Tag reference

Usage	Tag Name	Params	type	default	
Play audio	audioplay	storage	string	must	url,path,etc.
		buf	int	0	Audio buffer ID
		delay	int	0	Delay time(milliseconds)
		time	int	0	Fade-in time(milliseconds)
		loop	bool	false	Loop on/off
Stop audio	audiostop	buf	int	must	Audio buffer ID
		time	int	0	Fade-out time(milliseconds)
Pause audio	audiopause	buf	int	must	Audio buffer ID
		time	int	0	Fade-out time(milliseconds)
Resume audio	audioresume	buf	int	must	Audio buffer ID
		time	float	0	Fade-in time(milliseconds)
Load images	image	layer	int	0	Layer ID
		storage	string	null	url,path,etc.
		time	int	0	Fade-in time(milliseconds)
		yoff	int	0	Y adjust offset
		color	Int pr color string	white(#FFFFFFFF)	Texture color

Delete image	imagefree	layer	int	0		Layer ID
Play video	videoplay	url	string	must		URL（Web/Local）
		loop	bool	false		Loop on/off
		wait	bool	true		Wait end of video
Snapshot layers	snapshot					trans を呼び出すまで snapshot が最前面になる
Transition layer	trans	wait	int	1000		Transition time(milliseconds)
		rule	string	Empty(normal fade)		Transition rule image(8bit mono)
Stop video playing	videostop					
Pause video playing	videopause					
Resume video playing	videoresume					
Change message speed(one times)	messpeed	ratio	float	must		Speed ratio
Shake message window	messhake	strength	int	5		振幅
		vibrato	int	20		振動頻度
Define macro begin	macro					
End of macro	macroend					
Delete macro	macroerace	Name	string	must		Target macro name
Add select branch	seladd	target	string	must		Jump target(label)
		text	string	must		text

Execute select	select			
Define alias	alias	name	string must	Alias name
		tag	string must	Alias tag name
if	if	exp	string must	Expression string
else	else			
elseif		exp	string Must	Expression string
endif				