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semaphores, however, you'll need to refer to another book, such as Jeffrey Richter's Advanced Windows, 3d Ed (Microsoft Press, 1997) How a Single-Threaded Program Processes Messages All the programs so far in this book have been single-threaded, which means that your code has only one path of execution With ClassWizard's help, you've written

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versions This is because Windows NT 4 uses the new "Windows 95-style" user interface All windows have a border that defines the limits of the window and is used to resize the window At the top of the window are several items On the far left is the system menu icon (also called the title bar icon)

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described by Jeffrey Richter in chapter 16 of his book Advanced Windows NT[8] to inject a copy of the agent into the process' address space The process doing the enabling (the enabler) must have a handle on the process being enabled (the subject) For a process created by the enabler, this is the value returned by the CreateProcess call

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by Jeffrey Richter in Chapter 16 of his book Advanced Windows NT 6 to inject a copy of the transparency agent into the process' address space The Runtime The transparency agent invokes the runtime whenever an attempt is made to execute an x86 image The runtime loads the image into memory, sets up the run-

Dynamic Link Libraries - Tenouk

processes, you must either use a memory-mapped file or declare a shared data section as described in Jeffrey Richter's Advanced Windows (Microsoft Press, 1997) Whenever your DLL requests heap memory, that memory is allocated from the client process's heap How Imports Are Matched to Exports A DLL contains a table of exported functions

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