/\* Replace "dll.h" with the name of your header \*/

#include "dll.h"

#include <windows.h>

DllClass::DllClass()

{

}

DllClass::~DllClass ()

{

}

BOOL APIENTRY DllMain (HINSTANCE hInst /\* Library instance handle. \*/ ,

DWORD reason /\* Reason this function is being called. \*/ ,

LPVOID reserved /\* Not used. \*/ )

{

switch (reason)

{

case DLL\_PROCESS\_ATTACH:

break;

case DLL\_PROCESS\_DETACH:

break;

case DLL\_THREAD\_ATTACH:

break;

case DLL\_THREAD\_DETACH:

break;

}

/\* Returns TRUE on success, FALSE on failure \*/

return TRUE;

}