

```
$1 #2MVB Title
!3 Define left edge pane
!4 Define right edge pane
!5 Define left corner pane
!6 Define right corner pane
!7 Define run button pane
```

```
1$start
2#start
3!PaneID(`pcwi.mvb>main', `ledge>Pane1', 101)
4!PaneID(`pcwi.mvb>main', `redge>Pane2', 102)
5!PaneID(qchPath, `lcorner>Pane3', 103)
6!PaneID(qchPath, `rcorner>Pane4', 104)
7!PaneID(qchPath, `disk2>Pane6', 106)
```

```
#s {ewc MVBMP2, ViewerBmp2, [nomsg macro="JumpID('pinball.mvb>main', `start')"] !lcorner.bmp}  
Display left corner SHG
```

8#lcorner

```
#9 {ewc MVBMP2, ViewerBmp2, [nomsg macro="JumpID('fracplus.mvb>main', `start')"] !rcorner.bmp}  
Display right corner SHG
```

9#rcorner

```
#10 {ewc MVBMP2, ViewerBmp2, [nomsg macro="ExecProgram('\software\cshearts\cshearts.exe', 0)] !  
runbut.bmp}
```