s_resource.h 05/12/08 9:54 AM

```
//{{NO_DEPENDENCIES}}
// Microsoft Visual C++ generated include file.
// Used by s_resource.rc
//
#define IDR_MENU
                                         102
#define IDD_DLG_CHAT
                                         103
#define ID_MAIN
                                         105
#define ID_CAPTION
                                         106
#define IDC_GRP_CONNECTION
                                         1001
#define IDC_COMB01
                                         1002
#define IDC_CMB_COMPORT
                                         1002
#define IDC_BTN_CONDIS
                                         1003
#define IDC_SNT_TEXT
                                         1005
#define IDC_RCVD_TEXT
                                         1006
#define IDC_SND_TEXT
                                         1008
#define IDC_BTN_SEND
                                         1009
#define IDC_RAD_SND
                                         1012
#define IDC_RAD_RCV
                                         1013
#define IDC_LBL_ACTIVITY
                                         1014
#define IDC_LBL_TIMER
                                         1015
#define IDC_LBL_SNT
                                         1016
#define IDC_LBL_RCVD
                                         1017
#define IDC_LBL_SND
                                         1018
#define ID_HELP_ABOUT
                                         40004
#define ID_HELP_USAGE
                                         40005
#define ID_VIEW_CLEAR
                                         40006
#define ID_EDIT_FONT
                                         40007
#define ID_EDIT_COPY40008
                                         40008
#define ID_EDIT_PASTE40009
                                         40009
#define ID_FILE_EXIT
                                         40010
#define ID_EDIT_COPYSEL
                                         40011
#define ID_EDIT_PASTESEL
                                         40012
// Next default values for new objects
//
#ifdef APSTUDIO_INVOKED
#ifndef APSTUDIO_READONLY_SYMBOLS
#define _APS_NEXT_RESOURCE_VALUE
                                         106
#define _APS_NEXT_COMMAND_VALUE
                                         40020
#define _APS_NEXT_CONTROL_VALUE
                                         1019
#define _APS_NEXT_SYMED_VALUE
                                         101
#endif
#endif
```