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

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{ewl EMBH.DLL,ARROW,F100}        "ewl EMBH.DLL,ARROW,F100"
{ewl EMBH.DLL,ARROW,B010}        "ewl EMBH.DLL,ARROW,B010"
{ewl EMBH.DLL,ARROW,F001}        "ewl EMBH.DLL,ARROW,F001"
{ewl EMBH.DLL,ARROW,B011}        "ewl EMBH.DLL,ARROW,B011"
{ewl EMBH.DLL,ARROW,A101}        "ewl EMBH.DLL,ARROW,A101"
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{ewl EMBH.DLL,MODEM,0}   "ewl EMBH.DLL,MODEM,0"

Select One: **Select One:**

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

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

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

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