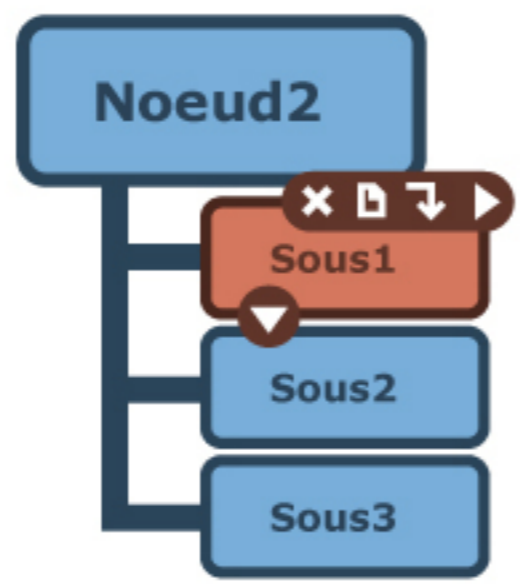
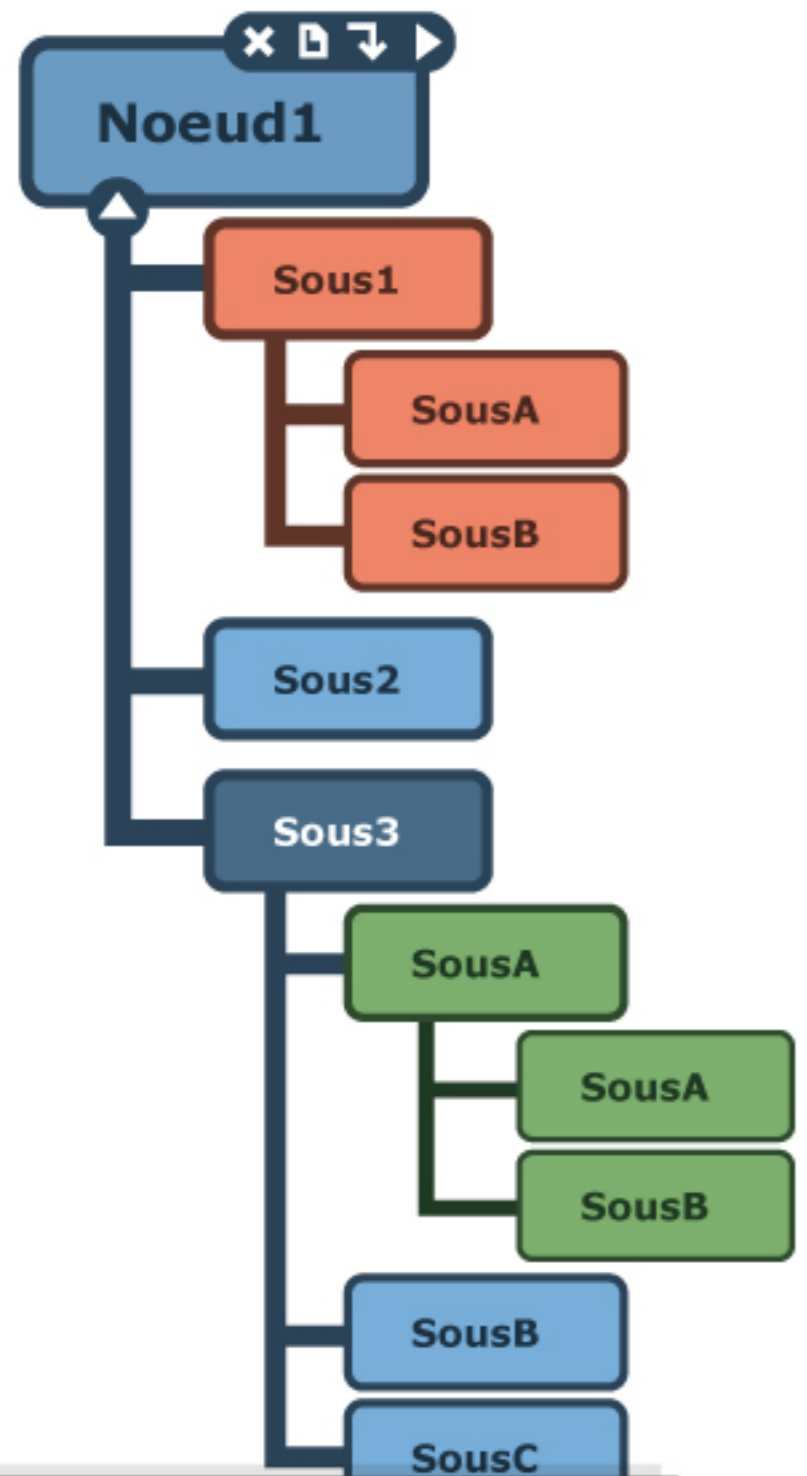


node



CALIBRAGE

Propriétés

Nom :

Position :

Couleur :

Numériques :

Description :

Paramètres

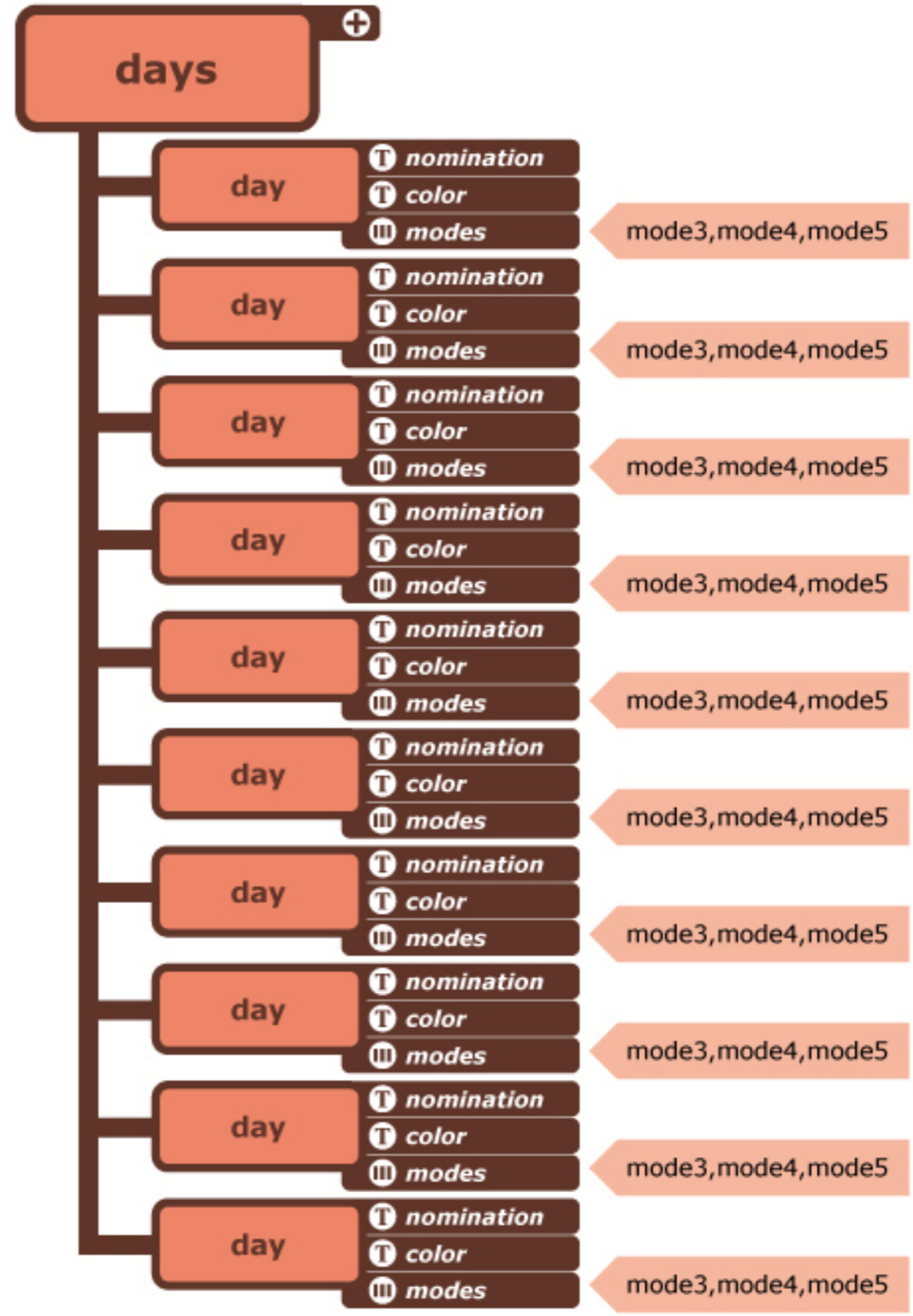
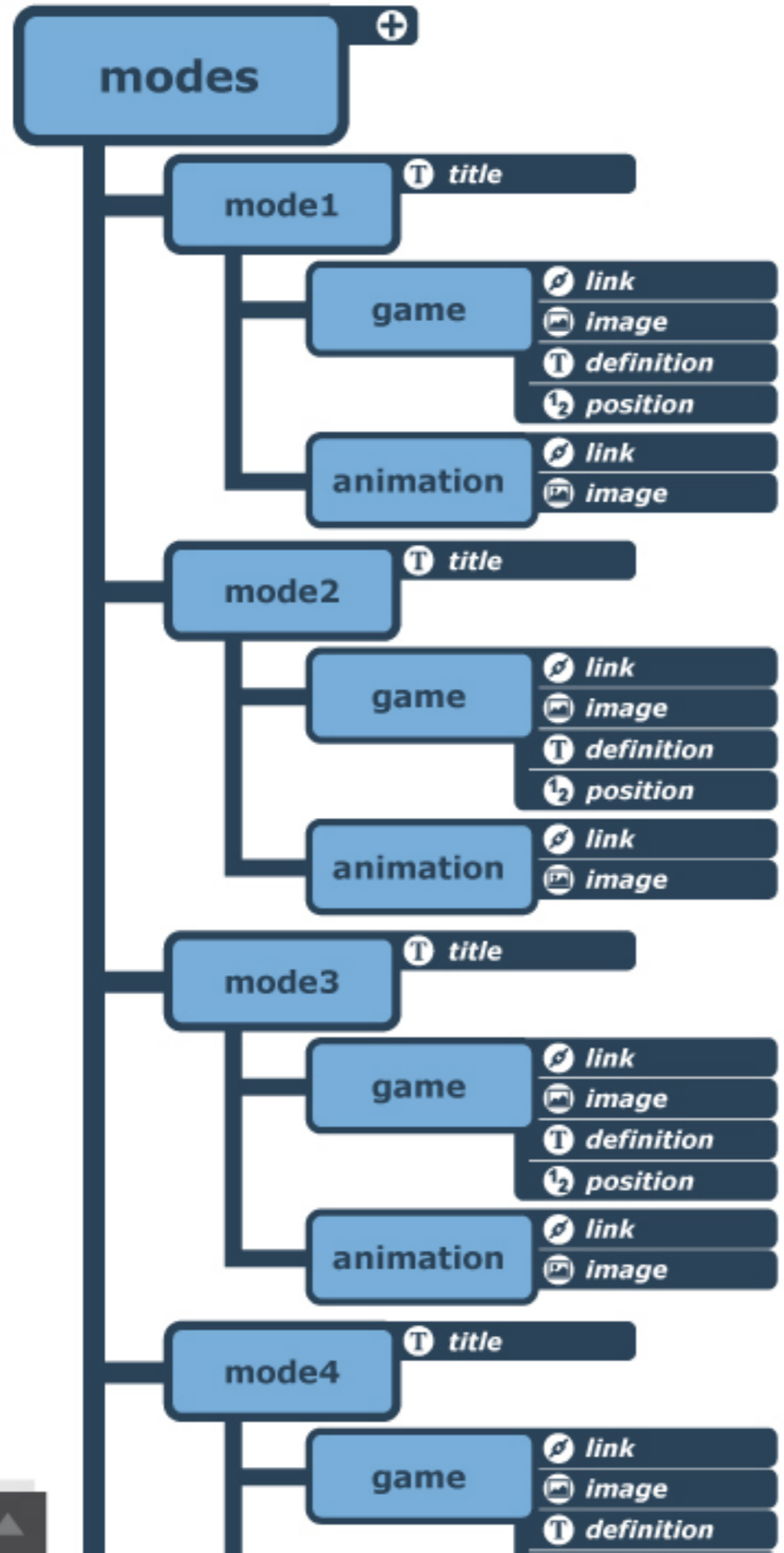
+ Ajouter un paramètre

T	name	↓ ↑ ×
	mon Nom	
1_2	position	↓ ↑ ×
	100	
📍	link	↓ ↑ ×
	www.OckamRazor.com	

PRÉ-CONSTRUIT

mon Préconstruit

Préco 1 (3 Noeuds, 5 Paramètres)	×
Préco 2 (10 Noeuds)	×
Préco 3 (8 Paramètres)	×



- Fermer
- Nouveau (Ctrl + N)
- Ouvrir (Ctrl + O)
- Charger (Ctrl + I)
- Enregistrer (Ctrl + S)
- Enregistrer Sous (Ctrl + Maj + S)
- Gérer les fichiers
- Exporter (Ctrl + E)

- title
- link
- image
- definition
- position

animation

- link
- image

mode2

- title

game

- link
- image
- definition
- position

animation

- link
- image

mode3

- title

game

- link
- image
- definition
- position

animation

- link
- image

mode4

- title

game

- link
- image
- definition

days

day

- nomination
- color
- modes

mode3,mode4,mode5

day

- nomination
- color
- modes

mode3,mode4,mode5

Question

Étes-vous sûr de vouloir quitter le Fichier en court ?
Les modifications non sauvegardées seront perdues

Annuler OK

day

- color
- modes

mode3,mode4,mode5

day

- nomination
- color
- modes

mode3,mode4,mode5

day

- nomination
- color
- modes

mode3,mode4,mode5

day

- nomination
- color
- modes

mode3,mode4,mode5

day

- nomination
- color
- modes

mode3,mode4,mode5

day

- nomination
- color
- modes

mode3,mode4,mode5

audio



- Fermer
- Nouveau (Ctrl + N)
- Ouvrir (Ctrl + O)
- Charger (Ctrl + I)
- Enregistrer (Ctrl + S)
- Enregistrer Sous (Ctrl + Maj + S)
- Gérer les fichiers
- Exporter (Ctrl + E)

title

link

image

definition

position

link

image

definition

position

link

image

definition

position

link

image

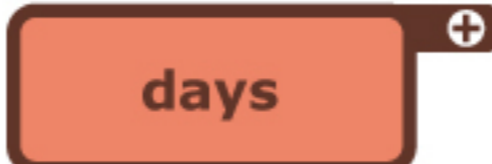
definition

position

link

image

definition



mode3,mode4,mode5

Exporter le fichier

```

<?xml version="1.0" encoding="utf-8"?>
<CONTAIN>
  <modes>
    <mode1 title = "DEMO" >
      <game link = "Data/_Page/Demo.htm" image = "Data/_Bitmap/game1" />
      <animation link = "Data/_Animation/01" image = "Data/_Bitmap/animation4" />
    </mode1>
    <mode2 title = "Test Menu en AS2" >
      <game link = "Data/_Page/TestMenuAS2.htm" image = "Data/_Bitmap/game4" />
      <animation link = "Data/_Animation/03" image = "Data/_Bitmap/animation4" />
    </mode2>
    <mode3 title = "Test Corner" >
      <game link = "Data/_Page/TestCorner.htm" image = "Data/_Bitmap/game3" />
      <animation link = "Data/_Animation/02" image = "Data/_Bitmap/animation3" />
    </mode3>
  </modes>
</CONTAIN>

```

Code intégré au presse-papier

Copier le code **OK**



mode3,mode4,mode5



mode3,mode4,mode5



mode3,mode4,mode5

