

Sheet1

DBVER400,C,DBOBJNAME,C,2\DBCDBCDBX1DBY1DBX2DBY2DBDBOBJFG(DBOBJBG(DBDBDBDB													
	40	1	184	57	479	117	2	255		0	1	1	3
INTERACTIVE	15	2	120	360	280	400	2	255	12632256	1	10	0	3
SELF RUNNING	15	3	360	360	520	400	2	255	12632256	1	10	0	3
	40	5	317	58	582	106	2	255		0	1	2	3
	40	11	197	58	440	107	2	255		0	1	3	3
SOUND 1	51	12	80	120	161	154	3	65535	12632256	1	30	0	3
GOTO 3/2	15	13	80	160	162	194	3	65535	12632256	1	30	0	3
SOUND 2	51	14	80	320	160	360	3	65535	12632256	2	30	0	3
loop	15	15	80	360	160	400	3	65535	12632256	2	30	0	3
MAIN	15	19	280	400	360	440	2	15269887	12632256	0	30	0	3
Anim Window	83	20	62	59	381	258	2	65535	12632256	2	3	0	3
Play Anim	55	21	80	280	160	320	3	65535	12632256	2	30	0	3
MAIN MENU	15	24	484	411	612	451	2	65535	12632256	1	20	0	3
Play Sound	51	33	392	150	512	190	2	10485760	12632256	1	20	0	3
	25	35	47	41	296	240	2	8388608		0	1	2	3
AVI	2	36	57	49	288	230	2	65535	65535	1	22	0	3
Play Video	60	37	94	254	253	298	2	255	12632256	1	20	0	3
Image Field	5	41	229	165	429	281	2	8421504	65535	0	11	0	3

Sheet1

DBFILENAME,C,48	DBLINKBU'DBLINDBBUTTIMG,(DBDBDBDBWINNAME,DBFLDNAME,			
		0	0	1 1
		0	0	1 1
	SOUND 1	0	0	1 1
		0	0	1 1
		0	0	1 1
SOUND\ZAP.WAV	GOTO 3/2 2000		0	1 1
	SOUND 2	0	0	1 1
SOUND\EXIT_SND.WAV	play anim	0	0	1 1
	SOUND 1	0	0	1 1
		0	0	1 1
		0	0	1 1
ANIMATE\AMI_BALL.FLI	loop	0	0	1 1 anim window
		0	0	1 1
SOUND\BOING.WAV		0	0	1 1
		0	0	1 1
		0	0	1 1
VIDEO\SKIERS.AVI		0	0	1 1 AVI
		0	0	1 1



DBCCOMMON{DBDBDBCDBDBBEVELSHA,N,3,0

0	0	0	0	40
2	0	2	0	40
1	0	0	0	40
0	0	0	0	40
0	0	0	0	40
0	0	0	0	40
1	0	14	0	40
0	0	0	0	40
1	0	19	0	40
1	0	0	0	40
0	0	0	0	40
5	5	0	0	40
1	0	0	0	40
0	0	0	0	40
8	0	0	0	32
0	0	0	0	40
0	0	0	0	40
0	0	0	0	0