{

// TAS by DomTurchi

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

{

"Load Buffer & Camera Calibration"

frames 15

moveframe 1 ms

{

camera (0 0 0)

move (0 0 0)

triggers (0 0 0 0 0 0)

}

{}

moveframe 1 ms

{

camera (0.5155134185288183 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)

}

}

{

"Jump (-0.092), Turn (-0.091), Jump & Turn (0.876)"

frames 3406 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 1 0 0 0)

}

{}

moveframe 1 ms

{

camera (0.010258496518985225 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 966 1 ms

moveframe 1 ms

{

camera (-0.035089810522883624 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

}

}