{

// TAS by DomTurchi

"marble/data/missions/beginner/elevator.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 (-0.792876319738391 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 Jump (0.000)"

frames 2749 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 1 0 0 0)

}

{}

frames 749 1 ms

}

{

"Wall Hit Release (0.868)"

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 0 0 0 0)

}

{}

frames 866 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (0 0 0)

triggers (0 0 0 0 0 0)

}

{}

}

{

"Jumps (1.730) and Spin (1.831)"

frames 861 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (0 0 0)

triggers (0 0 1 0 0 0)

}

{}

frames 100 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 0 0)

triggers (0 0 1 0 0 0)

}

{}

frames 36 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 1 0 0 0)

}

{}

frames 10000 1 ms

}

}