

LAMPIRAN

HTML5	<x>1</x>
<?xml version="1.0" encoding="utf-8" ?>	<y>1</y>
<c2layout>	</parallax>
<name>Loading1</name>	<zoom-rate>1</zoom-rate>
<sid>605429870023630</sid>	<opacity>1</opacity>
<event-sheet>Event loading</event-sheet>	<force-own-texture>0</force-own-texture>
<size>	<global>0</global>
<width>1280</width>	<use-render-cells>0</use-render-cells>
<height>720</height>	<blend-mode>0</blend-mode>
</size>	<effect-fallback>0</effect-fallback>
<margins>	<instances>
<horizontal>500</horizontal>	<instance type="bg_black" uid="4">
<vertical>500</vertical>	<properties>
</margins>	<initial-visibility>Visible</initial-visibility>
<unbounded-scrolling>1</unbounded-scrolling>	<hotspot>Top-left</hotspot>
<layers>	</properties>
<layer name="bg" sid="863944910556315">	<blend-mode>0</blend-mode>
<initially-visible>1</initially-visible>	<effect-fallback>0</effect-fallback>
<background-color>255,255,255</background-color>	<world>
<transparent>0</transparent>	<x>-238</x>
<parallax>	

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        <y>-43.5</y>
        <z>0</z>
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        <height>807</height>
        <depth>0</depth>
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        <hotspotY>0</hotspotY>
        <angle>0</angle>
        <opacity>1</opacity>
    </world>
</instance>
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uid="239">
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            <initial-animation>Default</initial-animation>
            <initial-frame>0</initial-frame>
        </properties>
        <collisions>Enabled</collisions>
        </properties>
        <instance-variables>
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            <SaveY>0</SaveY>
        </instance-variables>
        <behavior-instances>
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type="LiteTween">
                <properties>
                    <active-on-start>No</active-on-start>
                    <tweened-property>Size</tweened-property>
                    <function>EaseOutBack</function>
                    <target>0,0</target>
                    <target-mode>Absolute</target-mode>
                    <duration>0.2</duration>
                    <enforce-mode>Enforce</enforce-mode>
                </properties>
            </behavior-instance>
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        <effect-fallback>0</effect-fallback>
        <world>
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            <y>356</y>
            <z>0</z>
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            <height>942</height>
            <depth>0</depth>
            <hotspotX>0.5</hotspotX>
            <hotspotY>0.5</hotspotY>
        </world>
    </instance>
</lite>

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        <angle>0</angle>
        <opacity>1</opacity>
    </world>
</instance>
    <instance type="batas"
uid="240">
        <properties>
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            <initial-
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            <initial-frame>0</initial-
frame>
        <collisions>Enabled</collisions>
    </properties>
    <instance-variables>
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        <SaveY>0</SaveY>
    </instance-variables>
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        <behavior-instance
type="LiteTween">
            <properties>
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                <tweened-
property>Size</tweened-property>
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            <target>0,0</target>
            <target-
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            <duration>0.2</duration>
            <enforce-
mode>Enforce</enforce-mode>
        </properties>
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</behavior-instances>
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    <effect-fallback>0</effect-
fallback>
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        <z>0</z>
        <width>71</width>
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        <depth>0</depth>
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    <hotspotY>0.5</hotspotY>
        <angle>0</angle>
        <opacity>1</opacity>
    </world>
</instance>
</instances>
<effects />

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<pre> </layer> <x>643</x> <y>361</y> <z>0</z> <width>322</width> <height>722</height> <depth>0</depth> <hotspotX>0.00621118</hotspotX> <hotspotY>0.5</hotspotY> <angle>0</angle> <opacity>1</opacity> </world> </instance> <instance type="Frame" uid="552"> <properties> <initial- visibility>Invisible</initial-visibility> <initial- animation>Default</initial-animation> <initial-frame>4</initial- frame> <collisions>Enabled</collisions> </properties> <blend-mode>0</blend- mode> </pre>	<pre> <effect-fallback>0</effect- fallback> <world> <x>650</x> <y>361</y> <z>0</z> <width>322</width> <height>722</height> <depth>0</depth> <hotspotX>- 0.990683258</hotspotX> <hotspotY>0.5</hotspotY> <angle>0</angle> <opacity>1</opacity> </world> </instance> </instances> <effects /> </layer> </layers> <nonworld-instances> <instance type="Array" uid="15"> <properties> <width>10</width> <height>4</height> <depth>1</depth> </properties> </instance> </pre>
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</nonworld-instances>  
<effects />  
</c2layout>
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