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On Windows NT/2000, however, the Win32 API layer is just a high-level interface to a subsystem that is built on top of another API layer, called the Native API. Although not officially supported by Microsoft's developer tools, any Win32 application can directly access this API to perform actions not available via the Win32 subsystem.

Interfacing the the Native API in Windows 2000 | INT 2Eh ...
The Native API Reference not only shows you the neat and very useful things that NT can do but does not expose through its Win32 personality; it also tells you which areas are covered by documented Win32 APIs, lessening, one hopes, the gratuitous use of officially undocumented functionality.

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2000 has the consequence that Windows NT 4.0 applications that access the Threads member fail when run under Windows 2000;for example the pstat.exe resource kit utility suffers from this problem. ... is a native API routine that returns object type specific information.For example,

System Information and Control - UltraDefrag
windows nt architecture. Windows NT's architecture influences everything from its API to its performance. In the late 1980s, Microsoft charged NT's developers with creating a new operating system, and the company mandated a hefty list of requirements to make NT the world's dominant desktop and enterprise-level operating system.

Windows nt architecture - The Windows NT/2000 ...
an articlein the December, 1998 Windows NT Magazine(now Windows 2000 magazine). The NT system-call interface, called the Native API, is hidden from programmers and largely undocumented. The number of UNIX system calls is

Windows NT has secret APIs - Bruce Ediger
The majority of a native application's runtime environment is provided by NTDLL.DLL, NT's native API export library. Native applications must create their own heap from which to allocate storage by using RtlCreateHeap, a NTDLL function. Memory is allocated from a heap with RtlAllocateHeap and freed with RtlFreeHeap.

Inside Native Applications - Windows Sysinternals ...
API sets in the Windows NT family are implemented as subsystems atop the publicly undocumented "native" API ; this allowed the late adoption of the Windows API (into the Win32 subsystem). Windows NT was one of the earliest operating systems to use Unicode internally. Releases [edit] See also: List of Microsoft Windows versions

Windows NT - Wikipedia
Windows NT/2000 native API reference by Gary Nebbett, February 15, 2000, Sams edition, Paperback in English - 1st edition

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My approach below is copied from sample in book Windows NT-2000 Native API Reference, it lists all system Mutex by tracking Mutex created per process, the 1st part declares all depend structures and methods, then the 2nd part shows a sample usage.

An approach to list all Mutex in Windows system. | Kevin's ...
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Nebbett, Windows NT/2000 Native API Reference | Pearson
Windows NT é uma família de sistemas operacionais produzidos pela Microsoft, a primeira versão da qual foi lançado em 27 de julho de 1993.. Os sistemas operacionais Windows NT [1] são projetados para usuários corporativos, servidores e workstations, inicialmente ao lado dos sistemas operacionais Windows 3.x e, posteriormente, do Windows 9x, destinados a usuários domésticos e ...

Windows NT – Wikipédia, a enciclopédia livre
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