{

// TAS by DomTurchi

"marble/data/missions/beginner/platformparty.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 (-1.5708922005941393 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 3499 1 ms // Up until GO

}

{

"Derpy Movement Until Stopped"

frames 100 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 0 0)

triggers (0 0 0 0 0 0)

}

{}

frames 2075 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (0 1 0)

triggers (0 0 0 0 0 0)

}

{}

frames 100 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (-1 1 0)

triggers (0 0 0 0 0 0)

}

{}

frames 400 1 ms

moveframe 1 ms

{

camera (-2.356194490192345 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 1275 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (-1 1 0)

triggers (0 0 0 0 0 0)

}

{}

frames 400 1 ms

moveframe 1 ms

{

camera (-0.2545449369897739 0 0)

move (1 1 0)

triggers (0 0 0 0 0 0)

}

{

camera (0 0 0)

move (0 0 0)

triggers (0 0 0 0 0 0)

}

}

{

"Traplaunch Black Magic"

frames 415 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (0 1 0)

triggers (0 0 0 0 0 0)

}

{}

frames 278 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 0 0 0 0)

}

{}

frames 4 16 ms

frames 5 15 ms

frame 16 ms

frame 15 ms

frames 2 16 ms

frame 17 ms

moveframe 11 ms

{

camera (0.3499393672364119 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 10000 1 ms

}+

}