{

// TAS by DomTurchi

"marble/data/missions/beginner/pitfall.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 (0.44993573984670715 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)

}

}

{

"Early Jump (-0.069)"

frames 2680 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (-1 1 0)

triggers (0 0 1 0 0 0)

}

{}

frames 749 1 ms

}

{

"Edge Hit Camera Turn Start (1.399), Stop (1.880)"

frames 1467 1 ms

moveframe 1 ms

{

camera (-0.005081311359870888 0 0)

move (-1 1 0)

triggers (0 0 1 0 0 0)

}

{}

frames 480 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (-1 1 0)

triggers (0 0 0 0 0 0)

}

{}

}

{

"Turn (2.376), then Pit Edge Hit Turn (3.182)"

frames 495 1 ms

moveframe 1 ms

{

camera (-0.4200231144829374 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 805 1 ms

moveframe 1 ms

{

camera (-0.08877913809888138 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)

}

}

{

"Release Jump (5.847)"

frames 2665 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (-1 1 0)

triggers (0 0 0 0 0 0)

}

{}

}

{

"Turn (6.312) & Jump (6.320)"

frames 461 1 ms

moveframe 1 ms

{

camera (1.6215 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 10 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 1 0 0 0)

}

{}

}

{

"Forward Pit Edge Hit & Turn (8.643)"

frames 2321 1 ms

moveframe 1 ms

{

camera (-.016 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

}

}