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LONG NP_LOADDS WINAPI myCallbackFunction ( HWND hWnd,
                                           WORD Message,
                                           WORD wParam,
                                           LONG lParam)
{
    PluginInstance* This = GetInstance(hWnd);
    LONG theResult = -1;
    switch(Message)
    {
        case WM_PALETTECHANGED:
        {
            InvalidateRect(hWnd, NULL, TRUE);
            UpdateWindow(hWnd);
            theResult = 0L;
            break;
        }
        case WM_PAINT:
        {
            HBRUSH hBrush;
            HBRUSH hBrushOld;
            PAINTSTRUCT paint;
            HDC hDC = BeginPaint(hWnd, &paint);
            hBrush = CreateSolidBrush(BACKGROUND_COLOR);
            hBrushOld = (HPEN) SelectObject(hDC, hBrush);
            BOOL result = FillRect(hDC, &paint.rcPaint, hBrush);
            SelectObject(hDC, hBrushOld);
            DeleteObject(hBrush);
            EndPaint(hWnd, &paint);
            theResult = 0L;
            break;
        }
        default:
        {
            // this message was not for us; call old Window process
            theResult = CallWindowProc(This->lpfnOldWndProc,
                                       hWnd,
                                       Message,
                                       wParam,
                                       lParam);

            break;
        }
    }
    return theResult;
}

```