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/*
MODULE: main.cpp

PURPOSE: Manages window creation and message processing

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*/

#include "s_main.h"
#include "s_resource.h"
#include "s_winMaker.h"
#include <new.h>

int WINAPI WinMain(HINSTANCE hInst, HINSTANCE hPrevInst, char * cmdParam, int cmdShow) {
    try {
        // Create top window class
        TopWinClass topWinClass(ID_MAIN, hInst, MainWndProc);

        //Is there a running instance of this program?
        // HWND hWndOther = topWinClass.GetRunningWindow();
        //if (hWndOther != 0) {
        //    ::SetForegroundWindow(hWndOther);
        //    if (::IsIconic(hWndOther)) {
        //        ::ShowWindow(hWndOther, SW_RESTORE);
        //    }
        //    return 0;
        //}
        topWinClass.Register();

        // Create top window
        ResString caption(hInst, ID_CAPTION);
        TopWinMaker topWin(topWinClass, caption);
        topWin.Create();
        topWin.Show(cmdShow);

        // The main message loop
        MSG msg;
        int status;
        while ((status = ::GetMessage(&msg, 0, 0, 0)) != 0) {
            if (status == -1) {
                return -1;
            }
            ::TranslateMessage(&msg);
            ::DispatchMessage(&msg);
        }
    }
}
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        return (int)msg.wParam;
    }
    catch (...) {
        char buf[50];
        ::MessageBox(0, buf, "Exception", MB_ICONEXCLAMATION | MB_OK);
    }

    return 0;
}
```