Welcome to Melee 1.03!

1.03 is created by Hax$ and Altimor. Visit www.b0xx.com for more information.

Polling Drift Fix

The polling drift fix addresses a bug that causes Melee's input latency to constantly fluctuate.

1.03 Controller Fix

The following controller fixes are applied:

|  |  |
| --- | --- |
| Dash Back | Dash back is increased to a 2-frame window and tilt intent is applied. |
| Doraki Walljump | Doraki walljump is increased to a 2-frame window and tilt intent is applied. |
| Wiggle Out of Tumble | Wiggle out of tumble is increased to a 2-frame window. |
| Smash DI | Smash DI on frame 2 of hitlag is increased to a 2-frame window. Additionally, the second frame after entering the smash DI range counts toward the first smash DI input. |
| Dash Out of Crouch | Dash out of crouch is increased to a 3-frame window and SquatRv along the rim is prevented. |
| Walljump | Walljump will succeed even when a single frame of aerial drift would normally cause it to fail. |
| Shield Drop | Shield drop's range is maximized after roll is shut off. |
| 1.0 Cardinal | The rims of the control stick and C-stick's cardinals clamp to 1.0. |
| Vertical Throws | The range for vertical throws is increased to > 50**°** on the control stick and C-stick. This fix does not apply to Ice Climbers. |
| Ledge Fall | After falling from the ledge with the C-stick, the threshold for performing an aerial attack with the C-stick is shifted to the 50**°** line. |
| Down-B | The Y-value of -.5500 will produce a down-B during grounded animation states. |
| ADT Shield | If you lightshield on frame 1, then digital shield on frame 2, your shield will protect you from physical attacks on frames 2 and 3. |
| Z Jump | Jump with the Z button. This fix is optional. |

B0XX is affected only by the dash out of crouch, shield drop, and ADT shield fixes.

Credits to tauKhan for designing the tilt intent algorithm.

Stage Modifications

The following stage modifications are applied:

|  |  |
| --- | --- |
| Dreamland | Wind is removed. |
| Final Destination | Background visuals are locked. |
| Fountain of Dreams | Side platforms start at equal height. |
| Pokémon Stadium | Transformations are removed. |
| Yoshi's Story | Shy Guys are removed. |

Ledge Grab Limit

Grabbing the ledge at a rate that exceeds 5 times per minute is a loss condition in the event of a time-out. For example:

|  |  |
| --- | --- |
| 6 minutes | 30 ledge grabs |
| 7 minutes | 35 ledge grabs |
| 8 minutes | 40 ledge grabs |

The ledge grab limit is disregarded if both players exceed it.

Crew Battle

Melee's signature exhibition is made better than ever before by crew battle mode, which features a stock storage system that keeps track of how many stocks are remaining at the end of a match.

Auto Pause

The auto pause feature allows you to turn off pause in 4-stock matches specifically so that you can freely enter timed matches while still being able to pause.

In-Game Shortcuts

The following shortcuts speed up the process of exiting or restarting a match:

|  |  |
| --- | --- |
| Hold Start | L R A Start |
| Hold Start + B | L R A Start + Rematch |

Character Select Screen Shortcuts

The following settings can be toggled at the character select screen by performing the corresponding inputs:

|  |  |
| --- | --- |
| Rumble | D-Pad Up |
| Z Jump | X + Z or Y + Z (hold for one second) |

Latency

1.03 contains two custom latency modes in addition to the default CRT mode. The LCD mode is intended to counteract the innate latency of an LCD monitor by reducing Melee's latency by half a frame. The LOW mode reduces Melee's latency by one and a half frames (the most a Wii can handle) so that you can play Melee at lightning-fast speed.

Widescreen

1.03 contains two widescreen modes in addition to the default aspect ratio. Either true widescreen or cropped widescreen (default aspect ratio on a widescreen display) can be used depending on your preference.

Tournament Lock

To lock all settings that have been chosen in the *VS. Mode* options menu, remove your memory card and reset your console. This will also prohibit the usage of the *Debug Mode* and *Stage Music* portals.

1.02 Mechanics

The 1.03 memory card converts all mechanics that are relevant to tournament play to their NTSC 1.02 iterations.

Version Compatibility

The 1.03 memory card is compatible with NTSC 1.00, 1.01, and 1.02, as well as PAL, 20XX, and UnclePunch.