

dllmain.cpp Contains DLL boilerplate code.

shortcut_guide.cpp Contains the module interface code. It initializes the settings values and the keyboard event listener.

overlay_window.cpp Contains the code for loading the SVGs, creating and rendering of the overlay window.

keyboard_state.cpp Contains helper methods for checking the current state of the keyboard.

target_state.cpp State machine that handles the keyboard events. It's responsible for deciding when to show the overlay, when to suppress the Start menu (if the overlay is displayed long enough), etc.

trace.cpp Contains code for telemetry.