{

// TAS by DomTurchi

"marble/data/missions/beginner/finale.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 (-0.9400426015761694 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 (0.419)"

moveframe 1 ms

{

camera (0 0 0)

move (0 0 0)

triggers (0 0 0 0 0 0)

}

{}

frames 81 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (-1 1 0)

triggers (0 0 1 0 0 0)

}

{}

frames 336 1 ms

}

{

"Starting Platform Jump (0.965)"

moveframe 1 ms

{

camera (0 0 0)

move (-1 1 0)

triggers (0 0 0 0 0 0)

}

{}

frames 544 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)

}

}

{

"Gem 1 - NE Rotation & Turn (1.646), then Jump (4.277)"

frames 679 1 ms

// the below NE Rotation moveframe is residual,

// but cannot be changed or the rec breaks

moveframe 1 ms

{

camera (0 0 0)

move (1 -1 0)

triggers (0 0 0 0 0 0)

}

{}

moveframe 1 ms

{

camera (0.9739819265081393 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 2630 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 1 0 0 0)

}

{}

}

{

"Gem 2 - Start Wall Hit Turn (5.878), then Stop (6.429)"

frames 1600 1 ms

moveframe 1 ms

{

camera (0.0009587379924285257 0 0)

move (1 1 0)

triggers (0 0 1 0 0 0)

}

{}

frames 550 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 1 0 0 0)

}

{}

}

{

"Mine Slope Turn (7.130), then Wall Hit Turn (8.631)"

frames 700 1 ms

moveframe 1 ms

{

camera (0.7899042319618623 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 1500 1 ms

moveframe 1 ms

{

camera (2.8999906794978045 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)

}

}

{

"Gem 3 - Turn (10.632), Roll (10.670) & Slope Jump (11.048)"

frames 2000 1 ms

moveframe 1 ms

{

camera (-0.40008136424042373 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 37 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 0 0 0 0)

}

{}

frames 377 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 1 0 0 0)

}

{}

}

{

"Roll (12.250) & Gyro Wall Hit Jump (12.350)"

frames 1201 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 0 0 0 0)

}

{}

frames 99 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 1 0 0 0)

}

{}

}

{

"Gem 4 - Turn (12.401) & Gyro (12.492)"

frames 50 1 ms

moveframe 1 ms

{

camera (-1.7338776593069891 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 90 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (-1 1 0)

triggers (1 0 1 0 0 0)

}

{}

}

{

"Gyro Control - Release WASD (15.463), then Backspin (16.853)"

frames 2970 1 ms

moveframe 1 ms

{

camera (3.0419797761764693 0 0)

move (0 0 0)

triggers (0 0 1 0 0 0)

}

{

camera (0 0 0)

move (0 0 0)

triggers (0 0 1 0 0 0)

}

frames 1389 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (-1 -1 0)

triggers (0 0 1 0 0 0)

}

{}

}

{

"Gem 5 & 6 - Turn with NW Rotation (18.401)"

frames 1547 1 ms

moveframe 1 ms

{

camera (-0.9838569278301534 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)

}

}

{

"Gem 7 - Turn (20.271), then Turn & Jump (20.972)"

frames 1869 1 ms

moveframe 1 ms

{

camera (-1.2230620569410702 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 700 1 ms

moveframe 1 ms

{

camera (-0.21005949414109004 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)

}

}

{

"Gem 8 - Turn with NE Rotation (22.841)"

frames 1868 1 ms

moveframe 1 ms

{

camera (1.337056004240822 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 (25.982)"

frames 3140 1 ms

moveframe 1 ms

{

camera (0.8599879792083875 0 0)

move (1 1 0)

triggers (1 0 0 0 0 0)

}

{

camera (0 0 0)

move (1 1 0)

triggers (1 0 0 0 0 0)

}

frames 10000 1 ms

}

}