

```
$1 #2Start
!3 Define left edge pane
!4 Define right edge pane
!5 Define Run 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, `button>Pane3', 103)
6!PaneID(qchPath, `lcorner>Pane4', 104)
7!PaneID(qchPath, `rcorner>Pane5', 105)
```

#8{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 macro="ExecProgram(`runfix ^\\demos\\creature shock.pif, 0)"] !  
runbut1.bmp} Display Run Button
```

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

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