/Users/prographica/Sites/5fixgame/5fixgame1/default.html Page 1 of 1 Saved: 2013/01/19 10:06:03 Printed For: 野村 克之

```
1 <!DOCTYPE html>
    2 <html>
    3 <head>
    4 

4 

<p
    5
                           <meta charset="utf-8" />
    6
                           <title> 5fixgame1</title>
    7
    8
                           <!-- WinJS 参照 -->
   9
                           <link href="//Microsoft.WinJS.1.0/css/ui-dark.css" rel="stylesheet" ,</pre>
10
                           <script src="//Microsoft.WinJS.1.0/js/base.js"></script>
11
                           <script src="//Microsoft.WinJS.1.0/is/ui.is"></script>
12
13
                           <!-- 5fixgame1 参照 -->
14
                           <link href="/css/default.css" rel="stylesheet" />
15
                           <script src="/is/default.is"></script>
16
17
                           <link rel="stylesheet" type="text/css" href="/resources/css/general.</pre>
18
19
                           <!--i0uervライブラリを読み込み-->
20
                           <script charset="utf-8" src="/js/jquery-1.8.0-windows8-ready.js"></script charset="utf-8" src="/js/jquery-1.8.0-windows8-ready.
21
22
                           <!--CreateJS Libraryを読み込み-->
23
                           <script charset="utf-8" src="/resources/js/easeljs-0.5.0.min.js"></s</pre>
24
                           <script charset="utf-8" src="/resources/is/tweenis-0.3.0.min.is"></script charset="utf-8" src="/resources/is/tweenis-0.3.0.min.is"</pre>
25
                           <script charset="utf-8" src="/resources/js/createjs.extend.js"></script charset="utf-8" src="/resources/js/createjs.exten
26
27
                           <!--ゲームを作るためのライブラリ集-->
28
                           <script type="text/javascript" src="/resources/js/app.background.js";</pre>
29
                           <script type="text/javascript" src="/resources/js/app.charactor.js">
30
                           <script type="text/javascript" src="/resources/js/app.weapon.js"></script type="text/javascript" src="/resources/js/app.weapon.js"></script type="text/javascript" src="/resources/js/app.weapon.js"></script type="text/javascript" src="/resources/js/app.weapon.js"></script src="/resources/js/app.weapon.js"></script src="/resources/js/app.weapon.js"></script src="/resources/js/app.weapon.js"></script src="/resources/js/app.weapon.js"></script src="/resources/js/app.weapon.js"></script src="/resources/js/app.weapon.js"</pre>
31
                           <script type="text/javascript" src="/resources/js/app.startboard.js":</pre>
32
                           <script type="text/javascript" src="/resources/js/app.scoreboard.js";</pre>
33
                           <script type="text/javascript" src="/resources/js/app.keypad.js"></su
</pre>
34
                           <script type="text/javascript" src="/resources/js/lib.score.js"></sc</pre>
35
                           <script type="text/javascript" src="/resources/js/lib.modal.js"></sc</pre>
36
                           <script type="text/javascript" src="/resources/js/index.js"></script:</pre>
37
38
                           <script type="text/javascript">
39
                                           var app = app || {};
40
                                           app.config = {
41
                                                        baseUrl: '/resources'
42
                                          }:
43
                           </script>
44
45 </head>
46 <body>
47 </body>
48 </html>
49
```