{

// TAS by DomTurchi

"marble/data/missions/beginner/trapdoor.mis"

{

"Load Buffer & Camera Calibration"

frames 16

moveframe 1 ms

{

camera (0 0 0)

move (0 0 0)

triggers (0 0 0 0 0 0)

}

{}

moveframe 1 ms

{

camera (-0.78578165859442 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)"

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 0 0 0 0)

}

{}

frames 344 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 1 0 0 0)

}

{}

}

{

"Natural Bounce (0.825) & Delayed Jump (1.051)"

frames 405 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (0 0 0)

triggers (0 0 0 0 0 0)

}

{}

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 0 0 0 0)

}

{}

frames 224

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 1 0 0 0)

}

{}

frames 10000 1 ms

}

}