// PPMSV0.1.cpp : Defines the class behaviors for the application.

//

#include "stdafx.h"

#include "PPMSApp.h"

#include "PPMSDialog.h"

#ifdef \_DEBUG

#define new DEBUG\_NEW

#endif

// CPPMSApp

BEGIN\_MESSAGE\_MAP(CPPMSApp, CWinApp)

ON\_COMMAND(ID\_HELP, &CWinApp::OnHelp)

END\_MESSAGE\_MAP()

// CPPMSApp construction

CPPMSApp::CPPMSApp()

{

// support Restart Manager

m\_dwRestartManagerSupportFlags = AFX\_RESTART\_MANAGER\_SUPPORT\_RESTART;

// TODO: add construction code here,

// Place all significant initialization in InitInstance

}

// The one and only CPPMSApp object

CPPMSApp theApp;

// CPPMSApp initialization

BOOL CPPMSApp::InitInstance()

{

// InitCommonControlsEx() is required on Windows XP if an application

// manifest specifies use of ComCtl32.dll version 6 or later to enable

// visual styles. Otherwise, any window creation will fail.

INITCOMMONCONTROLSEX InitCtrls;

InitCtrls.dwSize = sizeof(InitCtrls);

// Set this to include all the common control classes you want to use

// in your application.

InitCtrls.dwICC = ICC\_WIN95\_CLASSES;

InitCommonControlsEx(&InitCtrls);

CWinApp::InitInstance();

AfxEnableControlContainer();

// Create the shell manager, in case the dialog contains

// any shell tree view or shell list view controls.

CShellManager \*pShellManager = new CShellManager; // is this line really necessary ????

// Standard initialization

// If you are not using these features and wish to reduce the size

// of your final executable, you should remove from the following

// the specific initialization routines you do not need

// Change the registry key under which our settings are stored

// TODO: You should modify this string to be something appropriate

// such as the name of your company or organization

SetRegistryKey(\_T("Local AppWizard-Generated Applications"));

CPPMSDialog dlg;

m\_pMainWnd = &dlg;

INT\_PTR nResponse = dlg.DoModal();

if (nResponse == IDOK)

{

// TODO: Place code here to handle when the dialog is

// dismissed with OK

}

else if (nResponse == IDCANCEL)

{

// TODO: Place code here to handle when the dialog is

// dismissed with Cancel

}

// Delete the shell manager created above.

if (pShellManager != NULL)

{

delete pShellManager;

}

// Since the dialog has been closed, return FALSE so that we exit the

// application, rather than start the application's message pump.

return FALSE;

}