The bonus window bytes at GWLP_USERDATA

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The window manager provides a pointer-sized chunk of storage you can access via the `GWLP_USERDATA` constant. You pass it to the `GetWindowLongPtr` function and the `SetWindowLongPtr` function to read and write that value. Most of the time, all you need to attach to a window is a single pointer value anyway, so the free memory in `GWLP_USERDATA` is all you need.

Note that this value, like the other window extra bytes and the messages in the `WM_USER` range, belongs to the window class and not to the code that creates the window.

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