Orx Timeline and Timeline Track Structures

The following is simply from CreationTemplate.ini:

```
[TimeLineTrackTemplate]
[Float] = "Your timeline event text here" | "Your command"; NB: Float is a time in second (>= 0)
;  after which this timeline event is going to be triggered; If the event is a valid command
;  it'll get executed by the command module;
Loop = true|false;
KeepInCache = true|false; NB: If true, the timeline track will always stay in cache,
;  even if no track of this type is currently in use. Can save time but costs memory. Defaults to false;
```

From:
https://www.orx-project.org/wiki/ - **Orx Learning**

Permanent link:
https://www.orx-project.org/wiki/en/orx/config/settings_structure/orxtimelinetrack?rev=1368177710

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