```
<TangibleBoxApp>
                          <Infos id="1642779197246" title="" platform="DERI">
                          </Infos>
                          <GameBoard width="-1" height="-1" src="map.png">
                              Poi id="r01" shape="RECTANGLE" x="0.79" y="0.46"
                                  width="0.04" height="0.06"/>
                              <Poi id="r02" shape="RECTANGLE" x="0.74" y="0.28"
                                  width="0.02" height="0.05"/>
                              <Poi id="r03" shape="RECTANGLE" x="0.75" y="0.36"
                                  width="0.05" height="0.07"/>
                              (\dots)
                          </GameBoard>
                          <Layers>
poc.deri
                              <Layer id="action" label="Actions" enabled="true"/>
                              <Layer id="layer_01" label="01" enabled="true"/>
                          </Layers>
                          <Resources>
                              <Text id="res1" string="Passage piéton"/>
     map.png
                              <Text id="res2" string="Rue à double sens"/>
                              <Text id="res3" string="Rue à sens unique."/>
                              (\dots)
                          </Resources>
   behaviour.xml
                          <Behavior>
                              <Trigger origin="r01" destination="tts" event="D0UBLE_TAP"</pre>
                                  action="PLAY_TEXT" res="res1" layer="l1"/>
                              <Trigger origin="r02" destination="tts" event="DOUBLE_TAP"
                                  action="PLAY_TEXT" res="res2" layer="l1"/>
                              <Trigger origin="r03" destination="tts" event="DOUBLE TAP"
                                  action="PLAY_TEXT" res="res3" layer="l1"/>
                             (\dots)
                          </Behavior>
                      </TangibleBoxApp>
```

