

What do SizeOfStackReserve and SizeOfStackCommit mean for a DLL?

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Nothing. Those fields in the `IMAGE_OPTIONAL_HEADER` structure are meaningful only when they appear in the EXE. The values provided in DLLs are ignored.

`SizeOfHeapReserve` and `SizeOfHeapCommit` fall into the same category. In general, flags and fields which control process settings have no effect when declared in a DLL. We've seen a few examples already, like the `/LARGEADDRESSAWARE` flag or the markers which indicate the default layout direction.

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