{

// TAS by DomTurchi

"marble/data/missions/beginner/superspeed.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 (-0.8071615158255758 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)

}

{}

}

{

"Backspin (1.121)"

frames 1120 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (-1 -1 0)

triggers (0 0 0 0 0 0)

}

{}

}

{

"Super Speed, Jump & Turn (1.134), Turn (1.135)"

frames 12 1 ms

moveframe 1 ms

{

camera (0.9059115290457139 0 0)

move (1 1 0)

triggers (1 0 1 0 0 0)

}

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 0 0 0 0)

}

moveframe 1 ms

{

camera (-0.9059115290457139 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

}

}