

Scene が記述された、複数の xml ファイル

```
<?xml version="1.0"?>
<OBJECT-3D>
  <surface name="JIKI" ... >
    .....
  </surface>
  <surface name="TAMA" ... >
    .....
  </surface>
</OBJECT-3D>
```

```
<?xml version="1.0"?>
<OBJECT-3D>
  <surface name="ENEMY" ... >
    .....
  </surface>
  <surface name="BOSS" ... >
    .....
  </surface>
</OBJECT-3D>
```

create_sglist.pl

生成

```
#define JIKI 0
#define TAMA 1
#define ENEMY 2
#define BOSS 3

#define SGLIST_LENGTH 4

extern char *sglist_table[SGLIST_LENGTH];
```

SGList.h

```
char *sglist[SGLIST_LENGTH] = {
  "JIKI", "TAMA", "ENEMY", "BOSS"
};
```

SGList.cpp