Appendix 3B
Bindery Structures and Definitions

Structures

```
typedef struct _BINDERY_AUTH_HANDLE_ {
   struct _BINDERY_AUTH_HANDLE_  *next;
   struct _BINDERY_AUTH_HANDLE_  *prev;
   UINT32                state;
   UINT32                signature;
   LIST_NODE             scopeList;
   UINT32                objectTypeId;
   SPECT_DATA         objectName;
   SPECT_DATA         password;
} BINDERY_AUTH_HANDLE ;
```

next	Pointer to next authentication entry
prev	Pointer to previous authentication entry
state	Current state of this authentication entry
signature	Run-time validation of authentication entry
scopeList	List of scope structures associated with this entry
objectTypeId	NetWare ID for this user
objectName	Encrypted NetWare name of user being authenticated
password	Password to use in authentication. Stored in encrypted form.