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
Load prefab	prefab	layer	int	0	Prefab Layer ID
		storage	string	null	url,path,etc.
		x	float	0	X pos
		y	float	0	Y pos
		z	float	0	Z pos
Delete prefab	prefabfree	layer	int	0	prefab 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					