{

// TAS by DomTurchi

"marble/data/missions/beginner/windingroad.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 (0.4279806398200939 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 (-0.079)"

frames 2670 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 (1.547), Stop (1.721)"

frames 1625 1 ms

moveframe 1 ms

{

camera (-0.014956312681884576 0 0)

move (-1 1 0)

triggers (0 0 1 0 0 0)

}

{}

frames 173 1 ms

moveframe 1 ms

{

camera (-0.018695390852355942 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)

}

}

{

"Turn & Release Jump (2.999)"

frames 1277 1 ms

moveframe 1 ms

{

camera (-1.0940159231601907 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)

}

}

{

"Backspin (4.806) & Turn (5.447)"

frames 1806 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 -1 0)

triggers (0 0 0 0 0 0)

}

{}

frames 640 1 ms

moveframe 1 ms

{

camera (-0.07526093240563902 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 (7.192) & Super Jump (7.791)"

frames 1744 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 1 0 0 0)

}

frames 598 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 -1 0)

triggers (1 0 1 0 0 0)

}

{}

frames 10000 1 ms

}

}