{

// TAS by DomTurchi

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

{

"Load Buffer & Camera Calibration (0.000)"

frames 14

moveframe 1 ms

{

camera (0 0 0)

move (0 0 0)

triggers (0 0 0 0 0 0)

}

{}

moveframe 1 ms

{

camera (-0.78250719221562 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 3499 1 ms

}

{

"Stop (1.060)"

frames 518 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 0 0 0 0)

}

{}

frames 540 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (0 0 0)

triggers (0 0 0 0 0 0)

}

{}

}

{

"Spin Backward (1.623), Jump (1.627) & Spin Forward (1.826)"

frames 562 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (-1 -1 0)

triggers (0 0 0 0 0 0)

}

{}

frames 3 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (-1 -1 0)

triggers (0 0 1 0 0 0)

}

{}

frames 198 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 1 0 0 0)

}

{}

}

{

"8ms Delayed Jump (3.355) & Platform Jump (4.658)"

frames 1520 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 0 0 0 0)

}

{}

frames 7 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 1302 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (0 0 1 0 0 0)

}

{}

frames 10000 1 ms

}

}