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| 字段名 | 数据类型 | 备注 |
| 模型编号 | String | 关键值，可以随意命名但不能重复 |
| 模型文件 | String | 纯模型文件名，不包含路径 |
| 模型文件路径 | String | 仅仅是路径，从游戏可执行文件开始，最后必须以"\"结束。例如: scriptsAndAssets\data\shapes\player\ |
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