

\$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, `video>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 MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol][autostart]..\video\movies\magnetm.avi}
Display video

```
#11 {ewc MVBMP2, ViewerBmp2, [nomsg macro="JumpID(`pentium.mvb>main', `start')"] !lcorner1.bmp}
```

11#lcorner

```
#12 {ewc MVBMP2, ViewerBmp2, [nomsg macro="JumpID(`pcwbiss.mvb>main', `start')"] !rcorner1.bmp}
```

12#rcorner