



This is the Viewer run-time program.

This is the Viewer compiler. It is usually started from Project Editor.

Project Editor is the main control point for the Viewer authoring system.

The hotspot editor (SHED2) lets you define multiple hot spots within a picture.

Wave Editor lets you modify wave sound files.

Bit Editor is Viewer's bitmap editor.

Palette Editor lets you adjust the palette associated with a picture.

Convert is a Viewer utility that converts files to different formats.

This is the documentation for the Viewer API program functions.

This is the compiler help file.

The authoring help file contains a lot of useful information for Viewer authors.

The READ ME file contains last-minute updates to the manuals.

This file contains the answers to common questions about Viewer.

The authoring guide contains a lot of useful information for Viewer authors.

Gallery is one of the demonstration files included with Viewer.

