

Grammer

1.Tag

It can be written in the same two tones as Kirikiri.

[instruction param0=xxx param1=yyy]

@instruction param0=xxx param1=yyy

2.Name(Speaker) and text

Display in the name UI with **【Name】** .

If the name differs from the speaker (affecting standing highlights and voice settings), the

Separate by /, as in **【what ago/speaker】** .

If there is an empty line, the text stops there and waits for a click.

When in Novell mode (which can be changed in the Trionfi settings), it doesn't wait for a click.

A separate [p] tag must be added.

ex.

【name1】

Line1

Line2

Line3

【name2/Speaker】

Line1

Line2

Line3

3.expression,variables

The following operators can be used. The precedence is the same as in C.

+, -, *, /, %, >, >=, <, <=, ==, !=, =, ||, &&

Variable naming conventions are also the same as in C (first letter is alphabetic or '_', subsequent letters or numbers are alphabetic or numeric or '_')

Variables can contain characters, numbers (decimal and hexadecimal), and bool values.

Use the [eval] tag to execute the expression.

ex.

```
[eval exp='var = 0x12345678 + 100']
```

```
[eval exp='var =string']
```

4.label

Define it as a jumping off point for jumps and choices.

A string with '*' as the first character is treated as a label.

ex.

```
*labename
```

5.choice

Use [seladd] ang [select]tag.

ex.

```
[seladd target=*answer1 text=label1]
```

```
[seladd target=*answer2 text=label2]
```

```
[seladd target=*answer3 text=label3]
```

```
[select]
```

5.if~else

Use [if],[elseif],[else],[endif]tag.

ex.

```
[if exp='a==true']
```

A is true.

```
[else]
```

A is false.

```
[endif]
```

6.transition

Use [snapshot] and [trans]tag.

ex.

```
[image layer=0 storage=black]
```

```
[snapshot]
```

```
[image layer=0 storage=sprite/bg/schoolroomhibig130901]
```

```
[trans rule=rule/030 wait = 750]
```