

{ewc MVBMP2, ViewerBmp2, [caption="\pc;bThis picture has multiple hot spots"!chap4_5.shg}

#1 This is the Viewer run-time program.

1#ctx_viewer

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

2#ctx_compiler

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

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

4#ctx_hotspot_editor

#₅ Wave Editor lets you modify wave sound files.

5#ctx_wave_edit

#6 Bit Editor is Viewer's bitmap editor.

6#ctx_bit_edit

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

7#ctx_pal_edit

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

8#ctx_convert

^{#9} This is the documentation for the Viewer API program functions.

⁹ctx_viewer_api

#10 This is the compiler help file.

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

#¹² The READ ME file contains last-minute updates to the manuals.

#13 This file contains the answers to common questions about Viewer.

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

#15 Gallery is one of the demonstration files included with Viewer.