

#1

Play sounds
Show picture

1#contents

#2 !3 This plays chimes if allowed. Click on the GO BACK button to return.

2#ctx_sounds

3! IfThen(IsMark(`sounds'),"sndPlaySound(`sounds\chimes.wav',1)")

#4 !s

{ewc MVBMP2, ViewerBmp2, [caption="This is a Super VGA Picture"]pictures\svga.bmp}

Click on the GO BACK button to return.

4#ctx_picture

5! IfThen(IsMark(`VGA'),"JumpID(qchPath,`ctx_VGA')")

#6

{ewc MVBMP2, ViewerBmp2, [caption="This is a VGA picture"]pictures\vga.bmp}

Click on the GO BACK button to return.

6#ctx_VGA