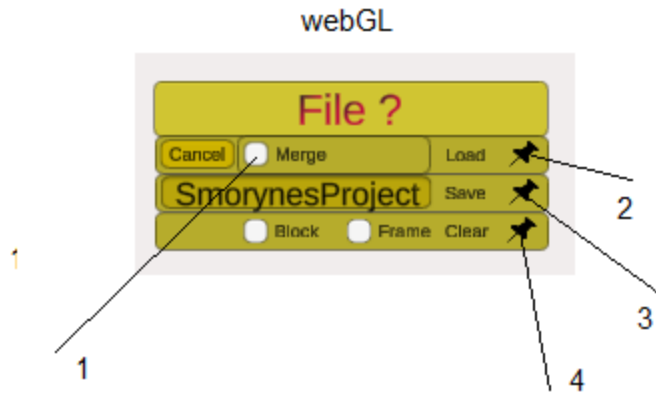
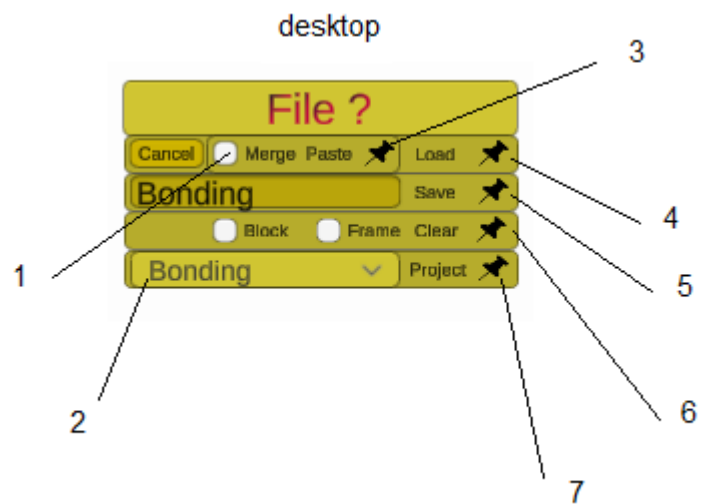


# File access in WebGL and desktop platform

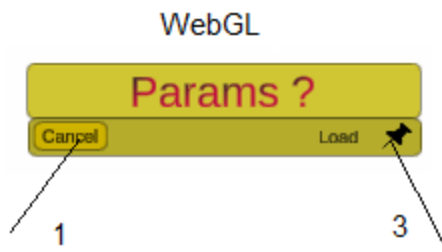


1. Merging with existing content
2. Select and load a file
3. Save project
4. Delete the contents of the selected editor

1. Merging with existing content
2. Select a project name from the list
3. Insert clipboard content
4. Select and load a file
5. Save project
6. Delete the contents of the selected editor
7. Load selected project



The merge is valid for point 3, 4, 7



1. Cancel dialog
2. --- *The folder is not fixed*
3. Select file and set parameters

1. Cancel dialog
2. Select parameter file from the list
3. Set parameters from file

