Controlling script changes
{ "action": "change_scene", "target": "json script name" }

Controlling the display and hiding of dialog boxes
{ "action": "hide_talk_ui" } { "action": "show_talk_ui" }

Controlling character spawning
{ "action": "spawn_character", "target": "character scene name", "pos": [216, 4]}

Controlling character removal
{ "action": "remove_character", "target": "character scene name" }

Controlling shaking of characters
{"target": "character scene name", "action": "shake"}

Controlling branch generation options
{"action":"show_option_ui", "options": ["option 1", "option 2", "option 3"]}

Importing a new character:
1. Create a new 2D node in the "characters" folder and create a child sprite2D node. Import the character and place it at 0,0.
2. Enter the Resource script and add a name and path to the "characters" folder. The event will automatically find the path based on the name.
3. Create a new Json file and start creating.

Import a new scene:
1. Create a new 2D node in the Background folder and create a child sprite2D node. Import the scene and place it at 0,0.
2. Enter the Resource script and add a name and path to the backgrounds. Events will automatically find the path based on the name.
3. Create a new Json file and start creating.

Import a new script:
Use the above command + text to create. The format is as follows:

```
5  ∨     { "text": "壮汉A：老家伙！喝酒没钱付账？敢耍我们？",
6          "event": [
7     ⊁    { "target": "Aldric", "action": "shake" },
8     ⊁    { "target": "Man", "action": "shake" }
9  ∨  ]},
```