

<typedef> FtueCameraDef
target : String delayBeforeMoving : Int

<typedef> FtueStepDef
tutorPosture : String timeToDesappear : Int timeToAppear : Int textLabel : Array<String> startSide : String sideApparition : String saveStep : Bool event : String endSide : String confirmButton : Bool camera : FtueCameraDef arrow : String

Package: com.isartdigital.builder.game.ftue.def