

Introduction to WDM

Important

This section contains guidance on WDM drivers, which is no longer the recommended driver model. For guidance on choosing a driver model, see [Choosing a driver model](#).

The *Windows Driver Model* (WDM) was introduced to enable driver developers to write device drivers that are source-code compatible across all Microsoft Windows operating systems. Kernel-mode drivers that follow WDM rules are called *WDM drivers*.

All WDM drivers must do the following tasks:

- Include *Wdm.h*, not *Ntddk.h*. (*Wdm.h* is a subset of *Ntddk.h*.)
- Be designed as a bus driver, a function driver, or a filter driver, as described in [Types of WDM Drivers](#).
- [Create device objects](#).
- Support [Plug and Play \(PnP\)](#).
- Support [power management](#).
- Support [Windows Management Instrumentation](#) (WMI).

Should You Write a WDM Driver?

If you're writing a new driver, consider using the [Kernel-Mode Driver Framework](#) (KMDF). KMDF provides interfaces that are simpler to use than WDM interfaces.

Don't write a WDM driver if the driver is part of a stack of non-WDM drivers. Read the documentation for device type-specific Microsoft-supplied drivers to determine how new drivers must interface with Microsoft-supplied drivers. For more information, see [Device and Driver Technologies](#).

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