

The name WinMain is just a convention

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Although the function `WinMain` is documented in the Platform SDK, it's not really part of the platform. Rather, `WinMain` is the conventional name for the user-provided entry point to a Windows program.

The real entry point is in the C runtime library, which initializes the runtime, runs global constructors, and then calls your `WinMain` function (or `wWinMain` if you prefer a Unicode entry point).

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