{

// TAS by DomTurchi

"marble/data/missions/beginner/gems.mis"

{

"Load Buffer & Camera Calibration"

frames 14

moveframe 1 ms

{

camera (0 0 0)

move (0 0 0)

triggers (0 0 0 0 0 0)

}

{}

moveframe 1 ms

{

camera (0.28493693134975784 0 0)

move (-1 1 0)

triggers (0 0 0 0 0 0)

}

{

camera (0 0 0)

move (-1 1 0)

triggers (0 0 0 0 0 0)

}

}

{

"Auto-Start Jump (0.137)"

frames 1015 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (-1 1 0)

triggers (0 0 1 0 0 0)

}

{

camera (0 0 0)

move (-1 1 0)

triggers (0 0 0 0 0 0)

}

frames 1121 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (-1 1 0)

triggers (0 0 1 0 0 0)

}

{}

frames 1497 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (-1 1 0)

triggers (0 0 1 0 0 0)

}

{

camera (0 0 0)

move (-1 1 0)

triggers (0 0 0 0 0 0)

}

}

{

"Start Camera Turn (1.138) & End Camera Turn (1.441)"

frames 1000 1 ms

moveframe 1 ms

{

camera (-0.004026699568199454 0 0)

move (-1 1 0)

triggers (0 0 1 0 0 0)

}

{}

frames 302 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (-1 1 0)

triggers (0 0 0 0 0 0)

}

{}

}

{

"Gems 1 Turn (1.534)"

frames 92 1 ms

moveframe 1 ms

{

camera (0.44993573984670715 0 0)

move (1 1 0)

triggers (0 0 0 0 0 0)

}

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 0 0 0 0)

}

}

{

"Gems 2 Turn (2.995)"

frames 1420 1 ms

moveframe 1 ms

{

camera (-1.4000450903433759 0 0)

move (1 1 0)

triggers (0 0 0 0 0 0)

}

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 0 0 0 0)

}

}

{

"Gem 3 Turn (3.432)"

frames 25 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (-1 1 0)

triggers (0 0 0 0 0 0)

}

{}

frames 450 1 ms

moveframe 1 ms

{

camera (-1.5155730184310130 0 0)

move (-1 1 0)

triggers (0 0 0 0 0 0)

}

{

camera (0 0 0)

move (-1 1 0)

triggers (0 0 0 0 0 0)

}

}

{

"Gem 5 Turn (5.740)"

frames 2307 1 ms

moveframe 1 ms

{

camera (0.938412746989041 0 0)

move (1 1 0)

triggers (0 0 0 0 0 0)

}

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 0 0 0 0)

}

}

{

"Gem 6 & 7 Turn (6.970)"

frames 1299 1 ms

moveframe 1 ms

{

camera (0.40746364678212343 0 0)

move (1 1 0)

triggers (0 0 0 0 0 0)

}

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 0 0 0 0)

}

}

{

"Ending Turn (7.781) & Jump (8.082)"

frames 810 1 ms

moveframe 1 ms

{

camera (-0.8000668546816048 0 0)

move (1 1 0)

triggers (0 0 0 0 0 0)

}

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 0 0 0 0)

}

frames 300 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 1 0 0 0)

}

{}

frames 10000 1 ms

}

}