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,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"

2[#] bullets

[3] {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"

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>   {ewc
EMBH.DLL,POINTER,BITMAP1:100}   <u>Bitmap #1</u>

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

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

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

5[#] pointers
6[!] SetRightPointerColor("Windows Help","Pointer1","010")
7[!] SetRightPointerColor("Windows Help","Bitmap2","010")