

```
1
2 // DesignArk.h : main header file for the DesignArk application
3 //
4 #pragma once
5
6 #ifndef __AFXWIN_H__
7     #error "include 'pch.h' before including this file for PCH"
8 #endif
9
10 #include "resource.h"           // main symbols
11
12 /*/////////
13
14 To find the number of lines in project, run
15
16 (gci -include *.h,*.cpp -recurse | select-string .).Count
17
18 in the code folder
19
20 (last count: 5298)
21
22 //////////*/
23
24
25 // CDesignArkApp:
26 // See DesignArk.cpp for the implementation of this class
27 //
28
29 class CDesignArkApp : public CWinAppEx
30 {
31 public:
32     // Public Constructors
33     CDesignArkApp() noexcept;
34     ~CDesignArkApp();
35
36     // Public Overrides
37     virtual BOOL InitInstance();
38     virtual int ExitInstance();
39
40     // Public Commands
41     afx_msg void OnSmartColour();
42
43     afx_msg void OnAppAbout();
44     afx_msg void OnOpenSite();
45     afx_msg void OnUserdocs();
46
47     // Public Implementations
48     UINT m_nAppLook;
49     BOOL m_bHiColorIcons;
50
51     CView* m_ActiveView;
52
53     // Public Resources
54     // SmartColour Preferences
55     std::vector<std::vector<CString>> smartColour_String;
56     std::vector<COLORREF> smartColour_Colour;
```

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57
58     CString commentType;
59     COLORREF commentColour;
60     COLORREF numberColour;
61     COLORREF highlightColour;
62
63     // App work preferences
64     float zoom;
65     CString sFont;
66     int indentSize;
67
68 protected:
69     // Protected Implementation
70     virtual void PreLoadState();
71     virtual void LoadCustomState();
72     virtual void SaveCustomState();
73
74     DECLARE_MESSAGE_MAP()
75 };
76
77 extern CDesignArkApp theApp;
78
```