{

// TAS by DomTurchi

"marble/data/missions/beginner/friction.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 (0.7850146682004768 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 (0.418)"

frames 5 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (0 0 0)

triggers (0 0 0 0 0 0)

}

{}

frames 67 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (-1 1 0)

triggers (0 0 1 0 0 0)

}

{}

frames 345 1 ms

}

{

"Delayed Jump (0.879)"

moveframe 1 ms

{

camera (0 0 0)

move (-1 1 0)

triggers (0 0 0 0 0 0)

}

{}

frames 459 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (-1 1 0)

triggers (0 0 1 0 0 0)

}

{}

}

{

"Mud Jump (1.909), Grass Jump (2.285) & IC Shenanigans"

frames 1030 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (-1 1 0)

triggers (0 0 0 0 0 0)

}

{}

frames 374 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (-1 1 0)

triggers (0 0 1 0 0 0)

}

{}

frames 20 33 ms

frames 10000 1 ms

}

}