

**EMBH Animation Library for Windows Help
For Windows NT October Release
Version 1.0**

(c)1993 Babarsoft, written by Mark Gamber

Another Cool Idea from Babarsoft.

Bullets

Arrows

Modem

Pointers

{ewl EMBH.DLL,BULLET,F100}
{ewl EMBH.DLL,BULLET,B010}
{ewl EMBH.DLL,BULLET,F001}
{ewl EMBH.DLL,BULLET,B011}
{ewl EMBH.DLL,BULLET,A101}

"ewl EMBH.DLL,BULLET,F100"
"ewl EMBH.DLL,BULLET,B010"
"ewl EMBH.DLL,BULLET,F001"
"ewl EMBH.DLL BULLET,B011"
"ewl EMBH.DLL,BULLET,A101"

{ewl EMBH.DLL,ARROW,F100}
{ewl EMBH.DLL,ARROW,B010}
{ewl EMBH.DLL,ARROW,F001}
{ewl EMBH.DLL,ARROW,B011}
{ewl EMBH.DLL,ARROW,A101}

"ewl EMBH.DLL,ARROW,F100"
"ewl EMBH.DLL,ARROW,B010"
"ewl EMBH.DLL,ARROW,F001"
"ewl EMBH.DLL,ARROW,B011"
"ewl EMBH.DLL,ARROW,A101"

{ewl EMBH.DLL,MODEM,0} "ewl EMBH.DLL,MODEM,0"

Select One:

Select One:

{ewl EMBH.DLL,POINTER,POINTER1:100} Pointer #1
EMBH.DLL,POINTER,BITMAP1:100} Bitmap #1

{ewc

{ewl EMBH.DLL,POINTER,POINTER2:100} Pointer #2
EMBH.DLL,POINTER,BITMAP2:100} Bitmap #2

{ewc

{ewl EMBH.DLL,POINTER,POINTER3:100} Pointer #3
EMBH.DLL,POINTER,BITMAP3:100} Bitmap #3

{ewc

{ewl EMBH.DLL,POINTER,POINTER4:100} Pointer #4
EMBH.DLL,POINTER,BITMAP4:100} Bitmap #4

{ewc

