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exe) process, as well as the OS Loader for the Windows Vista activation process, so there is some value. In this sample, the real work is done by the component. In this case, the primary component is a C-style DLL that exports the DllMain function and a custom DLL manager. The custom DLL manager extracts data from the component DLL and creates the loader DLL, with some heavy lifting deferred to a separate thread. The Windows Registry paths are also extracted from the component DLL to create the Activation section of the loader application manifest, and the key-value data for the client and server are extracted from the component's configuration file. These data are then stored in the load-time configuration file, as well as the application resource file. As a general rule, for a loader application, you should ensure that only the Loader DLL and the component DLL are signed. As with any code that you must be able to uninstall and replace, the custom DLL manager should be code-signed with a trusted certificate so that the user is aware that any third-party code has been used. So how does all of this relate to the client activation, or the "I agree to the End User License Agreement" process? This is where the magic happens. The first part of that process is that the OS Loader application, using a custom DLL manager, extracts the data that is stored in the Loader configuration file and performs several actions with that data. The user is then presented with a set of configuration options from which to choose. 82157476af

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