{

// TAS by DomTurchi

"marble/data/missions/beginner/jumping.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 (-0.7832930660148627 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)

}

}

{

"First Frame Bounce (0.000)"

frames 2749 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 748 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 0 0 0 0)

}

{}

}

{

"Start Pad Trick Jump (0.415)"

moveframe 1 ms

{

camera (0 0 0)

move (0 0 0)

triggers (0 0 0 0 0 0)

}

{}

frames 75 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 0 0 0 0)

}

{}

frames 337 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 1 0 0 0)

}

{}

}

{

"Start Camera Turn (0.512) & End Camera Turn (1.440)"

frames 96 1 ms

moveframe 1 ms

{

camera (0.001 0 0)

move (1 1 0)

triggers (0 0 1 0 0 0)

}

{}

frames 927 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 1 0 0 0)

}

{}

}

{

"Edge Hit Camera Turn (2.037)"

frames 596 1 ms

moveframe 1 ms

{

camera (0.45 0 0)

move (1 1 0)

triggers (0 0 1 0 0 0)

}

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 1 0 0 0)

}

frames 10000 1 ms

}

}