

\$1 #2Start
!3 Define left edge pane
!4 Define right edge pane
!5 Define selection SHG pane
!6 Define left corner
!7 Define right corner

1\$start
2#start
3!PaneID(qchPath, `ledge>Pane1', 101)
4!PaneID(qchPath, `redge>Pane2', 102)
5!PaneID(qchPath, `shg>Pane3', 103)
6!PaneID(qchPath, `lcorner>Pane4', 104)
7!PaneID(qchPath, `rcorner>Pane5', 105)

```
#s {ewc MVBMP2, ViewerBmp2, [nomsg] !ledge.shg}Display left edge SHG
```

```
8#ledge
```

```
#9 {ewc MVBMP2, ViewerBmp2, [nomsg] !redge.shg}Display right edge SHG
```

```
9#redge
```

#10 {ewc MVBMP2, ViewerBmp2, [nomsg] !pentium.shg}

10#shg

```
#11 {ewc MVBMP2, ViewerBmp2, [nomsg macro="JumpID(`update.mvb>main', `start!')"] !lcorner7.bmp}
```

11#lcorner

```
#12 {ewc MVBMP2, ViewerBmp2, [nomsg macro="JumpID(`pcwbiss.mvb>main', `start')"] !rcorner7.bmp}
```

12#rcorner