

[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.