{

// TAS by DomTurchi

"marble/data/missions/beginner/tornado.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 (0.1158155494853659 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)"

moveframe 1 ms

{

camera (0 0 0)

move (0 0 0)

triggers (0 0 0 0 0 0)

}

{}

frames 79 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 1 0 0 0)

}

{}

frames 338 1 ms

}

{

"Natural Bounce & Turn (0.822)"

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 0 0 0 0)

}

{}

frames 401 1 ms

moveframe 1 ms

{

camera (0.2994138750354286 0 0)

move (0 0 0)

triggers (0 0 0 0 0 0)

}

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 1 0 0 0)

}

}

{

"The Rest of the Damn [B]Owl..."

frames 640 1 ms

moveframe 1 ms

{

camera (0.8399503551666314 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 1630 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 0 0 0 0)

}

{}

frames 413 1 ms

moveframe 1 ms

{

camera (1.2929540565891098 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 1800 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 77 1 ms

moveframe 1 ms

{

camera (-0.007094661143971059 0 0)

move (-1 1 0)

triggers (0 0 0 0 0 0)

}

{}

frames 150 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (-1 1 0)

triggers (0 0 0 0 0 0)

}

{}

frames 2063 1 ms

moveframe 1 ms

{

camera (-0.008053399136399797 0 0)

move (-1 1 0)

triggers (0 0 0 0 0 0)

}

{}

frames 142 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (-1 1 0)

triggers (0 0 0 0 0 0)

}

{}

frames 1315 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (-1 1 0)

triggers (0 0 1 0 0 0)

}

{}

frames 123 1 ms

moveframe 1 ms

{

camera (0.0069987873447282375 0 0)

move (-1 1 0)

triggers (0 0 1 0 0 0)

}

{}

frames 80 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (-1 1 0)

triggers (0 0 1 0 0 0)

}

{}

frames 10000 1 ms

}

}