate the hash.



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**Reserved (1 byte):** MUST be 0xFF. MUST be ignored.

**GrbitKey (4 bits):** Each bit specifies a corresponding null byte of **Key** as specified by [Encode Nulls](#).

**GrbitHashNull (20 bits):** Each bit specifies a corresponding null byte of **PasswordHash** as specified by [Encode Nulls](#).

**KeyNoNulls (4 bytes):** Specifies the **Key** for the [Password Hash Algorithm](#) with null bytes removed as specified by [Encode Nulls](#). **Key** is any value.

**Key** is encoded into **KeyNoNulls** as specified by the following pseudocode:

CALL [Encode Nulls](#) with **Key** RETURNING **GrbitKey** and **KeyNoNulls**

Decoding is specified by the following pseudocode:

CALL [Decode Nulls](#) with **KeyNoNulls** and **GrbitKey** RETURNING **Key**

**PasswordHashNoNulls (20 bytes):** Specifies the **PasswordHash** result of the [Password Hash Algorithm](#) with null bytes removed as specified by [Encode Nulls](#).

**PasswordHash** is the 160-bit cryptographic digest of a password combined with **Key** as specified by [Password Hash Algorithm](#).

Encoding is specified by the following pseudocode:

CALL [Encode Nulls](#) with **PasswordHash** RETURNING **GrbitHashNull** and **PasswordHashNoNulls**

Decoding is specified by the following pseudocode:

CALL [Decode Nulls](#) with **PasswordHashNoNulls** and **GrbitHashNull** RETURNING **PasswordHash**

**Terminator (1 byte):** MUST be 0x00.

#### 2.4.4.2 Encode Nulls

The Password Hash stores **Key** and **PasswordHash** with null bytes removed. The fields are encoded by replacing 0x00 bytes with 0x01 and setting a bit on the bit-fields **GrbitKey** and **GrbitHashNull**, respectively.

This algorithm accepts the following as parameters:

**InputBytes (variable):** An input array of bytes to be encoded.

**GrbitNull (variable):** An output array of bits specifying null bytes in **InputBytes**.

**EncodedBytes (variable):** An output array of encoded bytes.

Encoding is computed by the following pseudocode:

```
FOR each Byte IN InputBytes
  IF Byte EQUALS 0x00 THEN
    APPEND EncodedBytes WITH 0x01
    APPEND GrbitNull WITH one bit set to FALSE
  ELSE
    APPEND EncodedBytes WITH Byte
    APPEND GrbitNull WITH one bit set to TRUE
  END IF
END FOR
```

#### 2.4.4.3 Decode Nulls

The Password Hash stores **Key** and **PasswordHash** with null bytes removed as specified by [Encode Nulls](#). The fields are decoded by reading bit-fields **GrbitKey** and **GrbitHashNull**, and replacing corresponding bytes in **Key** and **PasswordHash** with 0x00.

This algorithm accepts the following as parameters:

**EncodedBytes (variable):** An input array of bytes to be encoded.

**GrbitNull (variable):** An input array of bits specifying null bytes in **DecodedBytes**.

**DecodedBytes (variable):** An output array of encoded bytes.

Decoding is computed by the following pseudocode:

```
SET Index TO 0
FOR each Bit IN GrbitNull
  IF Bit EQUALS FALSE THEN
    APPEND DecodedBytes WITH 0x00
  ELSE
    APPEND DecodedBytes WITH EncodedBytes[Index]
  END IF
  INCREMENT Index
END FOR
```

#### 2.4.4.4 Password Hash Algorithm

This Password Hash Algorithm accepts the following as parameters:

**Password (Variable):** An array of bytes to be obfuscated. MUST contain MBCS characters encoded using the code page specified by [PROJECTCODEPAGE](#).

**Key (4 Bytes):** An array of 4 bytes of any value.

When comparing a new password to an old cryptographic digest, MUST be the same value as stored in the old password's [Password Hash Data Structure](#).Key.

The algorithm will yield **PasswordHash**, an array of 20 bytes.

The pseudocode for computing the hash is as follows:

```
LET BytesToHash be a variable array of bytes
APPEND BytesToHash WITH Password
APPEND BytesToHash WITH Key
SET PasswordHash TO the SHA-1 cryptographic digest of BytesToHash, as specified by
\[RFC3174\].
```

#### 2.4.4.5 Password Hash Validation

To verify a password against the stored hash, a new password hash MUST be generated using the same **Key** as the existing password. The new hash can then be compared to the hash in the VBA project.

Validation accepts the following as parameters:

**NewPassword (Variable):** An array of bytes specifying a password to validate. MUST contain MBCS characters encoded using the code page specified by [PROJECTCODEPAGE](#).

**Key (4 bytes):** An array of 4 bytes. MUST be the value stored in [Password Hash Data Structure](#).Key.

**OldPasswordHash (20 bytes):** A cryptographic digest. MUST be the value stored in [Password Hash Data Structure](#).PasswordHash.

The algorithm yields a Boolean value, **Valid**, specifying that **NewPassword** is valid.

Validation is computed by the following pseudocode:

```
LET NewHash be an array of 20 bytes
CALL Password Hash Algorithm with NewPassword and Key RETURNING NewHash
IF NewHash EQUALS OldPasswordHash THEN
    SET Valid TO TRUE
ELSE
    SET Valid TO FALSE
END IF
```

## 3 Structure Examples

The following sections provide structure examples of features of this file format. Note that these examples are illustrative of this file format specification, and may not cover all possible structure usage scenarios.

The examples in section 3.1 are taken from the same workbook. These examples are provided to illustrate how to produce a VBA project that can be opened in Microsoft® Excel® 97, Microsoft® Excel® 2000, Microsoft® Excel® 2002, Microsoft® Office Excel® 2003, and Microsoft® Office Excel® 2007.

The examples in section 3.2 illustrate byte arrays compressed and decompressed using the compression and decompression algorithms in section 2.4.1. Note that these examples are illustrative of this file format specification, and may not cover all possible usage scenarios.

### 3.1 VBA Storage Information Example

#### 3.1.1 \_VBA\_PROJECT Example

The following example illustrates a [\\_VBA\\_PROJECT](#) example, which describes the version-dependent information for the VBA project.

Offset	Size	Structure	Value
00000000	0007	<a href="#">_VBA_PROJECT Stream: Version Dependent Project Information</a> - <b>_VBA_PROJECT</b>	
00000000	0002	unsigned integer - <b>Reserved1</b>	0x61CC
00000002	0002	unsigned integer - <b>Version</b>	0xFFFF
00000004	0001	BYTE - <b>Reserved2</b>	0x00
00000005	0002	unsigned integer - <b>Reserved3</b>	0x0001
00000007	0000	Blob - <b>PerformanceCache</b>	

**Figure 1: \_VBA\_PROJECT Stream**

Figure 2 illustrates an example of an interoperable [\\_VBA\\_PROJECT](#) stream.

**Version:** 0xFFFF specifies the version of VBA used to create the VBA project. Write this field as 0xFFFF.

**PerformanceCache:** This record is empty on write.

#### 3.1.2 dir Stream Example

The following examples illustrate a [dir](#) stream for a VBA project. The [dir](#) stream examples describe project information, project references and modules. The [dir](#) stream ends with an unsigned integer, **Terminator**, and a **Reserved** field.

##### 3.1.2.1 Project Information Example

The following example illustrates a [PROJECTINFORMATION](#) record for a VBA project.

Offset	Size	Structure	Value
00000000	0122	<a href="#">PROJECTINFORMATION Record</a> - Information Record	
00000000	000A	<a href="#">PROJECTSYSKIND Record</a> - SysKindRecord	
00000000	0002	unsigned integer - <b>Id</b>	0x0001
00000002	0004	unsigned integer - <b>Size</b>	0x00000004
00000006	0004	unsigned integer - <b>SysKind</b>	0x00000001
0000000A	000A	<a href="#">PROJECTLCID Record</a> - LcidRecord	
0000000A	0002	unsigned integer - <b>Id</b>	0x0002
0000000C	0004	unsigned integer - <b>Size</b>	0x00000004
00000010	0004	unsigned integer - <b>Lcid</b>	0x00000409
00000014	000A	<a href="#">PROJECTLCIDINVOKE Record</a> - LcidInvokeRecord	
00000014	0002	unsigned integer - <b>Id</b>	0x0014
00000016	0004	unsigned integer - <b>Size</b>	0x00000004
0000001A	0004	unsigned integer - <b>LcidInvoke</b>	0x00000409
0000001E	0008	<a href="#">PROJECTCODEPAGE Record</a> - CodePageRecord	
0000001E	0002	unsigned integer - <b>Id</b>	0x0003
00000020	0004	unsigned integer - <b>Size</b>	0x00000002
00000024	0002	unsigned integer - <b>CodePage</b>	0x04E4
00000026	0010	<a href="#">PROJECTNAME Record</a> - NameRecord	
00000026	0002	unsigned integer - <b>Id</b>	0x0004
00000028	0004	unsigned integer - <b>SizeOfProjectName</b>	0x0000000A
0000002C	000A	array of bytes - <b>ProjectName</b>	VBAProject
00000036	0069	<a href="#">PROJECTDOCSTRING Record</a> - DocStringRecord	
00000036	0002	unsigned integer - <b>Id</b>	0x0005
00000038	0004	unsigned integer - <b>SizeOfDocString</b>	0x0000001F
0000003C	001F	array of bytes - <b>DocString</b>	Example VBA Project Description
0000005B	0002	unsigned integer - <b>Reserved</b>	0x0040
0000005D	0004	unsigned integer - <b>SizeOfDocStringUnicode</b>	0x0000003E
00000061	003E	array of bytes - <b>DocStringUnicode</b>	Example VBA Project Description
0000009F	0042	<a href="#">PROJECTHELPPATH Record</a> - HelpFilePathRecord	
0000009F	0002	unsigned integer - <b>Id</b>	0x0006
000000A1	0004	unsigned integer - <b>SizeOfHelpFile1</b>	0x0000001B
000000A5	001B	array of bytes - <b>HelpFile1</b>	c:\example path\example.hlp
000000C0	0002	unsigned integer - <b>Reserved</b>	0x003D
000000C2	0004	unsigned integer - <b>SizeOfHelpFile2</b>	0x0000001B
000000C6	001B	array of bytes - <b>HelpFile2</b>	c:\example path\example.hlp
000000E1	000A	<a href="#">PROJECTHELPCONTEXT Record</a> - HelpContextRecord	
000000E1	0002	unsigned integer - <b>Id</b>	0x0007

000000E3 0004	unsigned integer - <b>Reserved</b>	0x00000004
000000E7 0004	unsigned integer - <b>HelpContext</b>	0x00000001
000000EB 000A	<b>PROJECTLIBFLAGS Record - LibFlagsRecord</b>	
000000EB 0002	unsigned integer - <b>Id</b>	0x0008
000000ED 0004	unsigned integer - <b>Size</b>	0x00000004
000000F1 0004	unsigned integer - <b>ProjectLibFlags</b>	0x00000000
000000F5 000C	<b>PROJECTVERSION Record - VersionRecord</b>	
000000F5 0002	unsigned integer - <b>Id</b>	0x0009
000000F7 0004	unsigned integer - <b>Reserved</b>	0x00000004
000000FB 0004	unsigned integer - <b>VersionMajor</b>	0x49B5196B
000000FF 0002	unsigned integer - <b>VersionMinor</b>	0x0006
00000101 0021	<b>PROJECTCONSTANTS Record - ConstantsRecord</b>	
00000101 0002	unsigned integer - <b>Id</b>	0x000C
00000103 0004	unsigned integer - <b>SizeOfConstants</b>	0x00000007
00000107 0007	array of bytes - <b>Constants</b>	abc = 1
0000010E 0002	unsigned integer - <b>Reserved</b>	0x003C
00000110 0004	unsigned integer - <b>SizeOfConstantsUnicode</b>	0x0000000E
00000114 000E	array of bytes - <b>ConstantsUnicode</b>	abc = 1

**Figure 2: ProjectInformation Record**

Figure 3 illustrates a [PROJECTINFORMATION](#) record. The [PROJECTINFORMATION](#) record stores the VBA project's properties.

**SysKindRecord.SysKind:** 0x00000001 specifies this project is intended for the 32-bit Windows Platform.

**CodePageRecord.CodePage:** 0x04E4 specifies 1252 - Western Latin code page. For more information, see specified in [\[MC-CPB\]](#).

**NameRecord.ProjectName:** "VBAProject" specifies the name of the VBA project in MBCS characters.

**DocStringRecord:** Specifies the description, "Example VBA Project Description" for the VBA project. The description of the project can be used to provide additional information about the project beyond the **ProjectName**.

**DocStringRecord.DocString:** "Example VBA Project Description" specifies the description for the project in MBCS characters.

**DocStringRecord.DocStringUnicode:** "Example VBA Project Description" specifies the description for the project in Unicode characters. This value is equivalent to the **DocString** field value.

**HelpFilePathRecord.HelpFile1:** "c:\example path\example.hlp" specifies the path to a Help file for this VBA project in MBCS characters.

**HelpFilePathRecord.HelpFile2:** "c:\example path\example.hlp" specifies the path to a Help file for this VBA project in MBCS characters.

**HelpContextRecord.HelpContext:** 0x00000001 specifies the Help topic identifier for the VBA project, which is the help topic the user will see when the **HelpFilePathRecord.HelpFile1** is requested. For example, if the user requested help for this context, the

**HelpFilePathRecord.HelpFile1**, "c:\example path\example.hlp", would be opened and the user would see the help topic corresponding to the **HelpContext**, 1, in this example.

**VersionRecord.VersionMajor**: 0x49B5196B specifies the major version of the VBA project.

**VersionRecord.VersionMinor**: 0x0006 specifies the minor version of the VBA project.

**ConstantsRecord**: Specifies compilation constants for the VBA project. **Constants** are used to conditionally compile code within the VBA project. The Constant, "abc = 1" from this example is illustrated in the [Sheet1 Decompressed Module Stream Example](#).

**ConstantsRecord.Constants**: "abc = 1" specifies the compilation constants for the VBA project in MBCS characters.

**ConstantsRecord.ConstantsUnicode**: "abc = 1" specifies the compilation constants for the VBA project in Unicode characters. This value is equivalent to the **Constants** field value.

### 3.1.2.2 Project Reference Information Example

The following example illustrates the [PROJECTREFERENCES](#) record for the VBA project. This project includes four references.

Offset	Size	Structure	Value
00000122	0380	VBA_Canonical_ReferenceArray - ReferenceArray	
00000122	008C	<a href="#">REFERENCE Record</a> - Reference[0]	
00000122	001E	<a href="#">REFERENCENAME Record</a> - NameRecord	
00000122	0002	unsigned integer - Id	0x0016
00000124	0004	unsigned integer - SizeOfName	0x00000006
00000128	0006	array of bytes - Name	stdole
0000012E	0002	unsigned integer - Reserved	0x003E
00000130	0004	unsigned integer - SizeOfNameUnicode	0x0000000C
00000134	000C	array of bytes - NameUnicode	stdole
00000140	006E	<a href="#">REFERENCEREGISTERED Record</a> - ReferenceRecord[0]	
00000140	0002	unsigned integer - Id	0x000D
00000142	0004	unsigned integer - Size	0x00000068
00000146	0004	unsigned integer - SizeOfLibid	0x0000005E
0000014A	005E	array of bytes - Libid	*\G{00020430-0000-0000-C000-
000001A8	0004	unsigned integer - Reserved1	0x00000000
000001AC	0002	unsigned integer - Reserved2	0x0000
000001AE	00C2	<a href="#">REFERENCE Record</a> - Reference[1]	
000001AE	001E	<a href="#">REFERENCENAME Record</a> - NameRecord	
000001AE	0002	unsigned integer - Id	0x0016
000001B0	0004	unsigned integer - SizeOfName	0x00000006
000001B4	0006	array of bytes - Name	Office
000001BA	0002	unsigned integer - Reserved	0x003E
000001BC	0004	unsigned integer - SizeOfNameUnicode	0x0000000C
000001C0	000C	array of bytes - NameUnicode	Office
000001CC	00A4	<a href="#">REFERENCEREGISTERED Record</a> - ReferenceRecord[1]	
000001CC	0002	unsigned integer - Id	0x000D
000001CE	0004	unsigned integer - Size	0x0000009E
000001D2	0004	unsigned integer - SizeOfLibid	0x00000094
000001D6	0094	array of bytes - Libid	*\G{2DF8D04C-5BFA-101B-BDE5-
0000026A	0004	unsigned integer - Reserved1	0x00000000
0000026E	0002	unsigned integer - Reserved2	0x0000
00000270	0091	<a href="#">REFERENCE Record</a> - Reference[2]	
00000270	002D	<a href="#">REFERENCENAME Record</a> - NameRecord	
00000270	0002	unsigned integer - Id	0x0016
00000272	0004	unsigned integer - SizeOfName	0x0000000B
00000276	000B	array of bytes - Name	VBAProject1
00000281	0002	unsigned integer - Reserved	0x003E



00000283 0004	unsigned integer - <b>SizeOfNameUnicode</b>	0x00000016
00000287 0016	array of bytes - <b>NameUnicode</b>	VBAProject1
0000029D 0064	<b>REFERENCEPROJECT Record - ReferenceRecord[2]</b>	
0000029D 0002	unsigned integer - <b>Id</b>	0x000E
0000029F 0004	unsigned integer - <b>Size</b>	0x0000005E
000002A3 0004	unsigned integer - <b>SizeOfLibidAbsolute</b>	0x00000030
000002A7 0030	array of bytes - <b>LibidAbsolute</b>	*\CC:\Example Path\Example-
000002D7 0004	unsigned integer - <b>SizeOfLibidRelative</b>	0x00000020
000002DB 0020	array of bytes - <b>LibidRelative</b>	*\CExample-ReferencedProject.xls
000002FB 0004	unsigned integer - <b>MajorVersion</b>	0x49A95F46
000002FF 0002	unsigned integer - <b>MinorVersion</b>	0x000D
00000301 01A1	<b>REFERENCE Record - Reference[3]</b>	
00000301 0021	<b>REFERENCENAME Record - NameRecord</b>	
00000301 0002	unsigned integer - <b>Id</b>	0x0016
00000303 0004	unsigned integer - <b>SizeOfName</b>	0x00000007
00000307 0007	array of bytes - <b>Name</b>	MSForms
0000030E 0002	unsigned integer - <b>Reserved</b>	0x003E
00000310 0004	unsigned integer - <b>SizeOfNameUnicode</b>	0x0000000E
00000314 000E	array of bytes - <b>NameUnicode</b>	MSForms
00000322 0180	<b>REFERENCECONTROL Record - ReferenceRecord[3]</b>	
00000322 0075	<b>REFERENCEORIGINAL Record - OriginalRecord</b>	
00000322 0002	unsigned integer - <b>Id</b>	0x0033
00000324 0004	unsigned integer - <b>SizeOfLibidOriginal</b>	0x0000006F
00000328 006F	array of bytes - <b>LibidOriginal</b>	*\G{0D452EE1-E08F-101A-852E-
00000397 0002	unsigned integer - <b>Id</b>	0x002F
00000399 0004	unsigned integer - <b>SizeTwiddled</b>	0x0000003B
0000039D 0004	unsigned integer - <b>SizeOfLibidTwiddled</b>	0x00000031
000003A1 0031	array of bytes - <b>LibidTwiddled</b>	*\G{00000000-0000-0000-0000-
000003D2 0004	unsigned integer - <b>Reserved1</b>	0x00000000
000003D6 0002	unsigned integer - <b>Reserved2</b>	0x0000
000003D8 0021	<b>REFERENCENAME Record - NameRecordExtended</b>	
000003D8 0002	unsigned integer - <b>Id</b>	0x0016
000003DA 0004	unsigned integer - <b>SizeOfName</b>	0x00000007
000003DE 0007	array of bytes - <b>Name</b>	MSForms
000003E5 0002	unsigned integer - <b>Reserved</b>	0x003E
000003E7 0004	unsigned integer - <b>SizeOfNameUnicode</b>	0x0000000E
000003EB 000E	array of bytes - <b>NameUnicode</b>	MSForms
000003F9 0002	unsigned integer - <b>Reserved3</b>	0x0030

000003FB 0004	unsigned integer - <b>SizeExtended</b>	0x000000A3
000003FF 0004	unsigned integer - <b>SizeOfLibidExtended</b>	0x00000085
00000403 0085	array of bytes - <b>LibidExtended</b>	*\G{896C2D83-5466-46ED-8FAE-
00000488 0004	unsigned integer - <b>Reserved4</b>	0x00000000
0000048C 0002	unsigned integer - <b>Reserved5</b>	0x0000
0000048E 0010	GUID - <b>OriginalTypeLib</b>	E1 2E 45 0D 8F E0 1A 10 85 2E 02 60 8C 4D
0000049E 0004	unsigned integer - <b>Cookie</b>	0x00000001

**Figure 3: Project Reference Record**

The example described in Figure 4 illustrates a set of four external references for the example VBA project. Description for **Reference[1]** is omitted as it duplicates the example of a [REFERENCEREGISTERED](#) type, illustrated in **Reference[0]**. **Reference[2]** illustrates an example of a [REFERENCEPROJECT](#) type. **Reference[3]** illustrates an example of a [REFERENCECONTROL](#) type.

**ReferenceArray:** Specifies an array of four [REFERENCE](#) records. In this array, **Reference[0]** and **Reference[1]** are [REFERENCEREGISTERED](#) type records. **Reference[2]** is a [REFERENCEPROJECT](#) record. **Reference[3]** is a [REFERENCECONTROL](#) record.

**Reference[0]:** Specifies a record of type [REFERENCEREGISTERED](#).

**Reference[0].NameRecord.Name:** "stdole" specifies a reference to the stdole2.tlb Automation type library in MBCS characters.

**Reference[0].NameRecord.NameUnicode:** "stdole" specifies a reference to the stdole2.tlb Automation type library in Unicode characters. This value is equivalent to the **Name** field value.

**Reference[0].ReferenceRecord[0].Libid:** "\*\G{00020430-0000-0000-C000-000000000046}#2.0#0#C:\Windows\system32\stdole2.tlb#OLE Automation" specifies a [LibidReference](#) and conforms to the ABNF Syntax for Libid references.

The **LibidReferenceKind**, "\*\G", specifies the **LibidPath** is a Windows Path.

The **LibidGuid**, "{00020430-0000-0000-C000-000000000046}", specifies the [CLSID](#) of the "OLE Automation" Automation type library.

The **LibidMajorVersion** is 2.

The **LibidMinorVersion** is 0.

The **LibidLCID** is 0.

The **LibidPath** is "C:\Windows\system32\stdole2.tlb".

The **LibidRegName** is "OLE Automation".

**Reference[2]:** Specifies a reference of type [REFERENCEPROJECT](#). This reference illustrates a information required to reference another VBA project that exists in another Excel workbook file. The **ProjectName** of the referenced workbook cannot match the **ProjectName** of the referencing workbook.

**Reference[2].NameRecord.Name:** "VBAProject1" specifies the **ProjectName** of the referenced VBA project in MBCS characters.

**Reference[2].NameRecord.NameUnicode:** "VBAProject1" specifies the **ProjectName** of the referenced VBA project in Unicode characters. This value is equivalent to the **Name** field value.

**Reference[2].ReferenceRecord[2].LibidAbsolute:** “\*\CC:\Example Path\Example-ReferencedProject.xls” specifies the absolute path to the file containing the referenced VBA project.

The **Projectkind**, “\*\C” specifies a Windows file path.

The **ProjectPath** is “C:\Example Path\ReferencedProject.xls”.

**Reference[2].ReferenceRecord[2].LibidRelative:** “\*\CEXample-ReferencedProject.xls” specifies the relative path to the file containing the referenced VBA project. In this example, both files exist in the same directory (“C:\Example Path”).

The **Projectkind**, “\*\C” specifies a Windows file path.

The **ProjectPath** is “Example-ReferencedProject.xls”, as it is relative, there is no additional file path. If the referenced file existed in the subdirectory “Test” the Project Path would be “\Test\Example-ReferencedProject.xls”.

**Reference[2].ReferenceRecord[2].MajorVersion:** “0x49A95F46” specifies the **MajorVersion** of the referenced VBA project. The **MajorVersion** is equivalent to the **VersionMajor** of the referenced VBA project’s [PROJECTVERSION](#) record.

**Reference[2].ReferenceRecord[2].MinorVersion:** “0x000D” specifies the **MinorVersion** of the referenced VBA project. The **MinorVersion** is equivalent to the **VersionMinor** of the referenced VBA project’s [PROJECTVERSION](#) record.

**Reference[3]:** Specifies a reference of type [REFERENCECONTROL](#) to an [ActiveX control library](#).

**Reference[3].NameRecord.Name:** “MSForms” specifies the name of an Office Form ActiveX control in MBCS characters as described in [\[MS-OFORMS\]](#).

**Reference[3].NameRecord.NameUnicode:** “MSForms” specifies the name of an Office Form ActiveX control in Unicode characters as described in [\[MS-OFORMS\]](#). This value is equivalent to the **Name** field value.

**Reference[3].ReferenceRecord[3].OriginalRecord.LibidOriginal:** “\*\G{0D452EE1-E08F-101A-852E-02608C4D0BB4}#2.0#0#C:\Windows\system32\FM20.DLL#Microsoft Forms 2.0 Object Library” specifies the Office Form ActiveX control library identifier.

The **LibidReferenceKind**, “\*\G”, specifies the **LibidPath** is a Windows Path.

The **LibidGuid**, “{0D452EE1-E08F-101A-852E-02608C4D0BB4}”, specifies the **ClassId** of the Office Form ActiveX control as described in [\[MS-OFORMS\]](#).

The **LibidMajorVersion** is 2.

The **LibidMinorVersion** is 0.

The **LibidLCID** is 0.

The **LibidPath** is “C:\Windows\system32\FM20.DLL”.

The **LibidRegName** is “Microsoft Forms 2.0 Object Library”.

**Reference[3].ReferenceRecord[3].LibidTwiddled:** “\*\G{00000000-0000-0000-0000-000000000000}#0.0#0##” specifies the **ReferenceRecord** does not reference a twiddled type library.

The **LibidRefernceKind**, “\*\G” specifies a Windows file path.

The **LibidGuid** is {00000000-0000-0000-0000-000000000000}.

The **LibidMajorVersion** is 0.

The **LibidMinorVersion** is 0.

The **LibidLCID** is 0.

The **LibidPath** and **LibidRegName** are empty, signifying the **ReferenceRecord** is not a twiddled type library.

**Reference[3].ReferenceRecord[3].NameRecordExtended.Name:** "MSForms" specifies the name of the extended type library in MBCS characters

**Reference[3].ReferenceRecord[3].NameRecordExtended.NameUnicode:** "MSForms" specifies the name of the extended type library in Unicode characters. This value is equivalent to the **Name** field value.

**Reference[3].ReferenceRecord[3].LibidExtended:** \*\\G{896C2D83-5466-46ED-8FAE-4C3E4F85E710}#2.0#0#C:\\Users\\jsmith\\AppData\\Local\\Temp\\VBE\\MSForms.exd#Microsoft Forms 2.0 Object Library specifies the Office Form ActiveX control library as the extended control library as described in [\[MS-OFORMS\]](#).

The **LibidReferenceKind**, "\\G" specifies the **LibidPath** is a Windows path.

The **LibidGuid**, {896C2D83-5466-46ED-8FAE-4C3E4F85E710} specifies the **ClassID** of the Office Form extended control library described in [\[MS-OFORMS\]](#).

The **LibidMajorVersion** is 2.

The **LibidMinorVersion** is 0.

The **LibidLCID** is 0.

The **LibidPath** is "C:\\Users\\jsmith\\AppData\\Local\\Temp\\VBE\\MSForms.exd".

The **LibidRegName** is "Microsoft Forms 2.0 Object Library".

**Reference[3].ReferenceRecord[3].OriginalTypeLib:** E1 2E 45 0D 8F E0 1A 10 85 2E 02 60 8C 4D 0B B4 specifies the CLSID of the Automation type library the extended type library was generated from. This value is equivalent to the **LibidGuid** value of this record's **LibidOriginal** field, "{0D452EE1-E08F-101A-852E-02608C4D0BB4}".

### 3.1.2.3 Module Information Example

#### 3.1.2.3.1 PROJECT MODULES Example

The following illustrates a [PROJECTMODULES](#) example that includes 3 modules for the VBA project.

Offset	Size	Structure	Value
000004A2	01EA	<a href="#">PROJECTMODULES Record</a> - <b>ModulesRecord</b>	
000004A2	0002	unsigned integer - <b>Id</b>	0x000F
000004A4	0004	unsigned integer - <b>Size</b>	0x00000002
000004A8	0002	unsigned integer - <b>Count</b>	0x0003
000004AA	0008	<a href="#">PROJECTCOOKIE Record</a> - <b>ProjectCookieRecord</b>	
000004AA	0002	unsigned integer - <b>Id</b>	0x0013
000004AC	0004	unsigned integer - <b>Size</b>	0x00000002
000004B0	0002	unsigned integer - <b>Cookie</b>	0xFFFF

**Figure 4: PROJECT MODULES Stream**

**Count:** 0x0003 specifies 3 modules for the project.

**ProjectCookieRecord.Cookie:** 0xFFFF specifies ignored data. Write this field as 0xFFFF.

### 3.1.2.3.2 Module Record Examples

#### 3.1.2.3.2.1 ThisWorkbook Document Module Record Example

This module record example describes a typical document module record.

Offset	Size	Structure	Value
000004B2	0094	<a href="#">MODULE Record</a> - <b>ModuleRecord</b>	
000004B2	0012	<a href="#">MODULENAME Record</a> - <b>NameRecord</b>	
000004B2	0002	unsigned integer - <b>Id</b>	0x0019
000004B4	0004	unsigned integer - <b>SizeOfModuleName</b>	0x0000000C
000004B8	000C	array of bytes - <b>ModuleName</b>	ThisWorkbook
000004C4	001E	<a href="#">MODULENAMEUNICODE Record</a> - <b>NameUnicodeRecord</b>	
000004C4	0002	unsigned integer - <b>Id</b>	0x0047
000004C6	0004	unsigned integer - <b>SizeOfModuleNameUnicode</b>	0x00000018
000004CA	0018	array of bytes - <b>ModuleNameUnicode</b>	ThisWorkbook
000004E2	0030	<a href="#">MODULESTREAMNAME Record</a> - <b>StreamNameRecord</b>	
000004E2	0002	unsigned integer - <b>Id</b>	0x001A
000004E4	0004	unsigned integer - <b>SizeOfStreamName</b>	0x0000000C
000004E8	000C	array of bytes - <b>StreamName</b>	ThisWorkbook
000004F4	0002	unsigned integer - <b>Reserved</b>	0x0032
000004F6	0004	unsigned integer - <b>SizeOfStreamNameUnicode</b>	0x00000018
000004FA	0018	array of bytes - <b>StreamNameUnicode</b>	ThisWorkbook
00000512	000C	<a href="#">MODULEDOCSTRING Record</a> - <b>DocStringRecord</b>	
00000512	0002	unsigned integer - <b>Id</b>	0x001C
00000514	0004	unsigned integer - <b>SizeOfDocString</b>	0x00000000
00000518	0000	array of bytes - <b>DocString</b>	
00000518	0002	unsigned integer - <b>Reserved</b>	0x0048
0000051A	0004	unsigned integer - <b>SizeOfDocStringUnicode</b>	0x00000000
0000051E	0000	array of bytes - <b>DocStringUnicode</b>	
0000051E	000A	<a href="#">MODULEOFFSET Record</a> - <b>OffsetRecord</b>	
0000051E	0002	unsigned integer - <b>Id</b>	0x0031
00000520	0004	unsigned integer - <b>Size</b>	0x00000004
00000524	0004	unsigned integer - <b>TextOffset</b>	0x00000000
00000528	000A	<a href="#">MODULEHELPCONTEXT Record</a> - <b>HelpContextRecord</b>	
00000528	0002	unsigned integer - <b>Id</b>	0x001E
0000052A	0004	unsigned integer - <b>Size</b>	0x00000004
0000052E	0004	unsigned integer - <b>HelpContext</b>	0x00000000
00000532	0008	<a href="#">MODULECOOKIE Record</a> - <b>CookieRecord</b>	
00000532	0002	unsigned integer - <b>Id</b>	0x002C
00000534	0004	unsigned integer - <b>Size</b>	0x00000002
00000538	0002	unsigned integer - <b>Cookie</b>	0xFFFF
0000053A	0006	<a href="#">MODULETYPE Record</a> - <b>TypeRecord</b>	
0000053A	0002	unsigned integer - <b>Id</b>	0x0022

0000053C 0004	unsigned integer - <b>Reserved</b>	0x00000000
00000540 0002	unsigned integer - <b>Terminator</b>	0x002B
00000542 0004	unsigned integer - <b>Reserved</b>	0x00000000

**Figure 5: “ThisWorkbook” Module record**

Figure 6 illustrates the module record for the record named “ThisWorkbook”. The **DocStringRecord** and **HelpContextRecord** descriptions for this module example are omitted as they are empty for this example and illustrated in the next example. The decompressed code can be found in the corresponding [ThisWorkbook Decompressed Module Stream Example](#).

**NameRecord.ModuleName:** “ThisWorkbook” specifies the name of the module in MBCS characters as specified by the [PROJECTCODEPAGE](#).

**NameUnicodeRecord.ModuleNameUnicode:** “ThisWorkbook” specifies the name of the module in Unicode characters. This value is equivalent to the **NameRecord.ModuleName** field value.

**StreamNameRecord.StreamName:** “ThisWorkbook” specifies the stream name in MBCS characters of the [ModuleStream](#) in the [VBA Storage](#) corresponding to the containing [MODULE Record](#).

**StreamNameRecord.StreamNameUnicode:** “ThisWorkbook” specifies the stream name in Unicode characters of the [ModuleStream](#) in the [VBA Storage](#) corresponding to the containing [MODULE Record](#). This value is equivalent to the **StreamName** field value.

**OffsetRecord:** Specifies the location of the source code in the module stream that corresponds to this module record. The corresponding module stream can be found in [ThisWorkbook Decompressed Module Stream Example](#).

**OffsetRecord.TextOffset:** 0x00000000 specifies the code in the corresponding Module stream as described by the **ModuleName** record begins at 0x00000000.

**CookieRecord.Cookie:** 0xFFFF specifies ignored data. Write this field as 0xFFFF.

**TypeRecord.Id:** 0x0022 specifies this module is a document module, class module, or designer module.

### 3.1.2.3.2.2 Sheet1 Document Module Record Example

This example illustrates a document module record, it differs from the previous module record example in record values. This example is included to illustrate the [MODULEDOCSTRING](#) and [MODULEHELPCONTEXT](#) records.

Offset	Size	Structure	Value
00000546	00BE	<a href="#">MODULE Record</a> - <b>ModuleRecord</b>	
00000546	000C	<a href="#">MODULENAME Record</a> - <b>NameRecord</b>	
00000546	0002	unsigned integer - <b>Id</b>	0x0019
00000548	0004	unsigned integer - <b>SizeOfModuleName</b>	0x00000006
0000054C	0006	array of bytes - <b>ModuleName</b>	Sheet1
00000552	0012	<a href="#">MODULENAMEUNICODE Record</a> - <b>NameUnicodeRecord</b>	
00000552	0002	unsigned integer - <b>Id</b>	0x0047
00000554	0004	unsigned integer - <b>SizeOfModuleNameUnicode</b>	0x0000000C
00000558	000C	array of bytes - <b>ModuleNameUnicode</b>	Sheet1
00000564	001E	<a href="#">MODULESTREAMNAME Record</a> - <b>StreamNameRecord</b>	
00000564	0002	unsigned integer - <b>Id</b>	0x001A
00000566	0004	unsigned integer - <b>SizeOfStreamName</b>	0x00000006
0000056A	0006	array of bytes - <b>StreamName</b>	Sheet1
00000570	0002	unsigned integer - <b>Reserved</b>	0x0032
00000572	0004	unsigned integer - <b>SizeOfStreamNameUnicode</b>	0x0000000C
00000576	000C	array of bytes - <b>StreamNameUnicode</b>	Sheet1
00000582	005A	<a href="#">MODULEDOCSTRING Record</a> - <b>DocStringRecord</b>	
00000582	0002	unsigned integer - <b>Id</b>	0x001C
00000584	0004	unsigned integer - <b>SizeOfDocString</b>	0x0000001A
00000588	001A	array of bytes - <b>DocString</b>	Example Module Description
000005A2	0002	unsigned integer - <b>Reserved</b>	0x0048
000005A4	0004	unsigned integer - <b>SizeOfDocStringUnicode</b>	0x00000034
000005A8	0034	array of bytes - <b>DocStringUnicode</b>	Example Module Description
000005DC	000A	<a href="#">MODULEOFFSET Record</a> - <b>OffsetRecord</b>	
000005DC	0002	unsigned integer - <b>Id</b>	0x0031
000005DE	0004	unsigned integer - <b>Size</b>	0x00000004
000005E2	0004	unsigned integer - <b>TextOffset</b>	0x00000000
000005E6	000A	<a href="#">MODULEHELPCONTEXT Record</a> - <b>HelpContextRecord</b>	
000005E6	0002	unsigned integer - <b>Id</b>	0x001E
000005E8	0004	unsigned integer - <b>Size</b>	0x00000004
000005EC	0004	unsigned integer - <b>HelpContext</b>	0x00000002
000005F0	0008	<a href="#">MODULECOOKIE Record</a> - <b>CookieRecord</b>	
000005F0	0002	unsigned integer - <b>Id</b>	0x002C
000005F2	0004	unsigned integer - <b>Size</b>	0x00000002
000005F6	0002	unsigned integer - <b>Cookie</b>	0xFFFF
000005F8	0006	<a href="#">MODULETYPE Record</a> - <b>TypeRecord</b>	
000005F8	0002	unsigned integer - <b>Id</b>	0x0022



000005FA 0004	unsigned integer - <b>Reserved</b>	0x00000000
000005FE 0002	unsigned integer - <b>Terminator</b>	0x002B
00000600 0004	unsigned integer - <b>Reserved</b>	0x00000000

**Figure 6: Sheet1 Module Record**

Figure 7 illustrates a module record for a document module with a description and link to a Windows Help file (.hlp). The description is described in the **DocStringRecord**. The link to the Help file is illustrated in the **HelpFilePath** record of the [PROJECTINFORMATION](#). The link to the Help topic for this example is illustrated in the **HelpContext** record. The decompressed code can be found in the corresponding [Sheet1 Decompressed Module Stream Example](#).

**DocStringRecord.DocString:** "Example Module Description" specifies the description of the module in MBCS characters.

**DocStringRecord.DocStringUnicode:** "Example Module Description" specifies the description of the module in Unicode characters. This value is equivalent to the **DocString** field value.

**HelpContextRecord.HelpContext:** 0x00000002 specifies the Help topic identifier in the Help file specified by [PROJECTHELPPFILEPATH Record](#).

### 3.1.2.3.2.3 UserForm1 Designer Module Record Example

The following example illustrates a designer module record.

Offset	Size	Structure	Value
00000604	0088	<a href="#">MODULE Record</a> - <b>ModuleRecord</b>	
00000604	000F	<a href="#">MODULENAME Record</a> - <b>NameRecord</b>	
00000604	0002	unsigned integer - <b>Id</b>	0x0019
00000606	0004	unsigned integer - <b>SizeOfModuleName</b>	0x00000009
0000060A	0009	array of bytes - <b>ModuleName</b>	UserForm1
00000613	0018	<a href="#">MODULENAMEUNICODE Record</a> - <b>NameUnicodeRecord</b>	
00000613	0002	unsigned integer - <b>Id</b>	0x0047
00000615	0004	unsigned integer - <b>SizeOfModuleNameUnicode</b>	0x00000012
00000619	0012	array of bytes - <b>ModuleNameUnicode</b>	UserForm1
0000062B	0027	<a href="#">MODULESTREAMNAME Record</a> - <b>StreamNameRecord</b>	
0000062B	0002	unsigned integer - <b>Id</b>	0x001A
0000062D	0004	unsigned integer - <b>SizeOfStreamName</b>	0x00000009
00000631	0009	array of bytes - <b>StreamName</b>	UserForm1
0000063A	0002	unsigned integer - <b>Reserved</b>	0x0032
0000063C	0004	unsigned integer - <b>SizeOfStreamNameUnicode</b>	0x00000012
00000640	0012	array of bytes - <b>StreamNameUnicode</b>	UserForm1
00000652	000C	<a href="#">MODULEDOCSTRING Record</a> - <b>DocStringRecord</b>	
00000652	0002	unsigned integer - <b>Id</b>	0x001C
00000654	0004	unsigned integer - <b>SizeOfDocString</b>	0x00000000
00000658	0000	array of bytes - <b>DocString</b>	
00000658	0002	unsigned integer - <b>Reserved</b>	0x0048
0000065A	0004	unsigned integer - <b>SizeOfDocStringUnicode</b>	0x00000000
0000065E	0000	array of bytes - <b>DocStringUnicode</b>	
0000065E	000A	<a href="#">MODULEOFFSET Record</a> - <b>OffsetRecord</b>	
0000065E	0002	unsigned integer - <b>Id</b>	0x0031
00000660	0004	unsigned integer - <b>Size</b>	0x00000004
00000664	0004	unsigned integer - <b>TextOffset</b>	0x00000000
00000668	000A	<a href="#">MODULEHELPCONTEXT Record</a> - <b>HelpContextRecord</b>	
00000668	0002	unsigned integer - <b>Id</b>	0x001E
0000066A	0004	unsigned integer - <b>Size</b>	0x00000004
0000066E	0004	unsigned integer - <b>HelpContext</b>	0x00000000
00000672	0008	<a href="#">MODULECOOKIE Record</a> - <b>CookieRecord</b>	
00000672	0002	unsigned integer - <b>Id</b>	0x002C
00000674	0004	unsigned integer - <b>Size</b>	0x00000002
00000678	0002	unsigned integer - <b>Cookie</b>	0xFFFF
0000067A	0006	<a href="#">MODULETYPE Record</a> - <b>TypeRecord</b>	
0000067A	0002	unsigned integer - <b>Id</b>	0x0022

0000067C 0004	unsigned integer - <b>Reserved</b>	0x00000000
00000680 0006	<a href="#">MODULEPRIVATE Record</a> - <b>PrivateRecord</b>	
00000680 0002	unsigned integer - <b>Id</b>	0x0028
00000682 0004	unsigned integer - <b>Reserved</b>	0x00000000
00000686 0002	unsigned integer - <b>Terminator</b>	0x002B
00000688 0004	unsigned integer - <b>Reserved</b>	0x00000000

**Figure 7: UserForm1 Module Record**

Figure 8 illustrates a Module record for a designer module. The fields for this example are omitted, with the exception of **PrivateRecord**. The decompressed data can be found in the corresponding [UserForm1 Decompressed Module Stream Example](#).

**PrivateRecord:** The presence of this record with a value of 0x0028 for the identifier specifies that the module is only usable from within this VBA project. Referencing VBA projects may not call this module.

### 3.1.3 ThisWorkbook Decompressed Module Stream Example

The following example illustrates the decompressed module stream for the "ThisWorkbook" module record.

Offset	Size	Structure	Value
00000000 0163		array of bytes - <b>TextDecompressedData</b>	Attribute VB_Name =

**Figure 8: Decompressed Module Data**

Figure 9 illustrates the decompressed module data for the "ThisWorkbook" module.

**TextDecompressedData:** Specifies the attributes of the "ThisWorkbook" module and the code for the module, as described in [\[MS-VBAL\]](#). The following text is formatted for readability.

```
Attribute VB_Name = "ThisWorkbook"
Attribute VB_Base = "0{00020819-0000-0000-C000-000000000046}"
Attribute VB_GlobalNameSpace = False
Attribute VB_Creatable = False
Attribute VB_PredeclaredId = True
Attribute VB_Exposed = True
Attribute VB_TemplateDerived = False
Attribute VB_Customizable = True
Sub helloworld()
    MsgBox "Hello, World"
End Sub
```

### 3.1.4 Sheet1 Decompressed Module Stream Example

The following example illustrates the decompressed module stream example for the "Sheet1" module record.

Offset	Size	Structure	Value
00000000 01D5		array of bytes - <b>TextDecompressedData</b>	Attribute VB_Name =

**Figure 9: Decompressed Module data**

**TextDecompressedData:** Specifies the attributes of the "Sheet1" module and the code for the module as described in [\[MS-VBAL\]](#). The following text is formatted for readability.

```
Attribute VB_Name = "Sheet1"
Attribute VB_Base = "0{00020820-0000-0000-C000-000000000046}"
Attribute VB_GlobalNameSpace = False
Attribute VB_Creatable = False
Attribute VB_PredeclaredId = True
Attribute VB_Exposed = True
Attribute VB_TemplateDerived = False
Attribute VB_Customizable = True
Attribute VB_HelpID = 2
Attribute VB_Description = "Example Module Description"
Sub CompilationExample()

    #If abc Then
        MsgBox "abc=1"
    #End If

End Sub
```

### 3.1.5 UserForm1 Decompressed Module Stream Example

The following example illustrates the decompressed module stream example for the "UserForm1" module record.

Offset	Size	Structure	Value
00000000	0156	array of bytes - <b>TextDecompressedData</b>	Attribute VB_Name =

**Figure 10: Decompressed Module data**

**TextDecompressedData:** Specifies the attributes of the "UserForm1" module. The following text is formatted for readability.

```
Attribute VB_Name = "UserForm1"
Attribute VB_Base = "0{4F4D3D33-0D9B-41F1-86CE-52AF52F515C8}{CE4911FB-B437-46AA-B0F1-2AA47EFD93FC}"
Attribute VB_GlobalNameSpace = False
Attribute VB_Creatable = False
Attribute VB_PredeclaredId = True
Attribute VB_Exposed = False
Attribute VB_TemplateDerived = False
Attribute VB_Customizable = False
```

### 3.1.6 PROJECT Stream Example

This example illustrates the properties of the VBA project in the Project Stream.

Offset	Size	Structure	Value
00000000	027F	array of bytes - <b>text</b>	ID="{917DED54-440B-4FD1-A5C1-

**Figure 11: PROJECT Stream**

Figure 12 illustrates an array of bytes that contains the example [VBAPROJECTText](#). The [VBAPROJECTText](#) conforms to the ABNF syntax.

**text:** The example [VBAPROJECTText](#) follows. The following text is formatted for readability:

```

ID="{917DED54-440B-4FD1-A5C1-74ACF261E600}"
Document=ThisWorkbook/&H00000000
Document=Sheet1/&H00000000
Package={AC9F2F90-E877-11CE-9F68-00AA00574A4F}
BaseClass=UserForm1
HelpFile="c:\example path\example.hlp"
Name="VBAProject"
HelpContextID="1"
Description="Example VBA Project Description"
VersionCompatible32="393222000"
CMG="0705D8E3D8EDDBF1DBF1DBF1DBF1"
DPB="0E0CD1ECDF4E7F5E7F5E7"
GC="1517CAF1D6F9D7F9D706"

[Host Extender Info]
&H00000001={3832D640-CF90-11CF-8E43-00A0C911005A};VBE;&H00000000

[Workspace]
ThisWorkbook=23, 23, 911, 280,
Sheet1=69, 69, 724, 317, C
UserForm1=0, 0, 0, 0, C, 46, 46, 701, 294, Z

```

**ProjectID:** "ID="{917DED54-440B-4FD1-A5C1-74ACF261E600}" specifies the CLSID of the VBA project's Automation type library.

**ProjectDocModule:** specifies the module names, "ThisWorkbook" and "Sheet1", of the document modules in the VBA project. "&H00000000" specifies the modules are document modules. This example contains no [ProjectStdModule](#) or [ProjectClassModule](#) properties as there are no procedural modules or class modules.

**ProjectPackage:** "{AC9F2F90-E877-11CE-9F68-00AA00574A4F}" specifies the CLSID for the designer module, "UserForm1", as specified in the [ProjectDesignerModule](#) property.

**ProjectHelpFile:** "c:\example path\example.hlp" is equivalent to the value specified in [PROJECTHELPPATH](#) field in the [PROJECTINFORMATION](#) record.

**ProjectName:** "VBAProject" is equivalent to the value specified in [PROJECTNAME](#).

**ProjectHelpId:** "1" is equivalent to the value specified in [PROJECTHELPCONTEXT](#).

**ProjectDescription:** "Example VBA Project Description" is equivalent to the [DocStringRecord](#) field in the [PROJECTINFORMATION](#) record.

**ProjectVersionCompat32:** "393222000" specifies the VBA version of the VBA project.

**ProjectProtectionState:** "CMG="0705D8E3D8EDDBF1DBF1DBF1DBF1"" specifies no sources are restricted access to the VBA project. The value is obfuscated by [Data Encryption](#). The following is the decrypted value of the [ProjectProtectionState](#) as specified by an [Encrypted Data Structure](#). The text is formatted for readability:

```

Seed:          0x07
Version:       0x02
ProjKey:       0xDF
Ignored:       0x070707
DataLength:    0x00000004
Data:          0x00000000

```

[ProjectPassword](#): "DPB="0E0CD1ECDFF4E7F5E7F5E7"" specifies the VBA project has no password. The value is obfuscated by [Data Encryption](#). The following is the decrypted value of the [ProjectProtectionState](#) as specified by an [Encrypted Data Structure](#). The text is formatted for readability:

```
Seed:          0x0E
Version:       0x02
ProjKey:       0xDF
Ignored:       0x070707
DataLength:    0x00000001
Data:          0x00
```

[ProjectVisibilityState](#): "GC="1517CAF1D6F9D7F9D706"" specifies the VBA project is visible. The value is obfuscated by [Data Encryption](#). The following text is the decrypted value of [ProjectVisibilityState](#) as specified by an [Encrypted Data Structure](#). The text is formatted for readability:

```
Seed:          0x15
Version:       0x02
ProjKey:       0xDF
Ignored:       0x0707
DataLength:    0x00000001
Data:          0xFF
```

[HostExtenderRef](#): "&H00000001={3832D640-CF90-11CF-8E43-00A0C911005A};VBE;&H00000000", specifies the list of host extenders. There is only one host extender for the VBA project.

**ExtenderIndex**: "&H00000001" specifies the host extender entry is "1".

**ExtenderGuid**: "{3832D640-CF90-11CF-8E43-00A0C911005A}" specifies the globally unique identifier (GUID) of the Automation type library to extend.

**LibName**: "VBE" specifies a built in name for the VBA Automation type library.

**CreationFlags**: "&H00000000" specifies that a new extended type library for the aggregatable server must not be created if there is one available.

[ProjectWorkspace](#) record specifies module window states for the three modules in the VBA project.

The first [ProjectWorkspace](#) record specifies the module window state for the "ThisWorkbook" module. The **ModuleIdentifier** value, "ThisWorkbook" specifies the name of the module. The first **CodeWindow** value, "23, 23, 911, 280", specifies the coordinates of the window as follows:

**WindowLeft** 23

**WindowTop** 23

**WindowRight** 911

**WindowBottom** 280

There is no value for **WindowState** for this module.

The second [ProjectWorkspace](#) record specifies the module window state for the "Sheet1" module. **ModuleIdentifier** "Sheet1" specifies the name of the module. The **CodeWindow** Value, "69, 69, 724, 317" specifies the coordinates of the window as follows:

**WindowLeft** = 69

**WindowTop** = 69

**WindowRight** = 724

**WindowBottom** = 317

The **WindowState**, "C" specifies the code window for this module is closed.

The third [ProjectWorkspace](#) record specifies the module windows state for the "UserForm1" designer module. **ModuleIdentifier** "UserForm1" specifies the name of the module. The **CodeWindow** value, "0, 0, 0, 0", specifies no code window coordinates for this [ProjectWorkspace](#) record. The **WindowState**, "C", specifies the code window for this module is closed. The **DesignerWindow** value, "46, 46, 701, 294", specifies the coordinates of the window as follows:

**WindowLeft** = 46

**WindowTop** = 46

**WindowRight** = 701

**WindowBottom** = 294

**WindowState**: "Z" specifies the **DesignerWindow** is zoomed to fill the available viewing area.

### 3.1.7 VBFrame Stream Example

The following example illustrates the extended properties for a designer module.

Offset	Size	Structure	Value
00000000	0123	array of bytes - text	VERSION 5.00\r\nBegin {C62A69F0-16DC-11CE-9E98-

**Figure 12: VBFrame Stream**

Figure 13 illustrates the [VBFrame stream](#). This stream contains an Office Form ActiveX control library as described in [\[MS-OFORMS\]](#).

**text:** This [VBFrame stream](#) describes the extended properties for the "UserForm1" designer module. The following text is formatted for readability:

```
VERSION 5.00
Begin {C62A69F0-16DC-11CE-9E98-00AA00574A4F} UserForm1
    Caption           = "UserForm1"
    ClientHeight      = 3210
    ClientLeft        = 45
    ClientTop         = 345
    ClientWidth       = 4710
    StartUpPosition   = 1 'CenterOwner
    TypeInfoVer       = 2
End
```

**DesignerCLSID:** "{C62A69F0-16DC-11CE-9E98-00AA00574A4F}" specifies the class identifier (CLSID) of the Office Form ActiveX control as described in [\[MS-OFORMS\]](#).

**DesignerName:** "UserForm1" specifies the name of the designer module.

[DesignerCaption:](#) "UserForm1" specifies the title text of the designer.

[DesignerHeight:](#) "ClientHeight = 3210" specifies the height of the designer is 3210 twips.

[DesignerLeft](#): "ClientLeft = 45" specifies the left edge of the designer is 45 twips from the [DesignerStartupPosition](#).

[DesignerTop](#): "ClientTop = 345" specifies the top edge of the designer is 345 twips from the [DesignerStartupPosition](#).

[DesignerWidth](#): "ClientWidth = 4710" specifies the width of the designer is 4710 twips.

[DesignerStartupPosition](#): "StartUpPosition = 1" specifies the **RelativeParent** value of "1". This specifies the designer is centered relative to its parent window. The text "CenterOwner" is a comment as described in [\[MS-VBAL\]](#).

[DesignerTypeInfoVer](#): "TypeInfoVer = 2" specifies the designer has been changed and saved 2 times.

## 3.2 Compression/Decompression Examples

### 3.2.1 No Compression Example

The following string illustrates an ASCII text string with a set of characters that cannot be compressed by the compression algorithm specified in [Section 2.4.1](#).

```
abcdefghijklmnopqrstuv.
```

This example is provided to demonstrate the results of compressing and decompressing the string using an interoperable implementation of the algorithm specified in [Section 2.4.1](#).

The following hex array represents the compressed byte array of the example string as compressed by the compression algorithm.

```
01 19 B0 00 61 62 63 64 65 66 67 68 00 69 6A 6B 6C
6D 6E 6F 70 00 71 72 73 74 75 76 2E
```

The following hex array represents the decompressed byte array of the example string as decompressed by the decompression algorithm.

```
61 62 63 64 65 66 67 68 69 6A 6B 6C 6D 6E 6F 70 71
72 73 74 75 76 2E
```

### 3.2.2 Normal Compression Example

The following string illustrates an ASCII text string with a typical set of characters that can be compressed by the compression algorithm.

```
#aaabcbdefaaaaghijsklmnopqaaaaaaaaaaaaarstuvwxyzaaa
```

This example is provided to demonstrate the results of compressing and decompressing the example string using an interoperable implementation of the algorithm specified in [Section 2.4.1](#).

The following hex array represents the compressed byte array of the example string as compressed by the compression algorithm:

```
01 2F B0 00 23 61 61 61 62 63 64 65 82 66 00 70
```



```
61 67 68 69 6A 01 38 08 61 6B 6C 00 30 6D 6E 6F
70 06 71 02 70 04 10 72 73 74 75 76 10 77 78 79
7A 00 3C
```

The following hex array represents the decompressed byte array of the example string as decompressed by the decompression algorithm:

```
23 61 61 61 62 63 64 65 66 61 61 61 61 67 68 69
6a 61 61 61 61 61 6B 6C 61 61 61 6D 6E 6F 70 71
61 61 61 61 61 61 61 61 61 61 61 72 73 74 75
76 77 78 79 7A 61 61 61
```

### 3.2.3 Maximum Compression Example

The following illustrates a set of repeating characters that represent a string that can be maximally compressed using the compression algorithm.

```
aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa
```

This example is provided to demonstrate the results of compressing and decompressing the example string using an interoperable implementation of the algorithm specified in [Section 2.4.1](#).

The following hex array represents the compressed byte array of the example string as compressed by the compression algorithm:

```
01 03 B0 02 61 45 00
```

The following hex array represents the decompressed byte array of the example string as decompressed by the decompression algorithm:

```
61 61 61 61 61 61 61 61 61 61 61 61 61 61 61 61
61 61 61 61 61 61 61 61 61 61 61 61 61 61 61 61
61 61 61 61 61 61 61 61 61 61 61 61 61 61 61 61
61 61 61 61 61 61 61 61 61 61 61 61 61 61 61 61
61 61 61 61 61 61 61 61 61
```

## 4 Security Considerations

### 4.1 Project Integrity Verification

Visual Basic for Applications (VBA) uses the MD5 algorithm to create a cryptographic digest for the VBA project – see [Contents Hash](#). This cryptographic digest can be stored externally and used to verify the integrity of the VBA project.

### 4.2 Encryption Method

When data in a VBA project, such as a password, is encrypted, the information necessary to decrypt the data is stored with the encrypted data. The design of this encryption is to obfuscate sensitive information, not to secure it. For more information, see [Data Encryption](#). Following is a list of encrypted items:

- Project password – see [ProjectPassword](#).
- Project protection state – see [ProjectProtectionState](#).
- Project visibility state – see [ProjectVisibilityState](#).

## 5 Appendix A: Product Behavior

The information in this specification is applicable to the following Microsoft products and technologies:

- Microsoft® Office Word 2007 Service Pack 1
- Microsoft® Office Word 2003
- Microsoft® Word 2002
- Microsoft® Word 2000
- Microsoft® Word 97
- Microsoft® Office Excel® 2007 Service Pack 1
- Microsoft® Office Excel® 2003
- Microsoft® Excel® 2002
- Microsoft® Excel® 2000
- Microsoft® Excel® 97
- Microsoft® Office PowerPoint® 2007 Service Pack 1
- Microsoft® Office PowerPoint® 2003
- Microsoft® PowerPoint® 2002
- Microsoft® PowerPoint® 2000
- Microsoft® PowerPoint® 97

Exceptions, if any, are noted below. Unless otherwise specified, any statement of optional behavior in this specification prescribed using the terms SHOULD or SHOULD NOT implies the aforementioned Microsoft products' behavior is in accordance with the SHOULD or SHOULD NOT prescription. Unless otherwise specified, the term MAY implies these Microsoft products do not follow the prescription.

[<1> Section 1.5](#): This persistence format provides interoperability with applications that create or read documents conforming to this structure, including Word 97, Word 2000, Word 2002, Office Word 2003, Microsoft® Office Word 2007, Excel 97, Excel 2000, Excel 2002, Office Excel 2003, Microsoft® Office Excel® 2007, PowerPoint 97, PowerPoint 2000, PowerPoint 2002, Office PowerPoint 2003, and Microsoft® Office PowerPoint® 2007.

[<2> Section 2.1.1.9](#): Microsoft® Visual Basic® for Applications 5.0 (VBA 5.0) does not require the name to be an identifier.

[<3> Section 2.3.1.11](#): VBA 5.0 uses the file name of the containing document.

[<4> Section 2.3.1.14](#): VBA 5.0 does not write this value.

[<5> Section 2.3.1.15](#): VBA 5.0 will save 0x00000000 regardless of protection state.

[<6> Section 2.3.1.16](#): VBA 5.0 will save the encrypted plain text password.

[<7> Section 2.3.1.16](#): VBA 5.0 will save the encrypted plain text password.

[<8> Section 2.3.2.1](#): MAY be 0x00000000 even though SizeOfLicenseKey is not zero. This happens when a document is originally created with an ActiveX control that requires license-aware object creation, and then resaved after the ActiveX control removes that requirement.

[<9> Section 2.3.4.2.1.11](#): Microsoft® Visual Basic® for Applications (VBA) will write user-specified values between –32768 and 32767. However, VBA will only read values between -9999 and 32767.

[<10> Section 2.3.4.2.2.3](#): VBA 5.0 does not use **OriginalRecord**.

[<11> Section 2.3.4.2.2.3](#): VBA 5.0 uses **LibidTwiddled** to specify a twiddled type library

[<12> Section 2.4.1.3.10](#): The 0x00 byte padding is indistinguishable from bytes in the original **DecompressedChunk**. Thus, it is possible for an application of the **Compression algorithm** followed by an application of the **Decompression algorithm** to result in a **DecompressedBuffer** that contains more bytes than the original.

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