```c
/*
    libxbee - a C library to aid the use of Digi's Series 1 XBee modules
              running in API mode (AP=2).

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*/

/* ######################################################################## */
/* ### Win32 DLL Code ##################################################### */
/* ######################################################################## */

/*  this file contains code that is used by Win32 ONLY */
#ifndef _WIN32
#error "This file should only be used on a Win32 system"
#endif

int ver(HWND hwnd, HINSTANCE hinst, LPWSTR lpszCmdLine, int nCmdShow) {
  MessageBox(NULL, "The information for this copy of libxbee.dll is:\n"SVN_REV, "libxbee Win32 DLL", MB_OK);
  return 0;
}

/* this gets called when the dll is loaded... */
BOOL APIENTRY DllMain(HANDLE hModule, DWORD dwReason, LPVOID lpReserved) {
  if ((dwReason == DLL_PROCESS_DETACH) && xbee_ready == 1) {
    /* ensure that libxbee has been shut down nicely */
    xbee_end();
  } else if (glob_hModule == NULL && (dwReason == DLL_PROCESS_ATTACH || dwReason == DLL_THREAD_ATTACH)) {
    /* keep a handle on the module */
    glob_hModule = (HMODULE)hModule;
    xbee_mutex_init(callbackmutex);
  }
  return TRUE;
}

HRESULT DllCanUnloadNow(void) {
  return !xbee_ready;
}

/* ######################################################################## */
/* ### Win32 DLL COM Code ################################################# */
/* ######################################################################## */

/* this function is from this tutorial:
     http://www.codeguru.com/Cpp/COM-Tech/activex/tutorials/article.php/c5567 */
BOOL RegWriteKey(HKEY roothk, const char *lpSubKey, LPCTSTR val_name,
                 DWORD dwType, void *lpvData,  DWORD dwDataSize) {
  /*  roothk:     HKEY_CLASSES_ROOT, HKEY_LOCAL_MACHINE, etc
      lpSubKey:   the key relative to 'roothk'
      val_name:   the key value name where the data will be written
      dwType:     REG_SZ,REG_BINARY, etc.
      lpvData:    a pointer to the data buffer
      dwDataSize: the size of the data pointed to by lpvData */
  HKEY hk;
  if (ERROR_SUCCESS != RegCreateKey(roothk,lpSubKey,&hk) ) return FALSE;
  if (ERROR_SUCCESS != RegSetValueEx(hk,val_name,0,dwType,(CONST BYTE *)lpvData,dwDataSize)) return FALSE;
  if (ERROR_SUCCESS != RegCloseKey(hk))   return FALSE;
  return TRUE;
}

/* this is used by the regsrv32 application */
STDAPI DllRegisterServer(void) {
  char key[MAX_PATH];
  char value[MAX_PATH];

  wsprintf(key,"CLSID\\%s",dllGUID);
  wsprintf(value,"%s",dlldesc);
  RegWriteKey(HKEY_CLASSES_ROOT, key, NULL, REG_SZ, (void *)value, lstrlen(value));

  wsprintf(key,"CLSID\\%s\\InprocServer32",dllGUID);
  GetModuleFileName(glob_hModule,value,MAX_PATH);
  RegWriteKey(HKEY_CLASSES_ROOT, key, NULL, REG_SZ, (void *)value, lstrlen(value));

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  86:   wsprintf(key,"CLSID\\%s\\ProgId",dllGUID);
  87:   lstrcpy(value,dllid);
  88:   RegWriteKey(HKEY_CLASSES_ROOT, key, NULL, REG_SZ, (void *)value, lstrlen(value));
  89:
  90:   lstrcpy(key,dllid);
  91:   lstrcpy(value,dlldesc);
  92:   RegWriteKey(HKEY_CLASSES_ROOT, key, NULL, REG_SZ, (void *)value, lstrlen(value));
  93:
  94:   wsprintf(key,"%s\\CLSID",dllid);
  95:   RegWriteKey(HKEY_CLASSES_ROOT, key, NULL, REG_SZ, (void *)dllGUID, lstrlen(dllGUID));
  96:
  97:   return S_OK;
  98: }
  99:
 100: /* this is used by the regsrv32 application */
 101: STDAPI DllUnregisterServer(void) {
 102:   char key[MAX_PATH];
 103:   char value[MAX_PATH];
 104:
 105:   wsprintf(key,"%s\\CLSID",dllid);
 106:   RegDeleteKey(HKEY_CLASSES_ROOT,key);
 107:
 108:   wsprintf(key,"%s",dllid);
 109:   RegDeleteKey(HKEY_CLASSES_ROOT,key);
 110:
 111:   wsprintf(key,"CLSID\\%s\\InprocServer32",dllGUID);
 112:   RegDeleteKey(HKEY_CLASSES_ROOT,key);
 113:
 114:   wsprintf(key,"CLSID\\%s\\ProgId",dllGUID);
 115:   RegDeleteKey(HKEY_CLASSES_ROOT,key);
 116:
 117:   wsprintf(key,"CLSID\\%s",dllGUID);
 118:   RegDeleteKey(HKEY_CLASSES_ROOT,key);
 119:
 120:   return S_OK;
 121: }
```