{

// TAS by DomTurchi

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

{

"Load Buffer & Camera Calibration"

frames 17

moveframe 1 ms

{

camera (0 0 0)

move (0 0 0)

triggers (0 0 0 0 0 0)

}

{}

moveframe 1 ms

{

camera (0.7411044681472504 0 0)

move (0 0 0)

triggers (0 0 0 0 0 0)

}

{

camera (0 0 0)

move (0 0 0)

triggers (0 0 0 0 0 0)

}

}

{

"Delayed Spin (-0.251) and Bounce (0.019)"

frames 2768 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (0 0 0)

triggers (1 0 1 0 0 0)

}

{}

frames 479 1 ms

moveframe 2 ms

{

camera (0 0 0)

move (-1 0 0)

triggers (1 0 0 0 0 0)

}

{}

frames 12 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (-1 1 0)

triggers (1 0 0 0 0 0)

}

{}

frames 254 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (-1 1 0)

triggers (1 0 1 0 0 0)

}

{}

}

{

"Turnaround (0.660)"

frames 640 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 1 0)

triggers (1 0 1 0 0 0)

}

{}

frames 18 1 ms

moveframe 2 ms

{

camera (0 0 0)

move (1 0 0)

triggers (1 0 1 0 0 0)

}

{}

frames 13 1 ms

moveframe 1 ms

{

camera (0 0 0)

move (1 -1 0)

triggers (1 0 1 0 0 0)

}

{}

frames 10000 1 ms

}

}