

```
$1 #2Start
{ewc MVMCI2, ViewerMCI, [device WaveAudio][autostart][looping]pcwi.wav}
!3 Define left edge pane
!4 Define right edge pane
!5 Define picture pane
```

```
1$start
2#start
3!PaneID(qchPath, `ledge>Pane1', 101)
4!PaneID(qchPath, `redge>Pane2', 102)
5!PaneID(qchPath, `picture>Pane3', 103)
```

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

6#ledge

#⁷{ewc MVBMP2, ViewerBmp2, [nomsg] !redge.shg}Display right edge SHG

⁷#redge

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

8#picture