



{ewc MVMCI2, ViewerMCI, [device WaveAudio][autostart][looping][share Wave]!intro.wav}


```
{ewc mvanim, AnimationPane, [loop] [noframe] [width=60] [height=60] [count=12] [speed=15]!cd.bmp}
```

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30]
[macro=11:Exit();ExecHelp(qchPath,`m_vision.hlp');Back();History();FTSearch();Annotate();BookmarkDefi
ne();BookmarkMore();CopyDialog();Print();PopuID(qchPath,`Info')][help=11:MicroVision Shareware CD
beenden;Hilfe aufrufen;Vorherige Seite aufrufen;Liste der bisher aufgerufenen Seiten zeigen;Textstellen
suchen;Anmerkung definieren;Lesezeichen definieren;Lesezeichen abrufen;Seite kopieren;Seite drucken;
Shareware Info] [sound=!click.wav]!toolbar.bmp}
```

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:Prev();JumpID(qchPath, `Intro');Next()]  
[Help=3:Seite zurück;½ck;Zurück;½ck zum Inhaltsverzeichnis;Seite vor] [sound=!click.wav]!control.bmp}
```

{ewc EPLIST, ListPane, group1.lst /FArial /S10 /W158 /H360}

{ewc EPLIST, ListPane, group2.lst /FArial /S10 /W158 /H360}

{ewc EPLIST, ListPane, group3.lst /FArial /S10 /W158 /H360}

{ewc EPLIST, ListPane, group4.lst /FArial /S10 /W158 /H360}

{ewc EPLIST, ListPane, group5.lst /FArial /S10 /W158 /H360}

{ewc EPLIST, ListPane, group6.lst /FArial /S10 /W158 /H360}

{ewc EPLIST, ListPane, group7.lst /FArial /S10 /W158 /H360}

{ewc EPLIST, ListPane, group8.lst /FArial /S10 /W158 /H360}

{ewc EPLIST, ListPane, group9.lst /FArial /S10 /W158 /H360}

{ewc EPLIST, ListPane, group10.lst /FArial /S10 /W158 /H360}

{ewc EPLIST, ListPane, group11.lst /FArial /S10 /W158 /H360}

{ewc EPLIST, ListPane, group12.lst /FArial /S10 /W158 /H360}

Shareware, Freeware, Public Domain

Für die Lauffähigkeit und problemlose Installation der Programme können wir leider keine Garantie übernehmen. Bitte wenden Sie sich bei evtl. auftretenden Schwierigkeiten direkt an den(die) Autor(en) des jeweiligen Programms.

Wir empfehlen, die Installation von der Menüoberfläche der MicroVision Shareware-CD vorzunehmen, bzw. die dort gegebenen Hinweise zu beachten.



Roboter

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=2]fliarms.fli}
```

```
{ew Zwei Roboterarme greifen.
```

```
c
```

```
MV
```

```
TB
```

```
AR
```

```
,
```

```
Too
```

```
lba
```

```
rPa
```

```
ne,
```

```
[so
```

```
un
```

```
d=!
```

```
clic
```

```
k.w
```

```
av]
```

```
[m
```

```
acr
```

```
o=
```

```
1:P
```

```
op
```

```
upl
```

```
D(q
```

```
ch
```

```
Pat
```

```
h,
```

```
`Po
```

```
pu
```

```
p_
```

```
Gr
```

```
ou
```

```
p1
```

```
_1')
```

```
]
```

```
[hel
```

```
p=
```

```
1:A
```

```
nim
```

```
atio
```

```
n/V
```

```
ide
```

```
o
```

```
ans
```

```
eh
```

```
en]
```

```
!
```

```
icn
```

```
_av
```

```
i.b
```

```
mp
```

```
}
```

```
{ewc MVAAP, AAPPlayPane, [close]fliarms.fli}
```



Würfel

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=2]flidice.fli}
```

```
{ew Zwei drehende Würfel.
```

```
c
```

```
MV
```

```
TB
```

```
AR
```

```
,
```

```
Too
```

```
lba
```

```
rPa
```

```
ne,
```

```
[so
```

```
un
```

```
d=!
```

```
clic
```

```
k.w
```

```
av]
```

```
[m
```

```
acr
```

```
o=
```

```
1:P
```

```
op
```

```
upl
```

```
D(q
```

```
ch
```

```
Pat
```

```
h,
```

```
`Po
```

```
pu
```

```
p_
```

```
Gr
```

```
ou
```

```
p1
```

```
_2')
```

```
]
```

```
[hel
```

```
p=
```

```
1:A
```

```
nim
```

```
atio
```

```
n/V
```

```
ide
```

```
o
```

```
ans
```

```
eh
```

```
en]
```

```
!
```

```
icn
```

```
_av
```

```
i.b
```

```
mp
```

```
}
```

```
{ewc MVAAP, AAPPlayPane, [close]flidice.fli}
```



3 D

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=2]fli_objs.fli}
```

```
{ew Drei Objekte bewegen sich.
```

```
c  
MV  
TB  
AR
```

```
,  
Too  
lba  
rPa  
ne,  
[so  
un  
d=!  
clic  
k.w  
av]  
[m  
acr  
o=  
1:P  
op  
upl  
D(q  
ch  
Pat  
h,  
'Po  
pu  
p_  
Gr  
ou  
p1  
_3')  
]  
[hel  
p=  
1:A  
nim  
atio  
n/V  
ide  
o  
ans  
eh  
en]  
!  
icn  
_av  
i.b  
mp  
}
```

```
{ewc MVAAP, AAPPlayPane, [close]fli_objs.fli}
```



Film

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=2]fli.fli}
```

```
{ew Filmklappe mit Kammera.
```

```
c
```

```
MV
```

```
TB
```

```
AR
```

```
,
```

```
Too
```

```
lba
```

```
rPa
```

```
ne,
```

```
[so
```

```
un
```

```
d=!
```

```
clic
```

```
k.w
```

```
av]
```

```
[m
```

```
acr
```

```
o=
```

```
1:P
```

```
op
```

```
upl
```

```
D(q
```

```
ch
```

```
Pat
```

```
h,
```

```
`Po
```

```
pu
```

```
p_
```

```
Gr
```

```
ou
```

```
p1
```

```
_4')
```

```
]
```

```
[hel
```

```
p=
```

```
1:A
```

```
nim
```

```
atio
```

```
n/V
```

```
ide
```

```
o
```

```
ans
```

```
eh
```

```
en]
```

```
!
```

```
icn
```

```
_av
```

```
i.b
```

```
mp
```

```
}
```

```
{ewc MVAAP, AAPPlayPane, [close]fli.fli}
```



Spinne

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=2]fli.fli}
```

```
{ew Eine sich bewegende Spinne.
```

```
c  
MV  
TB  
AR
```

```
,  
Too  
lba  
rPa  
ne,  
[so  
un  
d=!  
clic  
k.w  
av]  
[m  
acr  
o=  
1:P  
op  
upl  
D(q  
ch  
Pat  
h,  
'Po  
pu  
p_  
Gr  
ou  
p1  
_5')  
]  
[hel  
p=  
1:A  
nim  
atio  
n/V  
ide  
o  
ans  
eh  
en]  
!  
icn  
_av  
i.b  
mp  
}
```

```
{ewc MVAAP, AAPPlayPane, [close]fli.fli}
```



Apfel

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=2]fli.fli}
```

```
{ew Ein fallender Apfel.
```

```
c  
MV  
TB  
AR  
  
,  
Too  
lba  
rPa  
ne,  
[so  
un  
d=!  
clic  
k.w  
av]  
[m  
acr  
o=  
1:P  
op  
upl  
D(q  
ch  
Pat  
h,  
'Po  
pu  
p_  
Gr  
ou  
p1  
_6')  
]  
[hel  
p=  
1:A  
nim  
atio  
n/V  
ide  
o  
ans  
eh  
en]  
!  
icn  
_av  
i.b  
mp  
}
```

```
{ewc MVAAP, AAPPlayPane, [close]fli.fli}
```



Pfeil

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=2]fli.fli}
```

```
{ew Pfeile auf einen Apfel schießen.
```

```
c  
MV  
TB  
AR  
,  
Too  
lba  
rPa  
ne,  
[so  
un  
d=!  
clic  
k.w  
av]  
[m  
acr  
o=  
1:P  
op  
upl  
D(q  
ch  
Pat  
h,  
'Po  
pu  
p_  
Gr  
ou  
p1  
_7')  
]  
[hel  
p=  
1:A  
nim  
atio  
n/V  
ide  
o  
ans  
eh  
en]  
!  
icn  
_av  
i.b  
mp  
}
```

```
{ewc MVAAP, AAPPlayPane, [close]fli.fli}
```



Pfeil-2

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=2]fli.fli}
```

```
{ew Ein Pfeil bewegt sich nach oben.
```

```
c  
MV  
TB  
AR  
,  
Too  
lba  
rPa  
ne,  
[so  
un  
d=!  
clic  
k.w  
av]  
[m  
acr  
o=  
1:P  
op  
upl  
D(q  
ch  
Pat  
h,  
'Po  
pu  
p_  
Gr  
ou  
p1  
_8')  
]  
[hel  
p=  
1:A  
nim  
atio  
n/V  
ide  
o  
ans  
eh  
en]  
!  
icn  
_av  
i.b  
mp  
}
```

```
{ewc MVAAP, AAPPlayPane, [close]fli.fli}
```



Spieler

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=2]fli.fli}
```

```
{ew Ballspieler
```

```
c
```

```
MV
```

```
TB
```

```
AR
```

```
,
```

```
Too
```

```
lba
```

```
rPa
```

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ne,
```

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[so
```

```
un
```

```
d=!
```

```
clic
```

```
k.w
```

```
av]
```

```
[m
```

```
acr
```

```
o=
```

```
1:P
```

```
op
```

```
upl
```

```
D(q
```

```
ch
```

```
Pat
```

```
h,
```

```
`Po
```

```
pu
```

```
p_
```

```
Gr
```

```
ou
```

```
p1
```

```
_g')
```

```
]
```

```
[hel
```

```
p=
```

```
1:A
```

```
nim
```

```
atio
```

```
n/V
```

```
ide
```

```
o
```

```
ans
```

```
eh
```

```
en]
```

```
!
```

```
icn
```

```
_av
```

```
i.b
```

```
mp
```

```
}
```

```
{ewc MVAAP, AAPPlayPane, [close]fli.fli}
```



Fahrrad

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=2]fli.fli}
```

```
{ew Kleine Fahrradshow.
```

```
c
```

```
MV
```

```
TB
```

```
AR
```

```
,
```

```
Too
```

```
lba
```

```
rPa
```

```
ne,
```

```
[so
```

```
un
```

```
d=!
```

```
clic
```

```
k.w
```

```
av]
```

```
[m
```

```
acr
```

```
o=
```

```
1:P
```

```
op
```

```
upl
```

```
D(q
```

```
ch
```

```
Pat
```

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h,
```

```
`Po
```

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pu
```

```
p_
```

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Gr
```

```
ou
```

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p1
```

```
_1
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```
0')]
```

```
[hel
```

```
p=
```

```
1:A
```

```
nim
```

```
atio
```

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n/V
```

```
ide
```

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o
```

```
ans
```

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eh
```

```
en]
```

```
!
```

```
icn
```

```
_av
```

```
i.b
```

```
mp
```

```
}
```

```
{ewc MVAAP, AAPPlayPane, [close]fli.fli}
```



Ball

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=2]fli.fli}
```

```
{ew Ein sich drehender Ball.
```

```
c  
MV  
TB  
AR  
  
,  
Too  
lba  
rPa  
ne,  
[so  
un  
d=!  
clic  
k.w  
av]  
[m  
acr  
o=  
1:P  
op  
upl  
D(q  
ch  
Pat  
h,  
'Po  
pu  
p_  
Gr  
ou  
p1  
_11  
'')]  
[hel  
p=  
1:A  
nim  
atio  
n/V  
ide  
o  
ans  
eh  
en]  
!  
icn  
_av  
i.b  
mp  
}
```

```
{ewc MVAAP, AAPPlayPane, [close]fli.fli}
```



Menschen

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=2]fli.fli}
```

```
{ew Zwei Personen unterhalten sich.
```

```
c
```

```
MV
```

```
TB
```

```
AR
```

```
,
```

```
Too
```

```
lba
```

```
rPa
```

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ne,
```

```
[so
```

```
un
```

```
d=!
```

```
clic
```

```
k.w
```

```
av]
```

```
[m
```

```
acr
```

```
o=
```

```
1:P
```

```
op
```

```
upl
```

```
D(q
```

```
ch
```

```
Pat
```

```
h,
```

```
`Po
```

```
pu
```

```
p_
```

```
Gr
```

```
ou
```

```
p1
```

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_1
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```
2')]
```

```
[hel
```

```
p=
```

```
1:A
```

```
nim
```

```
atio
```

```
n/V
```

```
ide
```

```
o
```

```
ans
```

```
eh
```

```
en]
```

```
!
```

```
icn
```

```
_av
```

```
i.b
```

```
mp
```

```
}
```

```
{ewc MVAAP, AAPPlayPane, [close]fli.fli}
```



Motor

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=2]fli.fli}
```

```
{ew Eine Animation.
```

```
c
```

```
MV
```

```
TB
```

```
AR
```

```
,
```

```
Too
```

```
lba
```

```
rPa
```

```
ne,
```

```
[so
```

```
un
```

```
d=!
```

```
clic
```

```
k.w
```

```
av]
```

```
[m
```

```
acr
```

```
o=
```

```
1:P
```

```
op
```

```
upl
```

```
D(q
```

```
ch
```

```
Pat
```

```
h,
```

```
`Po
```

```
pu
```

```
p_
```

```
Gr
```

```
ou
```

```
p1
```

```
_1
```

```
3')]]
```

```
[hel
```

```
p=
```

```
1:A
```

```
nim
```

```
atio
```

```
n/V
```

```
ide
```

```
o
```

```
ans
```

```
eh
```

```
en]
```

```
!
```

```
icn
```

```
_av
```

```
i.b
```

```
mp
```

```
}
```

```
{ewc MVAAP, AAPPlayPane, [close]fli.fli}
```



Atari

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=1]fli.fli}
```

```
{ew Ein Werbespot.
```

```
c
```

```
MV
```

```
TB
```

```
AR
```

```
,
```

```
Too
```

```
lba
```

```
rPa
```

```
ne,
```

```
[so
```

```
un
```

```
d=!
```

```
clic
```

```
k.w
```

```
av]
```

```
[m
```

```
acr
```

```
o=
```

```
1:P
```

```
op
```

```
upl
```

```
D(q
```

```
ch
```

```
Pat
```

```
h,
```

```
`Po
```

```
pu
```

```
p_
```

```
Gr
```

```
ou
```

```
p1
```

```
_1
```

```
4')]
```

```
[hel
```

```
p=
```

```
1:A
```

```
nim
```

```
atio
```

```
n/V
```

```
ide
```

```
o
```

```
ans
```

```
eh
```

```
en]
```

```
!
```

```
icn
```

```
_av
```

```
i.b
```

```
mp
```

```
}
```

```
{ewc MVAAP, AAPPlayPane, [close]fli.fli}
```



Flug

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=1]fli.fli}
```

```
{ew Eine Fluganimation.
```

```
c  
MV  
TB  
AR  
  
,  
Too  
lba  
rPa  
ne,  
[so  
un  
d=!  
clic  
k.w  
av]  
[m  
acr  
o=  
1:P  
op  
upl  
D(q  
ch  
Pat  
h,  
`Po  
pu  
p_  
Gr  
ou  
p1  
_1  
5')]  
[hel  
p=  
1:A  
nim  
atio  
n/V  
ide  
o  
ans  
eh  
en]  
!  
icn  
_av  
i.b  
mp  
}
```

```
{ewc MVAAP, AAPPlayPane, [close]fli.fli}
```



Objekt-1

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=1]fli.fli}
```

{ew **Sich bewegende Objekte.**

c

MV

TB

AR

,

Too

lba

rPa

ne,

[so

un

d=!

clic

k.w

av]

[m

acr

o=

1:P

op

upl

D(q

ch

Pat

h,

`Po

pu

p_

Gr

ou

p1

_1

6')]

[hel

p=

1:A

nim

atio

n/V

ide

o

ans

eh

en]

!

icn

_av

i.b

mp

}

```
{ewc MVAAP, AAPPlayPane, [close]fli.fli}
```



Objekt-2

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=1]flia.fli}
```

```
{ew Kreisende Objekte.
```

```
c  
MV  
TB  
AR  
  
,  
Too  
lba  
rPa  
ne,  
[so  
un  
d=!  
clic  
k.w  
av]  
[m  
acr  
o=  
1:P  
op  
upl  
D(q  
ch  
Pat  
h,  
`Po  
pu  
p_  
Gr  
ou  
p1  
_1  
_7')]  
[hel  
p=  
1:A  
nim  
atio  
n/V  
ide  
o  
ans  
eh  
en]  
!  
icn  
_av  
i.b  
mp  
}
```

```
{ewc MVAAP, AAPPlayPane, [close]flia.fli}
```



Hund

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=1]fli.fli}
```

```
{ew Ein laufender Hund.
```

```
c
```

```
MV
```

```
TB
```

```
AR
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```
,
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Too
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rPa
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[so
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un
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d=!
```

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clic
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k.w
```

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av]
```

```
[m
```

```
acr
```

```
o=
```

```
1:P
```

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op
```

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upl
```

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D(q
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ch
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Pat
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h,
```

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`Po
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pu
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p_
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Gr
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ou
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p1
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_1
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8')]
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[hel
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p=
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1:A
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nim
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atio
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n/V
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ide
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o
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ans
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eh
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en]
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```
!
```

```
icn
```

```
_av
```

```
i.b
```

```
mp
```

```
}
```

```
{ewc MVAAP, AAPPlayPane, [close]fli.fli}
```



Motor

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=1]fli.fli}
```

```
{ew Motoranimation.
```

```
c
```

```
MV
```

```
TB
```

```
AR
```

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,
```

```
Too
```

```
lba
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rPa
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ne,
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[so
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un
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d=!
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clic
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k.w
```

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av]
```

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[m
```

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acr
```

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o=
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1:P
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op
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```
upl
```

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D(q
```

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ch
```

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Pat
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h,
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`Po
```

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pu
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p_
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Gr
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ou
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p1
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_1
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9')]
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[hel
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p=
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1:A
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nim
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atio
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n/V
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ide
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o
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ans
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eh
```

```
en]
```

```
!
```

```
icn
```

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_av
```

```
i.b
```

```
mp
```

```
}
```

```
{ewc MVAAP, AAPPlayPane, [close]fli.fli}
```



Domino

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=1]fli.fli}
```

```
{ew Fallende Dominosteine.
```

```
c
```

```
MV
```

```
TB
```

```
AR
```

```
,
```

```
Too
```

```
lba
```

```
rPa
```

```
ne,
```

```
[so
```

```
un
```

```
d=!
```

```
clic
```

```
k.w
```

```
av]
```

```
[m
```

```
acr
```

```
o=
```

```
1:P
```

```
op
```

```
upl
```

```
D(q
```

```
ch
```

```
Pat
```

```
h,
```

```
`Po
```

```
pu
```

```
p_
```

```
Gr
```

```
ou
```

```
p1
```

```
_2
```

```
0')]
```

```
[hel
```

```
p=
```

```
1:A
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nim
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atio
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n/V
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ide
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o
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ans
```

```
eh
```

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en]
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```
!
```

```
icn
```

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_av
```

```
i.b
```

```
mp
```

```
}
```

```
{ewc MVAAP, AAPPlayPane, [close]fli.fli}
```



Gesichter

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=1]fli.fli}
```

```
{ew Sich bewegende Gesichter.
```

```
c  
MV  
TB  
AR
```

```
,  
Too  
lba  
rPa  
ne,  
[so  
un  
d=!  
clic  
k.w  
av]  
[m  
acr  
o=  
1:P  
op  
upl  
D(q  
ch  
Pat  
h,  
'Po  
pu  
p_  
Gr  
ou  
p1  
_2  
1')]  
[hel  
p=  
1:A  
nim  
atio  
n/V  
ide  
o  
ans  
eh  
en]  
!  
icn  
_av  
i.b  
mp  
}
```

```
{ewc MVAAP, AAPPlayPane, [close]fli.fli}
```



Fische

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=1]fli.fli}
```

```
{ew Animiertes Aquarium.
```

```
c
```

```
MV
```

```
TB
```

```
AR
```

```
,
```

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Too
```

```
lba
```

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rPa
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ne,
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[so
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un
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d=!
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clic
```

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k.w
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av]
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[m
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```
acr
```

```
o=
```

```
1:P
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op
```

```
upl
```

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D(q
```

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ch
```

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Pat
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h,
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`Po
```

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pu
```

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p_
```

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Gr
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ou
```

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p1
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_2
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```
2')]
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[hel
```

```
p=
```

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1:A
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nim
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atio
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n/V
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ide
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o
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ans
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```
eh
```

```
en]
```

```
!
```

```
icn
```

```
_av
```

```
i.b
```

```
mp
```

```
}
```

```
{ewc MVAAP, AAPPlayPane, [close]fli.fli}
```



Fraktal

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=1]fli.fli}
```

```
{ewc Sich bewegendes Fraktalbild.
```

```
c
```

```
MV
```

```
TB
```

```
AR
```

```
,
```

```
Too
```

```
lba
```

```
rPa
```

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ne,
```

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[so
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un
```

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d=!
```

```
clic
```

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k.w
```

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av]
```

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[m
```

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acr
```

```
o=
```

```
1:P
```

```
op
```

```
upl
```

```
D(q
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ch
```

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Pat
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```
h,
```

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`Po
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```
pu
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p_
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Gr
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ou
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p1
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_2
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3')]
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[hel
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p=
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1:A
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nim
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atio
```

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n/V
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ide
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o
```

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ans
```

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eh
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en]
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```
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```

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icn
```

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_av
```

```
i.b
```

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mp
```

```
}
```

```
{ewc MVAAP, AAPPlayPane, [close]fli.fli}
```



Roboter

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=1]fli.fli}
```

```
{ew Sich bewegender, knieender Roboter
```

```
c
```

```
MV
```

```
TB
```

```
AR
```

```
,
```

```
Too
```

```
lba
```

```
rPa
```

```
ne,
```

```
[so
```

```
un
```

```
d=!
```

```
clic
```

```
k.w
```

```
av]
```

```
[m
```

```
acr
```

```
o=
```

```
1:P
```

```
op
```

```
upl
```

```
D(q
```

```
ch
```

```
Pat
```

```
h,
```

```
`Po
```

```
pu
```

```
p_
```

```
Gr
```

```
ou
```

```
p1
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```
_2
```

```
4')]
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```
[hel
```

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p=
```

```
1:A
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```
nim
```

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atio
```

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n/V
```

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ide
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o
```

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ans
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eh
```

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en]
```

```
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```

```
icn
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```
_av
```

```
i.b
```

```
mp
```

```
}
```

```
{ewc MVAAP, AAPPlayPane, [close]fli.fli}
```



Insel

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=1]fli.fli}
```

```
{ewc Insel als Drahtmodell.
```

```
c  
MV  
TB  
AR  
,  
Too  
lba  
rPa  
ne,  
[so  
un  
d=!  
clic  
k.w  
av]  
[m  
acr  
o=  
1:P  
op  
upl  
D(q  
ch  
Pat  
h,  
'Po  
pu  
p_  
Gr  
ou  
p1  
_2  
5')]  
[hel  
p=  
1:A  
nim  
atio  
n/V  
ide  
o  
ans  
eh  
en]  
!  
icn  
_av  
i.b  
mp  
}
```

```
{ewc MVAAP, AAPPlayPane, [close]fli.fli}
```



Stern

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=1]fli.fli}
```

```
{ew Sich drehendes Sternenmodell.
```

```
c  
MV  
TB  
AR  
,  
Too  
lba  
rPa  
ne,  
[so  
un  
d=!  
clic  
k.w  
av]  
[m  
acr  
o=  
1:P  
op  
upl  
D(q  
ch  
Pat  
h,  
'Po  
pu  
p_  
Gr  
ou  
p1  
_2  
6')]  
[hel  
p=  
1:A  
nim  
atio  
n/V  
ide  
o  
ans  
eh  
en]  
!  
icn  
_av  
i.b  
mp  
}
```

```
{ewc MVAAP, AAPPlayPane, [close]fli.fli}
```



Haus

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=1]fli.fli}
```

```
{ew 3D-Bewegungen durch ein Haus.
```

```
c  
MV  
TB  
AR  
,  
Too  
lba  
rPa  
ne,  
[so  
un  
d=!  
clic  
k.w  
av]  
[m  
acr  
o=  
1:P  
op  
upl  
D(q  
ch  
Pat  
h,  
`Po  
pu  
p_  
Gr  
ou  
p1  
_2  
_7')]  
[hel  
p=  
1:A  
nim  
atio  
n/V  
ide  
o  
ans  
eh  
en]  
!  
icn  
_av  
i.b  
mp  
}
```

```
{ewc MVAAP, AAPPlayPane, [close]fli.fli}
```



Wurm

```
{ewc MVAAP, AAPlayPane, [noframe][showonly][position=1]fli.fli}
```

```
{ew Ein sich windender Wurm.
```

```
c  
MV  
TB  
AR  
,  
Too  
lba  
rPa  
ne,  
[so  
un  
d=!  
clic  
k.w  
av]  
[m  
acr  
o=  
1:P  
op  
upl  
D(q  
ch  
Pat  
h,  
`Po  
pu  
p_  
Gr  
ou  
p1  
_2  
8')]  
[hel  
p=  
1:A  
nim  
atio  
n/V  
ide  
o  
ans  
eh  
en]  
!  
icn  
_av  
i.b  
mp  
}
```

```
{ewc MVAAP, AAPPlayPane, [close]fli.fli}
```




Haus

{ewc MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol][share AVI]avi.avi}

Erleben Sie den Einsturz eines Hochhauses.



Arforce

{ewc MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol][share AVI]avi.avi}

Weltraumtest.



Ballon

```
{ewc MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol][share AVI]avi.avi}
```

Rund um den Ballonflug.



Männer

{ewc MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol][share AVI]avi.avi}

Krafttraining für "gestandene" Männer.



JFK

{ewc MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol][share AVI]avi.avi}

Eine Rede von J. F. Kennedy



Rakete

```
{ewc MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol][share AVI]avi.avi}
```

Der Start einer Rakete.



Rafting

```
{ewc MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol][share AVI]avi.avi}
```

Die abenteuerliche fahrt eines Schlauchbootes.



Reagan

{ewc MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol][share AVI]avi.avi}

Reagan in einen seiner Reden.



Shuttle

```
{ewc MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol][share AVI]avi.avi}
```

Der Start eines Space-Shuttles.



Ski

```
{ewc MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol][share AVI]avi.avi}
```

Skifahrer in der Buckelpiste.



Film

{ewc MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol][share AVI]avi.avi}

Der gute alte Stummfilm.



Weltraum

{ewc MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol][share AVI]avi.avi}

Menschen im Weltraum.



Video

```
{ewc MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol][share AVI]avi.avi}
```

Beispiel eines animierten Videos.

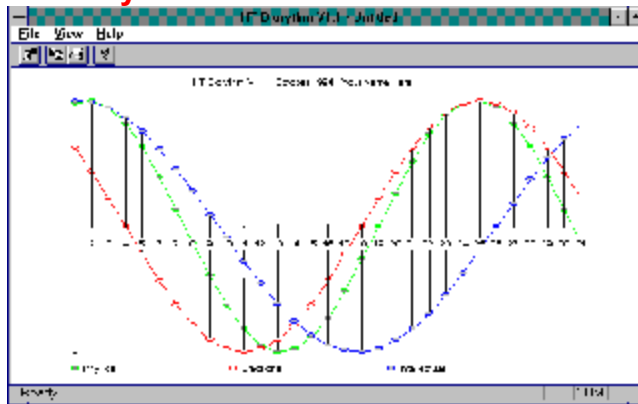


Voyager

{ewc MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol][share AVI]avi.avi}

Die Mission im Weltraum.

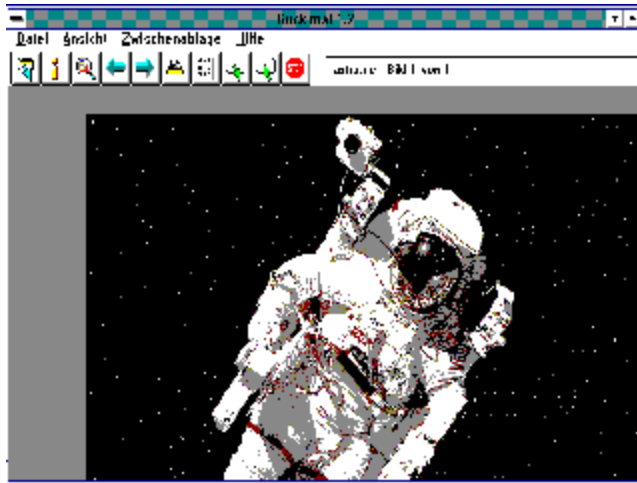
Biorhythmus



Überprüfen Sie, in welcher Verfassung sich Ihr Körper, Ihre Seele und Geist befindet.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`programm/biorhyt/biorythm.exe',0);;CopyFiles(qchPath, `programm/biorhyt', `c:/programm/biorhyt')]  
[Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!  
program.bmp}
```

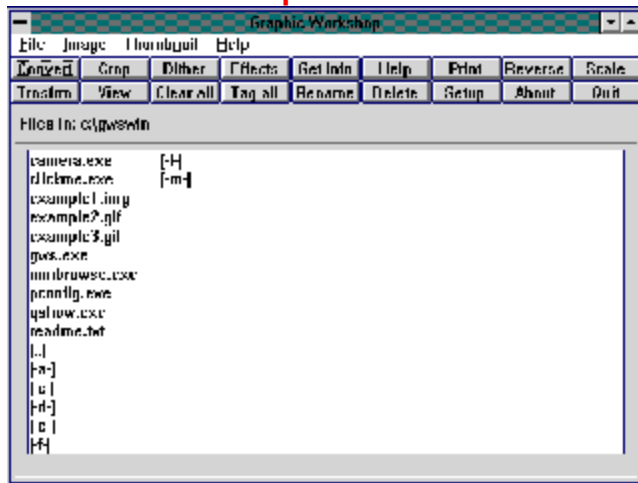
Guck Mal



Sie können bis zu 12 Bilder auf einmal darstellen und mit Dateiinformationen ausdrucken.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3.;ExecTask(qchPath,  
`programm/guckmal/setup.exe',0);][Help=1:Programm starten;Programm installieren;Programmdateien  
kopieren] [sound=!click.wav]!program.bmp}
```

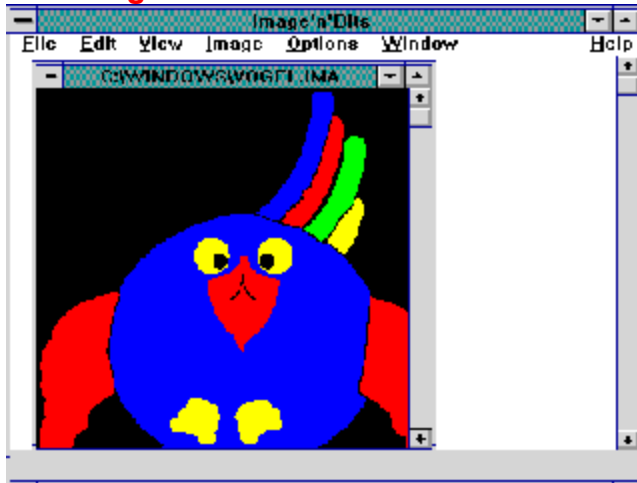
Grafik Workshop



Das wohl beste Grafikprogramm im Sharware-Bereich.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3.;ExecTask(qchPath,  
`programm/gws/setup.exe',0);][Help=1:Programm starten;Programm installieren;Programmdateien  
kopieren] [sound=!click.wav]!program.bmp}
```

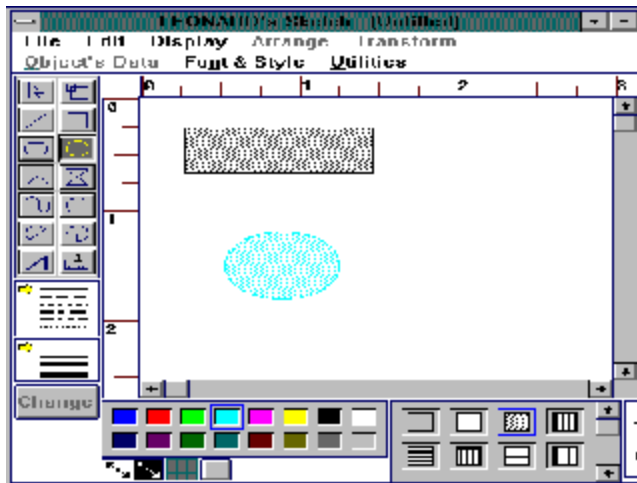
Image Commander



Erstellen Sie sich individuelle Kataloge Ihrer Grafikdateien mit komfortabler Übersichtsfunktion und Anzeige im Vollbildmodus. Entspannen Sie sich in Ihrer eigenen Diaschau.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`programm/ima/ima.exe',0);ExecTask(qchPath, `programm/ima/setup.exe',0);][Help=1:Programm  
starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!program.bmp}
```

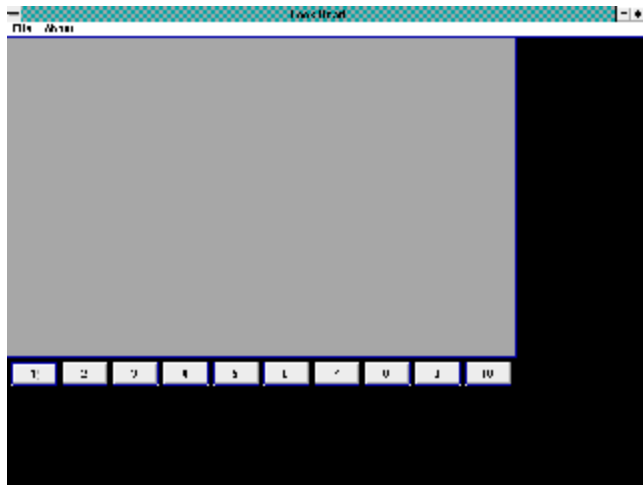
Leonard's 'Sketch



Ein Vektor-Zeichenprogramm für Windows. Werden Sie Ihr eigener Konstrukteur oder gestalten Sie Ihre Grafikvorlagen.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3;;;CopyFiles(qchPath, `programm/leonardo',  
`c:/programm/leonardo')][Help=1:Programm starten;Programm installieren;Programmdateien kopieren]  
[sound=!click.wav]!program.bmp}
```

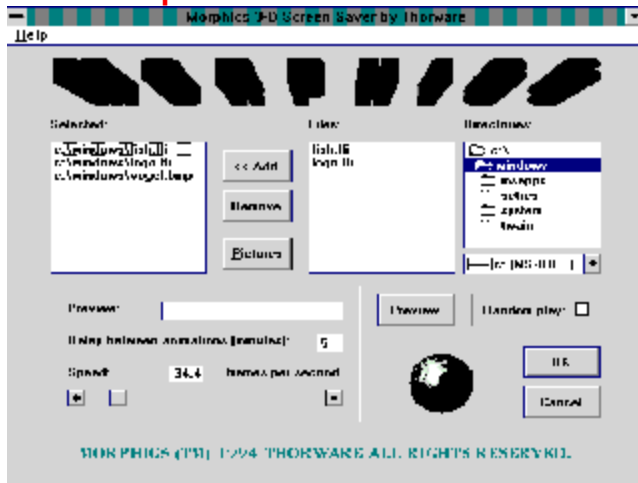
LookHere



Weisen Sie Grafikendateien stimmungsvollen Sound oder Erklärungen hinzu. Gestalten Sie Ihre eigene kleine Animation.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`programm/lookhear/lookhear.exe',0);;CopyFiles(qchPath, `programm/lookhear', `c:/programm/lookhear')]  
[Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]  
program.bmp}
```

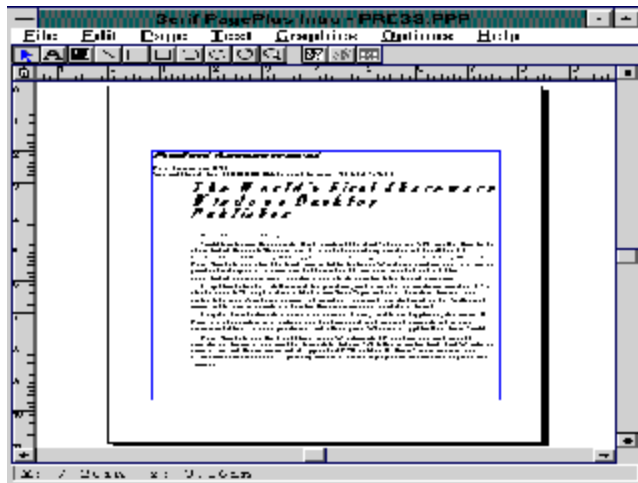
WinMorph



Ist ein "morphing" Programm für Windows.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3.;ExecTask(qchPath,  
`programm/morphics/setup.exe',0);][Help=1:Programm starten;Programm installieren;Programmdateien  
kopieren] [sound=!click.wav]!program.bmp}
```

PAGEPLUS Intro



Die Shareware-Version des DTP-Programms Page Plus 2.0.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3.;ExecTask(qchPath,  
`programm/pageplus/install.exe',0);][Help=1:Programm starten;Programm installieren;Programmdateien  
kopieren] [sound=!click.wav]!program.bmp}
```

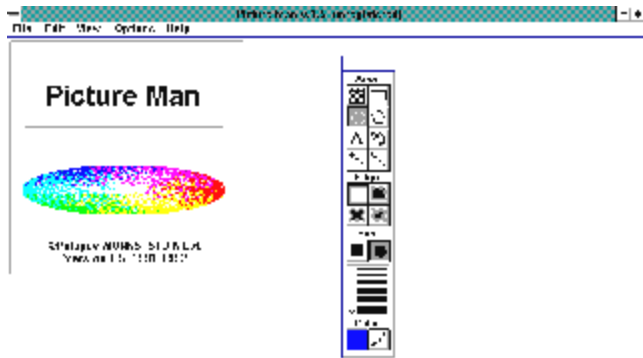
PhotoLab



Einfaches Grafikprogramm zum Bearbeiten Ihrer Grafiksammlung. Auch für Scanner geeignet.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`programm/pholab10/photolab.exe',0);;CopyFiles(qchPath, `programm/pholab10',  
`c:/programm/pholab10')][Help=1:Programm starten;Programm installieren;Programmdateien kopieren]  
[sound=!click.wav]!program.bmp}
```

Picture Man



Grafikprogramm zum Bearbeiten von Grafik.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`programm/picman15/pman.exe',0);;CopyFiles(qchPath, `programm/picman15', `c:/programm/picman15')]  
[Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]  
program.bmp}
```

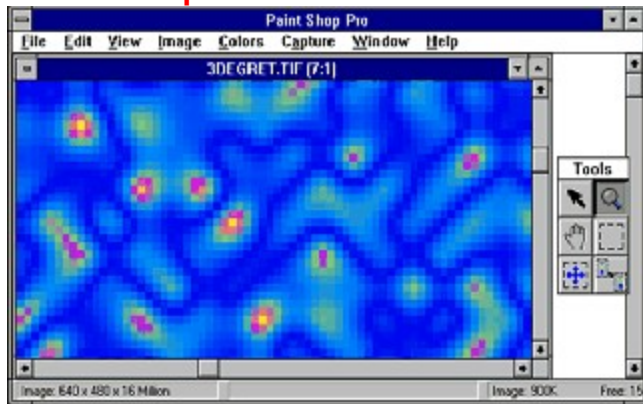
Pix Folio



Katalogisieren Sie Ihre Grafiksammlungen.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`programm/pixf1021/pixfolio.exe',0);;CopyFiles(qchPath, `programm/pixf1021', `c:/programm/pixf1021')]  
[Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]  
program.bmp}
```

PaintShop



Eins der bekanntesten Shareware Grafikprogramme für Windows.

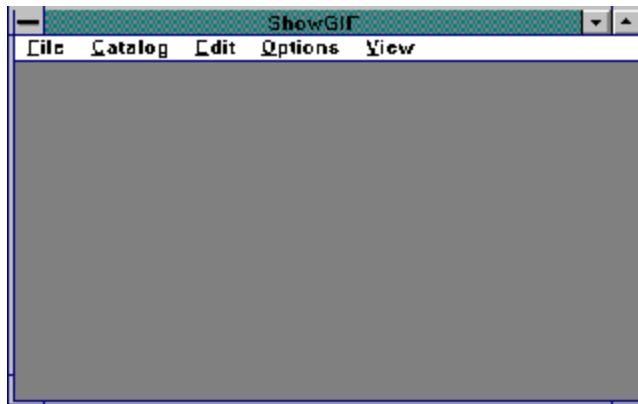
```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3.;ExecTask(qchPath,  
`programm/psp20/setup.exe',0);][Help=1:Programm starten;Programm installieren;Programmdateien  
kopieren] [sound=!click.wav]!program.bmp}
```

Poly Geometrics

Eine Ergänzung des WindowScreenSaver. Bringen Sie geometrische Bewegungen auf Ihren Bildschirm. Kopieren Sie die Dateien in Ihr Window-Verzeichnis und installieren Sie diesen Scerrensaver über die Window-Systemsteuerung(Desktop).

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3;;;CopyFiles(qchPath, `programm/polygeom',  
`c:/programm/polygeom')][Help=1:Programm starten;Programm installieren;Programmdateien kopieren]  
[sound=!click.wav]!program.bmp}
```

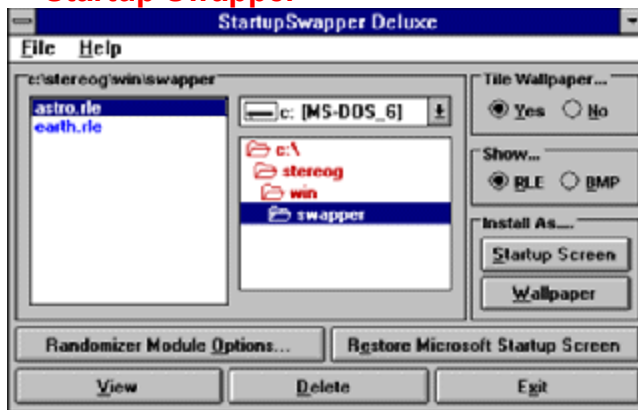
ShowGiff



Katalogisieren Sie Ihre Grafiksammlungen.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`programm/showgif/showgif.exe',0);;CopyFiles(qchPath, `programm/showgif', `c:/programm/showgif')]  
[Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]  
program.bmp}
```

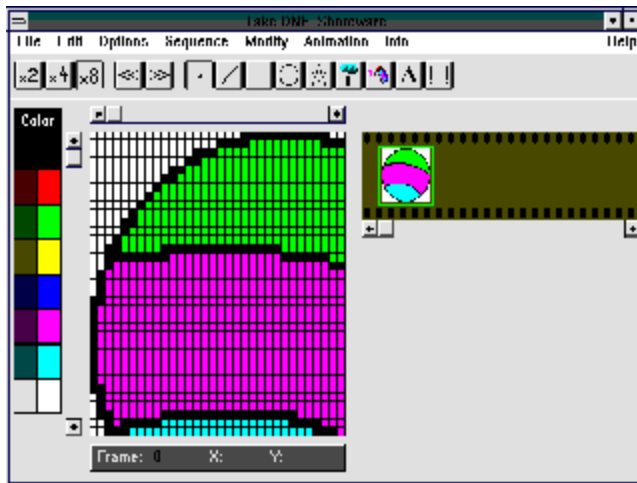
Startup Swapper



Ein Bildschirmschoner mit Animation für Windows.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`programm/swapper/swapper.exe',0);;CopyFiles(qchPath, `programm/swapper', `c:/programm/swapper')]  
[Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]  
program.bmp}
```

Take ONE



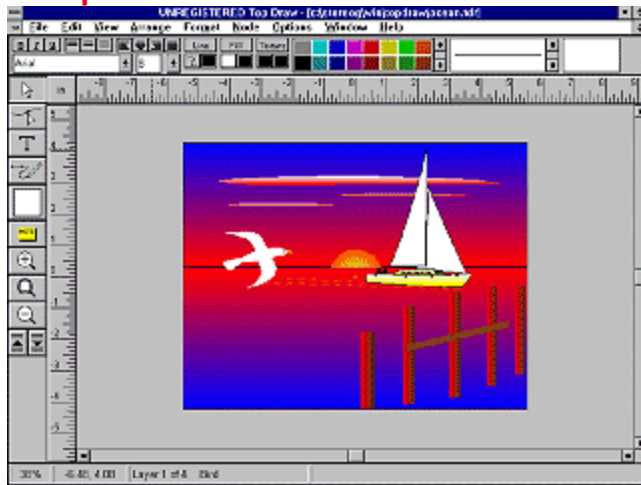
Animationsprogramm für Windows.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`programm/takeone/takeone.exe',0);ExecTask(qchPath, `programm/takeone/setup.exe',0);]  
[Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!  
program.bmp}
```

Sehr umfangreiches Grafikanzeigeprogramm.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`programm/thumbs10/thumbsup.exe',0),;CopyFiles(qchPath, `programm/thumbs10',  
`c:/programm/thumbs10')][Help=1:Programm starten;Programm installieren;Programmdateien kopieren]  
[sound=!click.wav]!program.bmp}
```

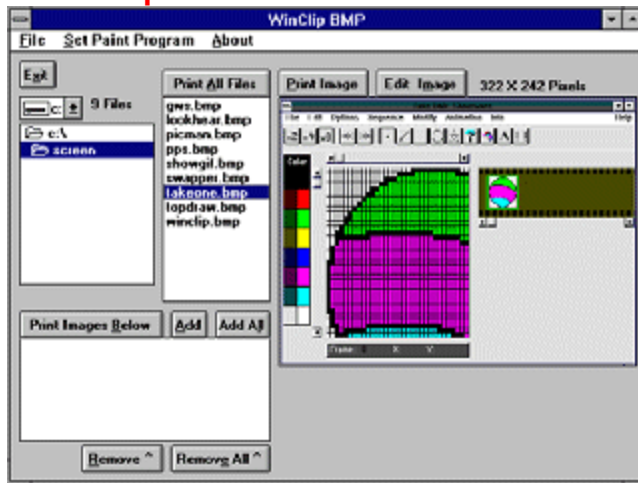
TopDraw



Das bekannte Window-Shareware-Zeichenprogramm.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`programm/topdraw/topdraw.exe',0);ExecTask(qchPath, `programm/topdraw/install.exe',0);]  
[Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!  
program.bmp}
```

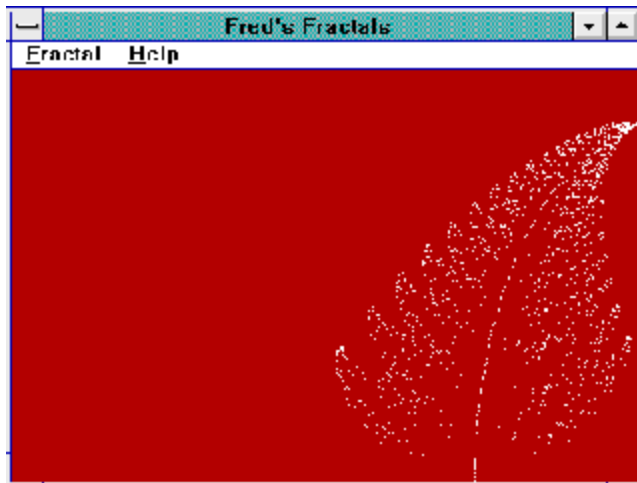
WinClip



Anzeige- und Druckprogramm für Grafikdateien.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`programm/winclip/winclip.exe',0);;CopyFiles(qchPath, `programm/winclip', `c:/programm/winclip')]  
[Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!  
program.bmp}
```

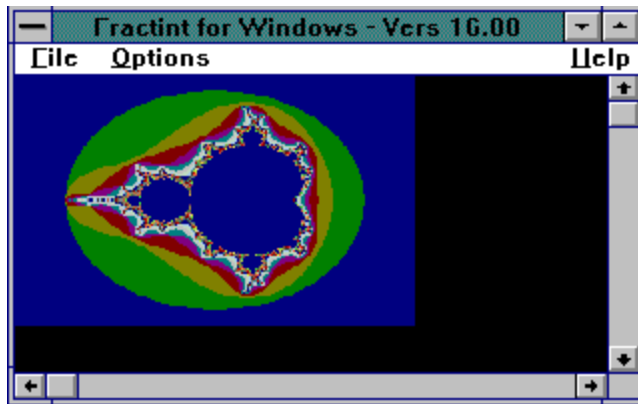
Fred's Fractals



Fraktalprogramm für Windows. Entspannen Sie sich in der Welt der Fraktale

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`programm/winfra/fractal.exe',0);;CopyFiles(qchPath, `programm/winfra', `c:/programm/winfra')]  
[Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!  
program.bmp}
```

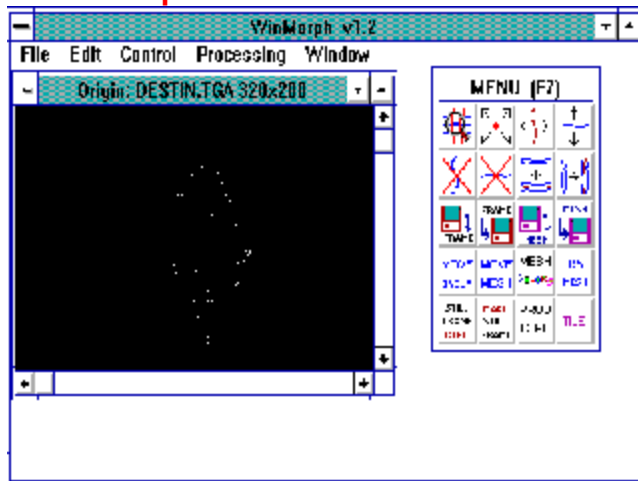
Fractint



Fractint for Windows ist ein gut gelungenes Fraktalprogramm für Windows. Erleben Sie die faszinierende Welt der Apfelmännchen

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`programm/winfra16/winfract.exe',0);;CopyFiles(qchPath, `programm/winfra16', `c:/programm/winfra16')]  
[Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]  
program.bmp}
```

WinMorph



Ist ein "morphing" Programm für Windows.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`programm/winmorph/wmf.exe',0);;CopyFiles(qchPath, `programm/winmorph', `c:/programm/winmorph')]  
[Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]  
program.bmp}
```

Worldtime



Damit Sie wissen welche Uhrzeit z.B. in San Francisco oder Tokio ist.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`programm/worldtim/worldtim.exe',0);;CopyFiles(qchPath, `programm/worldtim', `c:/programm/worldtim')]  
[Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]  
program.bmp}
```

Info Programm CD !



Sollten Sie sich für Animationen und Sound interessieren, so werden Sie von der MicroVision Shareware CD "Animation und Sound" begeistert sein. Die stärksten Programme aus der Shareware auf dieser CD. Über 300 MB Sound und Animationen.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3;;;CopyFiles(qchPath, `tools/info',  
`c:/tools/info')][Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!  
click.wav]!program.bmp}
```


Fonter 5.0



Fontverwaltungsprogramm für Windows. Sie können alle Schriftzeichen im "Full Screen Modus" ansehen und Listen der Fonts drucken.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`fonttool/fonter/fonter.exe',0);;CopyFiles(qchPath, `fonttool/fonter', `c:/fonttool/fonter')][Help=1:Programm  
starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!program.bmp}
```

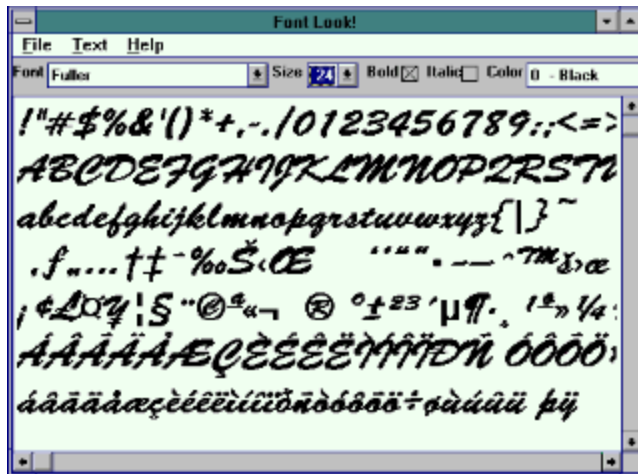
Font-Info



Ist ein Fontinformations und Displayprogramm für Windows, mit dem Sie die Eigenschaften der installierten Schriften komfortabel überprüfen können. In einer Slide-Show können Sie sich alle installierten Fonts "gemütlich" auf Ihren Bildschirm zeigen lassen.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`fonttool/fontinfo/finfo.exe',0),;CopyFiles(qchPath, `fonttool/fontinfo', `c:/fonttool/fontinfo')]  
[Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!  
program.bmp}
```

Font Look!



Ein einfaches Fontanzeigeprogramm, mit dem Sie durch schnelle Eingabe Ihres Textes die gewünschte Schriftart herausfinden können.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`fonttool/fontlook/fontlook.exe',0);;CopyFiles(qchPath, `fonttool/fontlook', `c:/fonttool/fontlook')]  
[Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!  
program.bmp}
```

The screenshot shows the 'Font Printer' application window. At the top is a menu bar with 'File', 'Text', 'Display', and 'Help'. Below the menu is a toolbar containing icons for font selection, size (set to 12), bold, italic, underline, strikethrough, color (set to black), text color (set to white), background color (set to black), and alignment. The main area is divided into two panes: 'Available Fonts...' on the left and 'Selected Fonts' on the right. The 'Available Fonts...' pane contains a scrollable list of fonts: Arial, Courier New, Courier New Small, Helix, Helvetica, Times New Roman, Verdana, and Symbol. To the right of this list are buttons for 'Add', 'Remove', 'Print', 'Refresh', and 'Exit'. The 'Selected Fonts' pane is currently empty. In the bottom center of the window is a large blue icon representing a printer. The status bar at the very bottom displays 'F:\Desktop\font_printer.exe' on the left and '100% - Windows Explorer' on the right.

Ein umfangreiches Fontverwaltungsprogramm für installierte Schriften.

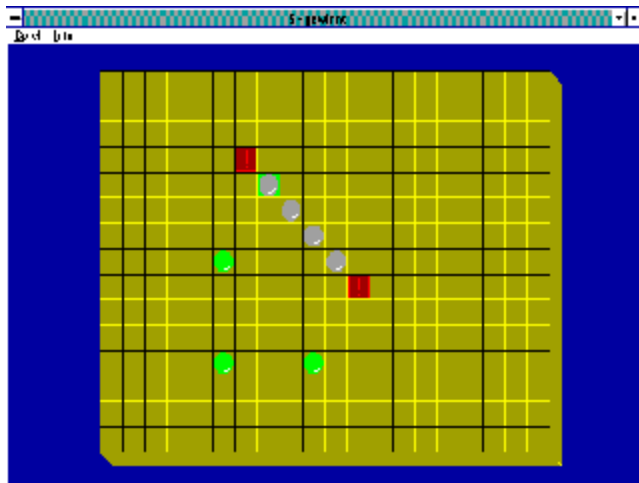
```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`fonttool/fontprnt/fontprt2.exe',0);ExecTask(qchPath, `fonttool/fontprnt/setup.exe',0);][Help=1:Programm  
starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!program.bmp}
```

[illegible]

Ein Anzeigeprogramm für installierte Fonts unter Windows.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`fonttool/tview/trueview.exe',0);;CopyFiles(qchPath, `fonttool/tview', `c:/fonttool/tview')][Help=1:Programm  
starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!program.bmp}
```

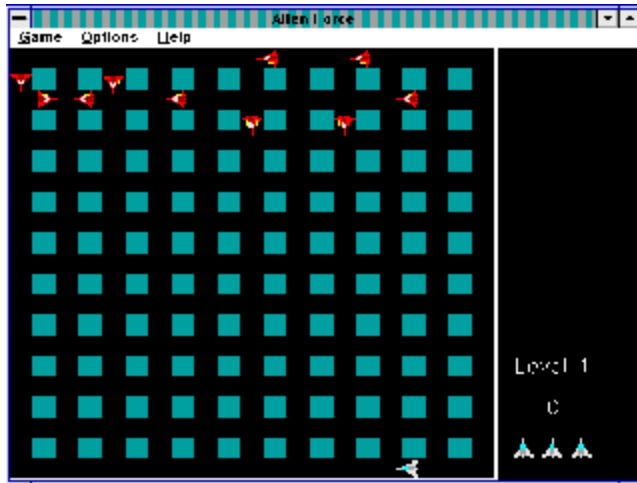

5 Gewinnt



Ein Denkspiel für Windows. Vom Spielecharakter ähnlich aufgemacht wie sie es von MINES kennen.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`spiele/5gewin/5gewin.exe',0);;CopyFiles(qchPath, `spiele/5gewin', `c:/spiele/5gewin')][Help=1:Programm  
starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!program.bmp}
```

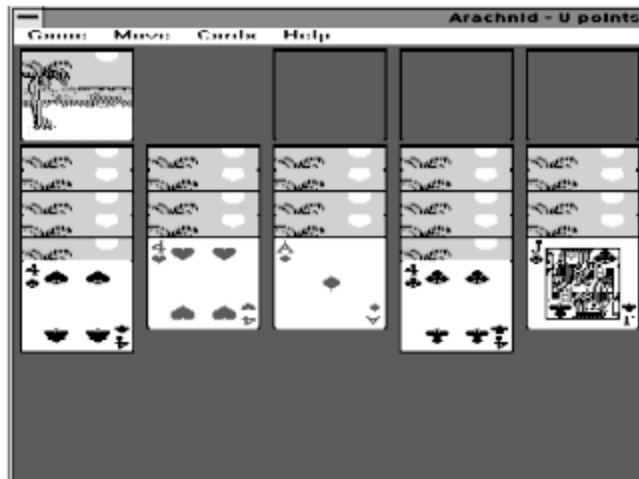
Alien Force



Ein Geschicklichkeitsspiel für Windows.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`spiele/aforce/aforce.exe',0);;CopyFiles(qchPath, `spiele/aforce', `c:/spiele/aforce')][Help=1:Programm  
starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!program.bmp}
```

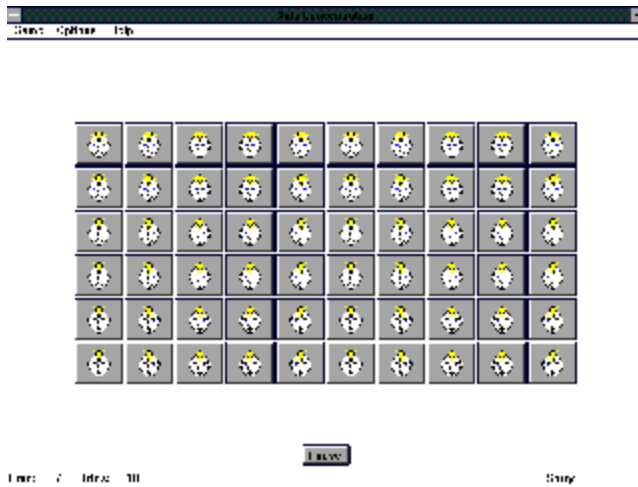
Arachnid



Ein Kartenspiel für Windows, ähnlich Solitär.

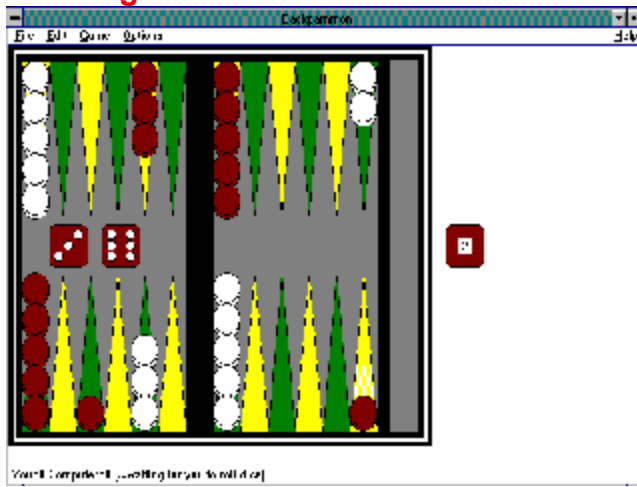
```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`spiele/arachnid/arachnid.exe',0);;CopyFiles(qchPath, `spiele/arachnid', `c:/spiele/arachnid')]  
[Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!  
program.bmp}
```

Memo



```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`spiele/autopuzz/autocon.exe',0);;CopyFiles(qchPath, `spiele/autopuzz', `c:/spiele/autopuzz')]  
[Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!  
program.bmp}
```

Backgammon



Die Variante des bekannten Brettspiels unter Windows. Spielen Sie gegen den Computer.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`spiele/backgamm/bg.exe',0);;CopyFiles(qchPath, `spiele/backgamm', `c:/spiele/backgamm')]  
[Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!  
program.bmp}
```

Bang! Bang!



Ein Kanonen-Feuer-Spiel für 1 oder 2 Spieler für Windows. Zielen Sie gut, damit Sie den Gegner treffen.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`spiele/bangbang/bangbang.exe',0);;CopyFiles(qchPath, `spiele/bangbang', `c:/spiele/bangbang')]  
[Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!  
program.bmp}
```

Blitzer



Ein kleines Hubschrauber-Simulationsspiel unter Windows. Sie können unterschiedliche Level einstellen.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`spiele/blizer/blitzer.exe',0);;CopyFiles(qchPath, `spiele/blizer', `c:/spiele/blizer')][Help=1:Programm  
starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!program.bmp}
```

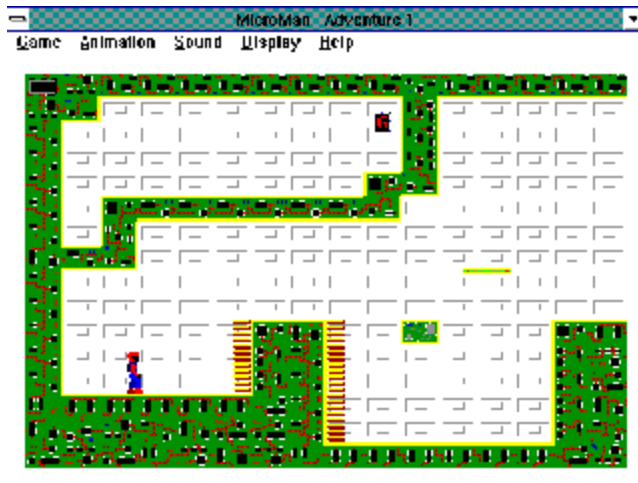
Boxworld



Ein Denkspiel für Windows bei dem Sie Kisten verschieben müssen.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`spiele/boxwrlld/boxworld.exe',0);;CopyFiles(qchPath, `spiele/boxwrlld', `c:/spiele/boxwrlld')]  
[Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!  
program.bmp}
```

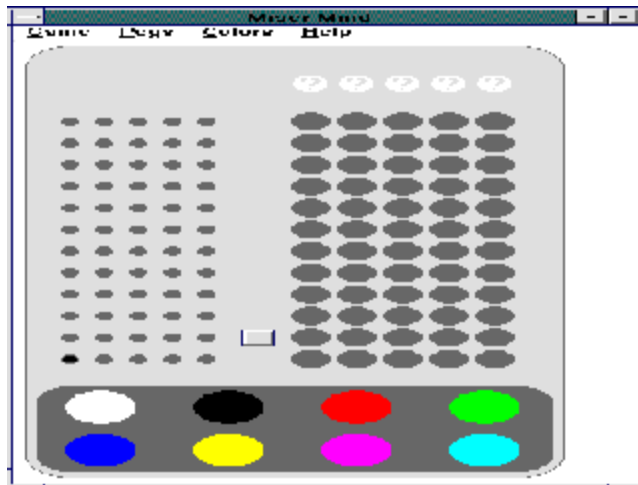
MICRO



Ein Geschicklichkeitsspiel für Windows. Lösen Sie Ihre verschiedenen Aufgaben.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`spiele/micro/micro1.exe',0);;CopyFiles(qchPath, `spiele/micro', `c:/spiele/micro')][Help=1:Programm  
starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!program.bmp}
```

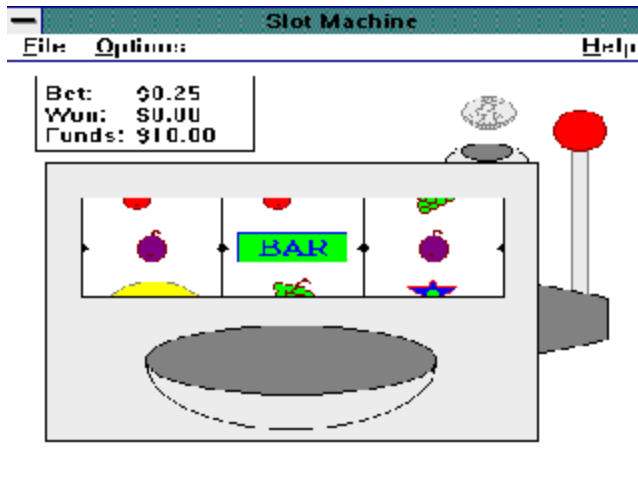
MISER



Ein Denkspiel für unterschiedliche Farbkombinationen. Knacken Sie die Kombination.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`spiele/miser/miser.exe',0);;CopyFiles(qchPath, `spiele/miser', `c:/spiele/miser')][Help=1:Programm  
starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!program.bmp}
```

Slotmaschine



Eine Portierung der legendären Spielhallenautomaten. Spielen Sie mit Ihrem Computer

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`spiele/slotmach/slot.exe',0);;CopyFiles(qchPath, `spiele/slotmach', `c:/spiele/slotmach')]  
[Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!  
program.bmp}
```

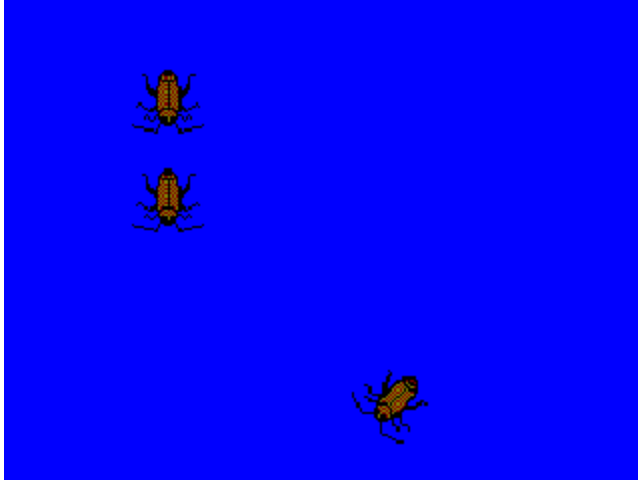
Win Command



Ein gut gemachtes Strategiespiel

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`spiele/wincomm/wincmd.exe',0),;CopyFiles(qchPath, `spiele/wincomm', `c:/spiele/wincomm')]  
[Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!  
program.bmp}
```

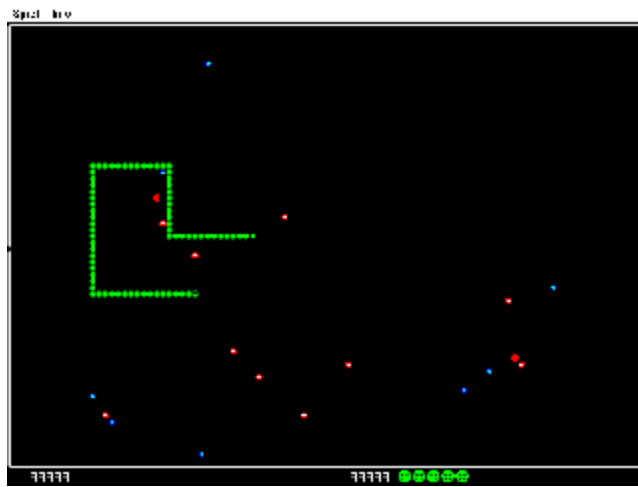
WinRoach



Fangen Sie Ungeziefer, ein bisschen Spaß muß auch einmal sein!

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`spiele/winroach/winroach.exe',0);;CopyFiles(qchPath, `spiele/winroach', `c:/spiele/winroach')]  
[Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!  
program.bmp}
```

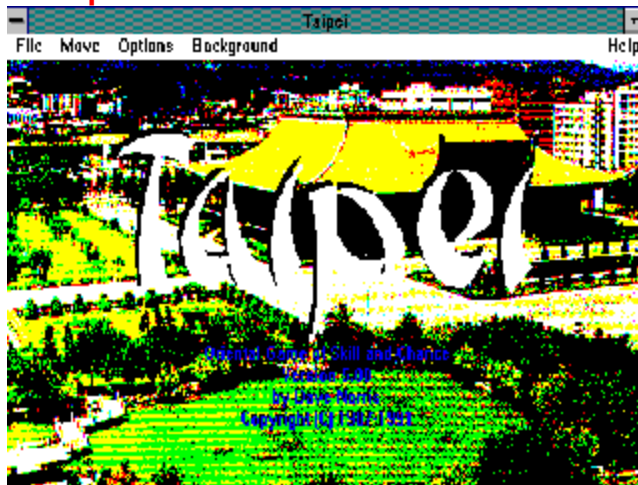
Wurm



Geschicklichkeitsspiel mit Cursor-Tasten.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`spiele/wurm/winworm.exe',0);;CopyFiles(qchPath, `spiele/wurm', `c:/spiele/wurm')][Help=1:Programm  
starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!program.bmp}
```

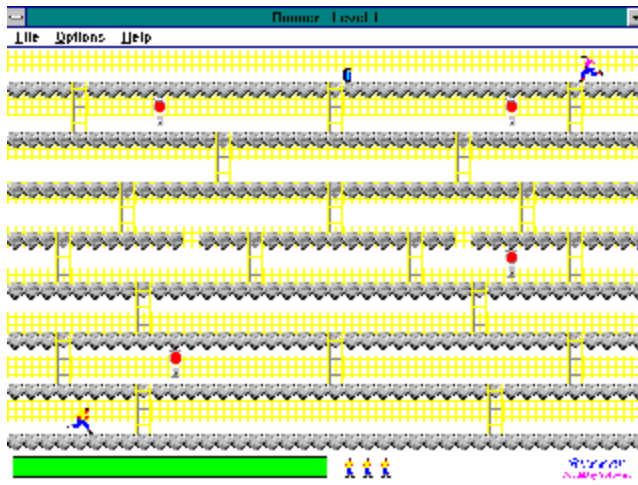
Taipei



Das klassische Kartenspiel für Windows.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`spiele/taipei/tp.exe',0);;CopyFiles(qchPath, `spiele/taipei', `c:/spiele/taipei')][Help=1:Programm  
starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!program.bmp}
```

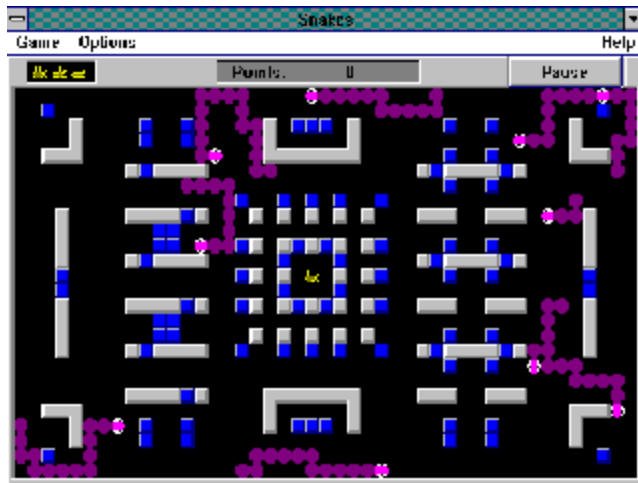
Runner



Ein Geschicklichkeitsspiel für Windows.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`spiele/runner/runner.exe',0);;CopyFiles(qchPath, `spiele/runner', `c:/spiele/runner')][Help=1:Programm  
starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!program.bmp}
```

Snakes



Ein Strategiespiel mit Steine verrücken.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`spiele/snakes/snakes.exe',0);;CopyFiles(qchPath, `spiele/snakes', `c:/spiele/snakes')][Help=1:Programm  
starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!program.bmp}
```

Info Spiele-CD !



Sollten Sie an diesen Shareware-Spielen gefallen finden, so sollten Sie es nicht versäumen, die MicroVision-Shareware Spiele I und II CD-ROM zu erwerben. Über 100 der "besten" Window- und DOS-Spiel auf einer CD.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3;;;CopyFiles(qchPath, `tools/info',  
`c:/tools/info')][Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!  
click.wav]!program.bmp}
```

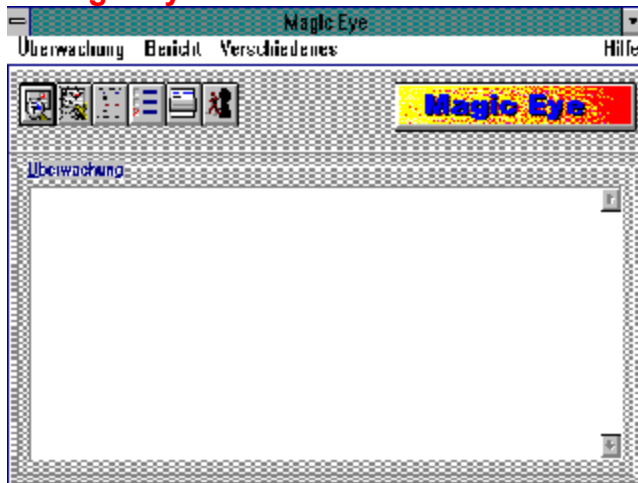
Info Spiele-CD !



Sollten Sie an diesen Shareware-Spielen gefallen finden, so sollten Sie es nicht versäumen, die MicroVision-Shareware Spiele II und II CD-ROM zu erwerben. Über 100 der "besten" Window- und DOS-Spiel auf einer CD.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3;;;CopyFiles(qchPath, `tools/info',  
`c:/tools/info')][Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!  
click.wav]!program.bmp}
```


Magic Eye



Ein Installationsüberwachungsprogramm für WINDOWS. Sie können jede Programmänderung wieder Deinstallieren und alle Einträge "säubern".

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`tools/magiceye/mag.exe',0);;CopyFiles(qchPath, `tools/magiceye', `c:/tools/magiceye')]  
[Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!  
program.bmp}
```

Macefee

```
MS-DOS-Eingabeaufforderung
SCAN 2.28 Util Copyright 1987-94 by McAfee Assoc.
Usage:  SCAN d1: ... d25: /A /ADx /AP filename
        /BELL /BMP /CERTIFY /CF filename
        /DATE /EXT d:filename /HISTOR
        /MAINT /MANY /NLE /NOURLAN /NO
        /NOMEM /NOPAUSE /REPORT filename
        /RF filename /RG /RU /SAVE /SH
        /SUU filename

Examples:  SCAN C:
           SCAN A: H:
           SCAN C:\TEST\*. * D:\ E:\
           SCAN A=TESTFILE.EXE /BELL /MANY

Options are:
    \A          - Scan root directory a
    /ADx        - Scan all files, inclu
    /AP filename - Scan all drives <L>
    /AG filename - Store recovery data/v
    /AU filename - Add recovery data/va
    /BELL       - file EXCEPT those li
    /BMP        - Add validation codes
    /CERTIFY    - those listed in filen
    /CF         - Ring alarm if virus f
    /DATE       -
    /EXT d:filename
    /HISTOR     -
    /MAINT      -
    /MANY       -
    /NLE        -
    /NOURLAN    -
    /NOPAUSE    -
    /NOMEM      -
    /NOPAUSE    -
    /REPORT filename
    /RF filename
    /RG         -
    /RU         -
    /SAVE       -
    /SH         -
    /SUU filename

More? < H - Help > _
```

Das bekannteste Virensuchprogramm in der Version 9.28. Mit den Programmen Clean in der Version 9.26. Entfernen Sie damit alle bekannten Viren.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3;;;CopyFiles(qchPath, `tools/mcafee',  
`c:/tools/mcafee')][Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!  
click.wav]!program.bmp}
```

Scan

```
MS DOS Eingabeaufforderung

Usage: SCAN [object1] [object2...] [option1] [op
Options:
/ ? Display this help screen.
/ ALL Scan all local drives.
/ ALL Scan all network drives.
/ AF <filename> Store validation codes for
/ ALERT <server> Alert <server> on infected
/ APPEND Append to report file rather
/ AV Add validation code to execut
/ BOOT Scan boot sector and master
/ CF <filename> Check validation codes stor
/ CLEAN Clean viruses from infected
/ GU Check validation codes added
/ DEL Delete infected files.
/ EXCLUDE <filename> Do not add validation codes
/ FAST Faster scanning (may miss a
/ HELP Display this help screen.
/ LISTEN <server> Load SCAN and wait for conn
/ LOAD <filename> Load options from file.
/ LOG Save date and time of the c
/ MOVE <directory> Move infected files into <d
/ NOBREAK Disable Ctrl-C / Ctrl-Brk d

Please press any key to continue...
```

Virusscanner von McAfee in der Version 2.0.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3;;;CopyFiles(qchPath, `tools/scan',  
`c:/tools/scan')][Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!  
click.wav]!program.bmp}
```

PKZIP-UnZip

```
MS DOS Eingabeaufforderung
PKZIP (R)  F08T1  Create/Update Utility  Vers
Copy. 1989-1993 PKWARE Inc.  All Rights Reserved
PKZIP Reg. U.S. Pat. and Tm. Off.  Patent No. 5

PKZIP /h11 for basic help  PKZIP /h12:13:141 for

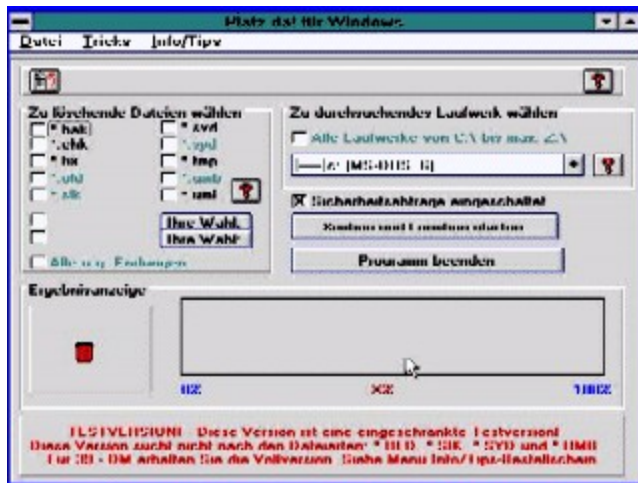
Usage:  PKZIP [optional zipfile] [list] [files...]

      Simple Usage:  PKZIP zipfile file(s)...
Program -----
New zipfile to create
File(s) you wish to compress -----
The above usage is only a very basic example of
Press 2 for more options (including spanning & f
advanced options, 4 for trouble shooting options:
```

Eines der besten Kommpremierungsprogramme. Damit können Sie auch alle auf dieser CD befindlichen Programme (Verzeichnis \ZIP) kopieren und manuell entpacken. Selbstverständlich lassen sich auch Programme mit dem PKZIP packen. Schaffen Sie Platz auf Ihrer Festplatte

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3;;;CopyFiles(qchPath, `tools/unzip',  
`c:/tools/unzip')][Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!  
click.wav]!program.bmp}
```

Platz Da



Säubert die Festplatte von unnötigen Sicherheitskopien. Schaffen Sie Platz auf Ihrer Festplatte und entfernen Sie Dateien mit den bezeichnungen *.OLD, *.BAC usw.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3.;ExecTask(qchPath,  
`tools/platzda/setup.exe',0);][Help=1:Programm starten;Programm installieren;Programmdateien  
kopieren] [sound=!click.wav]!program.bmp}
```

VGA-Copy



Das legendäre DOS Kopierprogramm in der Version 6.0 Kopieren Sie alle möglichen Diskettenformate

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`tools/vgacopy/vgacopy.pif',0);;CopyFiles(qchPath, `tools/vgacopy', `c:/tools/vgacopy')][Help=1:Programm  
starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!program.bmp}
```

ViaCommander



Eine Ergänzung zum Window-Programmanager. Starten Sie Ihre Programme auf einfachste Art und Weise.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`tools/viacommd/vcommand.exe',0),;CopyFiles(qchPath, `tools/viacommd', `c:/tools/viacommd')]  
[Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!  
program.bmp}
```

WinClean



Löscht installierte Programme und säubert Ihre INI-Dateien von älteren Einträgen und macht dadurch Ihr Window-System in Ordnung.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`tools/winclean/winclean.exe',0);;CopyFiles(qchPath, `tools/winclean', `c:/tools/winclean')]  
[Help=1:Programm starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!  
program.bmp}
```

[illegible]

Wenn Sie mit dem Programmmanager von Windows nicht zufrieden sind, so versuchen Sie doch einmal diesen ! Der "anderer" Dateimanager für Windows.

```
{ewc mvtbar, ToolbarPane, [Width=30][Height=30][Macro=3:ExecTask(qchPath,  
`tools/wincomm/wincmd.exe',0);ExecTask(qchPath, `tools/wincomm/install.exe',0);][Help=1:Programm  
starten;Programm installieren;Programmdateien kopieren] [sound=!click.wav]!program.bmp}
```