

Track trivia



The Vectorius LineRider track was created by Bill Reveile in his "spare time" between 10/1/6 and 3/3/7	
Total time as played in Flash	5:00 (300 sec)
Total number of lines	2177
Total time play portion of wmv ¹	5:49 (349 sec)
Total video time	6:32 (392 sec)
Total ride time ²	5:32 (332 sec)
Total of that "catching" air	3:07 (187 sec) 56% ²
Total of that on a line	2:25 (145 sec) 44% ²
Number of ruthless face-plants	1 ;)
Time on the nose of the sled	0:39 (39 sec) 12% ²
Total jumps while on the nose	17 ³
Forward front flips on the nose	2
Forward back flips on the nose	4
Backward back flips on the nose	2 ⁴
U-turns while staying on the nose	2
Longest continuous air	8.2 sec
Longest free-fall	3.8 sec
Total crossing of lines wrong way	0 or ZERO TIMES ⁵
Total crossings of a previous path	75 TIMES ⁶
¹ To get a smoother video, I used a stop motion feature in the capture software and played the Line Rider toy in slow motion during the capture. I estimated the settings and the video came out a little longer (slower) than the play time on the toy itself. I left it like that since it would show more detail that way. So what started out as a 5 minute ride in the toy turned into 5:49 worth of video. The remaining 43 seconds was spent loading and panning around the track. This also explains why the panning before and after the ride seems unnaturally fast	
² The "ride" consists of the time spent between the sledder falling to the first line and the sledder landing on the platform at the end. All the stats that have to do with percent of time during the ride are figured from that.	
³ I didn't know whether I should count jumps that started flat and ended up on the nose so I did count one of those because they are difficult	
⁴ Both of the backward back flips just happened to be the ones at the end of each of the two distinct runs on the nose. So even though they are the flips that were landed flat on the bottom of the sled, I counted them anyway because the difficulty of getting the sled to do anything on the nose is so high that the poor sledder deserves some credit. Watch the video and I'm sure you'll agree.	

⁵ Some track designers let the sledder go through lines in the wrong direction to avoid having to put a gap in the line. It's built into the toy to allow that but as you can probably tell from the design, I considered it outside the rules for the Vectorius track. There may be one or two spots on the track where a small piece of the sled or the sledder is technically passing the wrong direction through a line for a millisecond or two but one of the major accomplishments of this track was to cross the sledders path as much as possible while treating all lines as impermeable.

⁶ Crossing a previous path means crossing over a path that has already been traversed by the sled once. It does not count the times the sled crosses over a path that will be traversed by the sled in the future. Counting like that would double the number to 150.