Welcome to Melee 1.03 (Version B3)!

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

Polling Drift Fix

1.03 contains the polling drift fix, which fixes a bug that causes Melee's input latency to constantly fluctuate.

1.03 Controller Fix

The 1.03 controller fix applies the following fixes:

|  |  |
| --- | --- |
| Dash Back | Dash back is increased to a 2-frame window and tilt turn intent is applied. |
| Wiggle Out of Tumble | Wiggle out of tumble is increased to a 2-frame window. |
| Shield Drop | Shield drop's range is maximized along the rim after roll is shut off. |
| 1.0 Cardinal | The rims of the control stick and C-stick's cardinals will clamp to 1.0. |
| Dash Out of Crouch | Dash out of crouch is increased to a 3-frame window and SquatRv along the rim is prevented. |
| Smash DI | A tilt input on the first frame of hitlag will not prevent smash DI from occurring on the second frame of hitlag. Additionally, the second frame after entering the smash DI range will count toward your first smash DI input. |
| Vertical Throws | The range for vertical throws is increased to > 50**°**. This fix does not apply to Ice Climbers. |

Credits to tauKhan for designing the dash back fix.

Stage Modifications

1.03 allows you to apply the following stage modifications:

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

Crew Battle

Melee's signature exhibition is made better than ever before by 1.03's crew battle mode, which features a stock storage system that keeps track of how many stocks are remaining at the end of a match.

Latency Toggles

1.03 contains two custom latency toggles in addition to the default CRT toggle. The LCD toggle is intended to counteract the innate latency of an LCD monitor by reducing Melee's latency by half a frame. The LOW toggle 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.

Auto Pause

1.03's 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) |

Perfect Angles

1.03's perfect angles mod modernizes wavedashing by allowing you to airdodge at the shallowest angle by pointing horizontally. Your control stick must reach X .8000 or greater (the same cut-off as dash and F-smash) for this mod to take effect. Additionally, 1.03's perfect angles mod converts exactly half of the cardinal rim to the perfect angle when using a directional up-B.

1.02 Mechanics

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

Tournament Lock

To lock all settings that have been chosen in the *VS. Mode* options menu, remove your 1.03 memory card and reset your console. This will also prohibit entering the *Debug Menu* and reset *Stage Music* to the default songs.

Version Compatibility

1.03 Version B3 is compatible with NTSC 1.00, 1.01, and 1.02, as well as PAL, 20XX, and UnclePunch.