

**EMBH Animation Library for Windows Help  
For Windows NT October Release  
Version 1.0**

(c)1993 Babarsoft, written by Mark Gamber

**Another Cool Idea from Babarsoft.**

Bullets

Arrows

Modem

Pointers

{ewl EMBH.DLL,BULLET,F100}  
{ewl EMBH.DLL,BULLET,B010}  
{ewl EMBH.DLL,BULLET,F001}  
{ewl EMBH.DLL,BULLET,B011}  
{ewl EMBH.DLL,BULLET,A101}

"ewl EMBH.DLL,BULLET,F100"  
"ewl EMBH.DLL,BULLET,B010"  
"ewl EMBH.DLL,BULLET,F001"  
"ewl EMBH.DLL BULLET,B011"  
"ewl EMBH.DLL,BULLET,A101"

{ewl EMBH.DLL,ARROW,F100}  
{ewl EMBH.DLL,ARROW,B010}  
{ewl EMBH.DLL,ARROW,F001}  
{ewl EMBH.DLL,ARROW,B011}  
{ewl EMBH.DLL,ARROW,A101}

"ewl EMBH.DLL,ARROW,F100"  
"ewl EMBH.DLL,ARROW,B010"  
"ewl EMBH.DLL,ARROW,F001"  
"ewl EMBH.DLL,ARROW,B011"  
"ewl EMBH.DLL,ARROW,A101"

{ewl EMBH.DLL,MODEM,0} "ewl EMBH.DLL,MODEM,0"

**Select One:**

**Select One:**

{ewl EMBH.DLL,POINTER,POINTER1:100} Pointer #1  
EMBH.DLL,POINTER,BITMAP1:100} Bitmap #1

{ewc

{ewl EMBH.DLL,POINTER,POINTER2:100} Pointer #2  
EMBH.DLL,POINTER,BITMAP2:100} Bitmap #2

{ewc

{ewl EMBH.DLL,POINTER,POINTER3:100} Pointer #3  
EMBH.DLL,POINTER,BITMAP3:100} Bitmap #3

{ewc

{ewl EMBH.DLL,POINTER,POINTER4:100} Pointer #4  
EMBH.DLL,POINTER,BITMAP4:100} Bitmap #4

{ewc

