

#1

**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

#2 {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"

2# bullets

#3 {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"

3# arrows

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

4# modem

#5|6!7

Select One:	Select One:	
{ewl EMBH.DLL,POINTER,POINTER1:100} <u>Pointer #1</u> EMBH.DLL,POINTER,BITMAP1:100} <u>Bitmap #1</u>		{ewc
{ewl EMBH.DLL,POINTER,POINTER2:100} <u>Pointer #2</u> EMBH.DLL,POINTER,BITMAP2:100} <u>Bitmap #2</u>		{ewc
{ewl EMBH.DLL,POINTER,POINTER3:100} <u>Pointer #3</u> EMBH.DLL,POINTER,BITMAP3:100} <u>Bitmap #3</u>		{ewc
{ewl EMBH.DLL,POINTER,POINTER4:100} <u>Pointer #4</u> EMBH.DLL,POINTER,BITMAP4:100} <u>Bitmap #4</u>		{ewc

5# pointers

6! SetRightPointerColor("Windows Help","Pointer1","010")

7! SetRightPointerColor("Windows Help","Bitmap2","010")