

Broken Controllers, Broken Game

The modern day Super Smash Bros. Melee controller landscape

Melee is fun



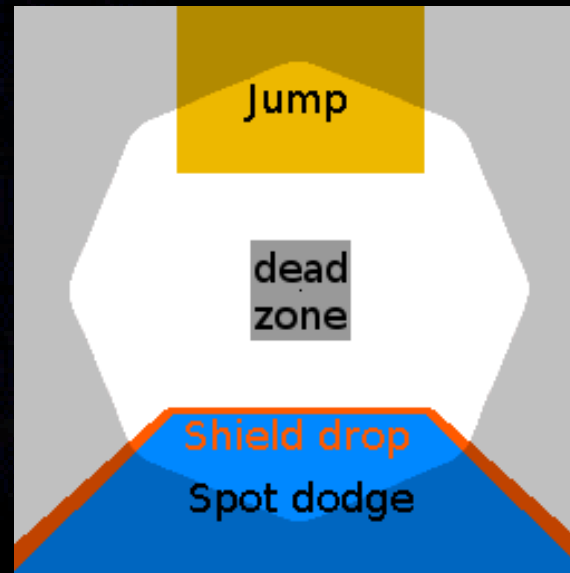
<https://www.youtube.com/watch?v=BdC11CnyqRY>

Sometimes Melee doesn't do what you want



<https://web.archive.org/web/20220104071525/http://www.meleeitonme.com/back-dashes-smash-turns/>

Sometimes Melee doesn't do what you want

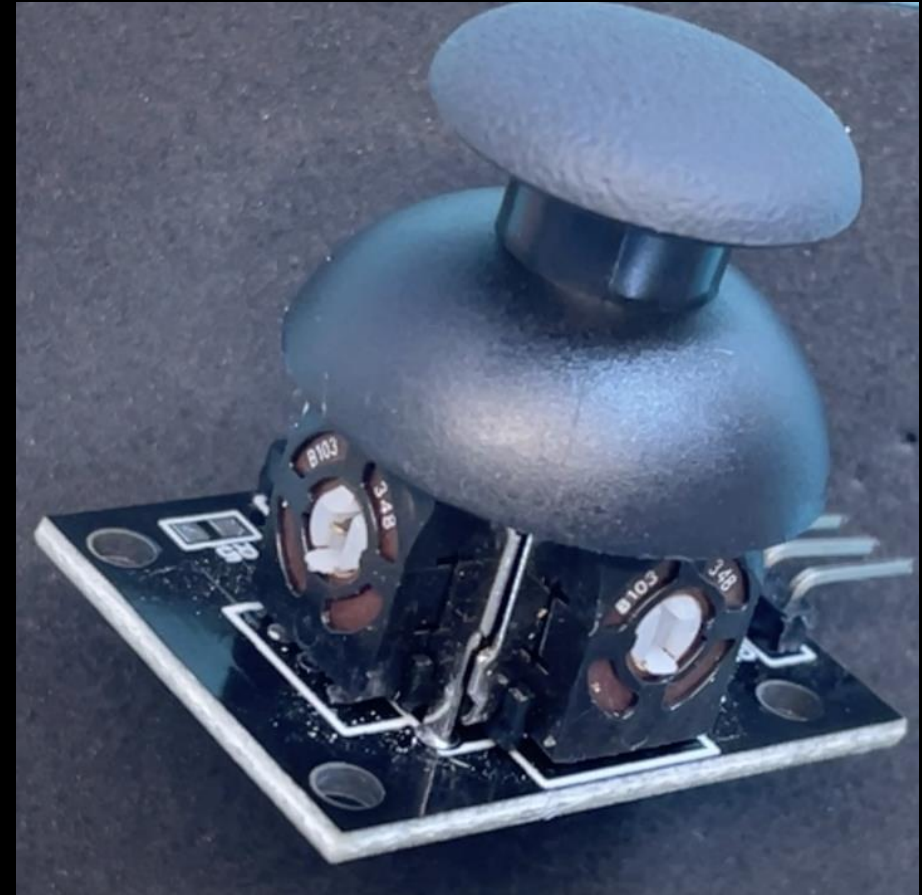
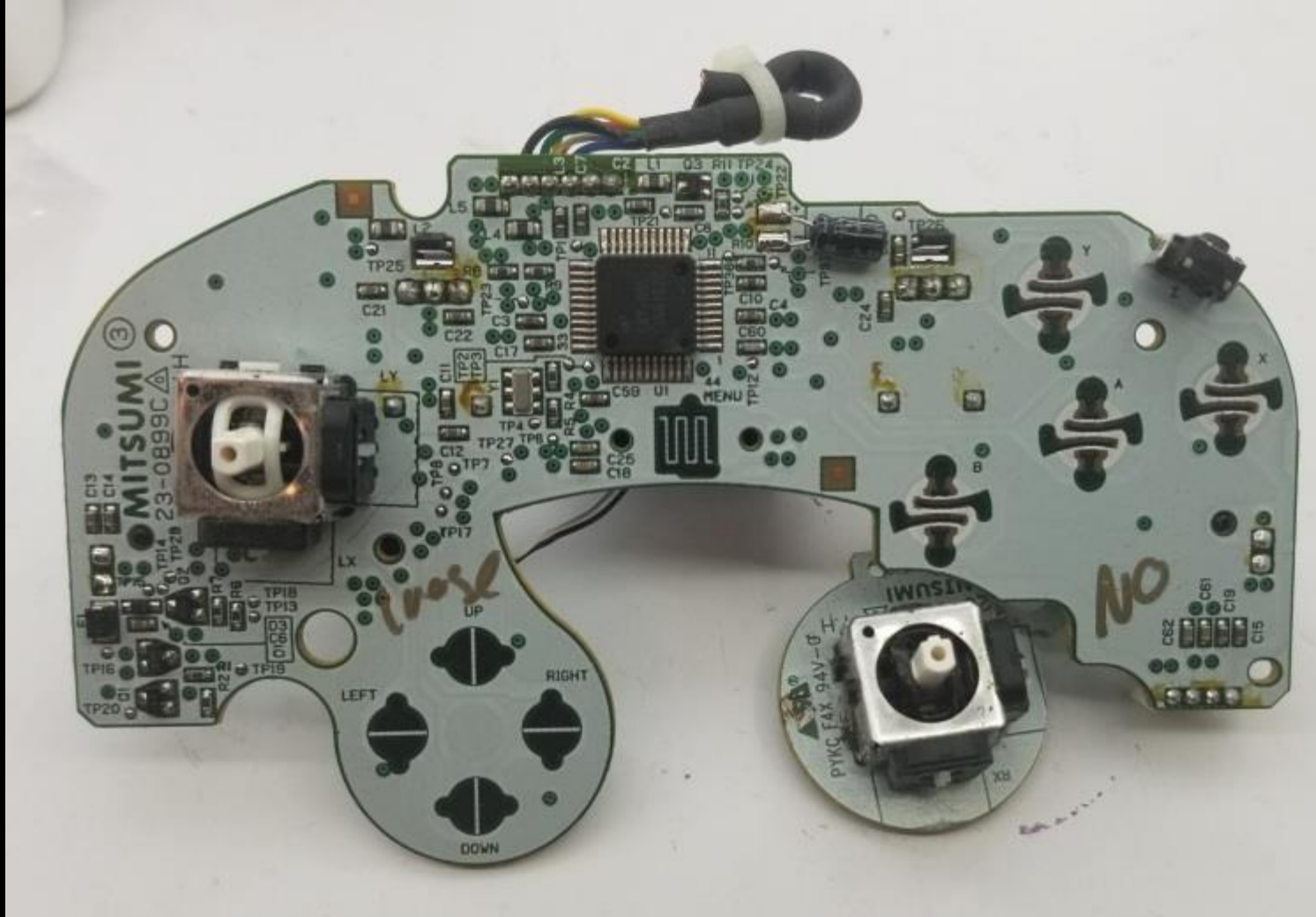


<https://gfycat.com/acceptablespanisheskimodog>

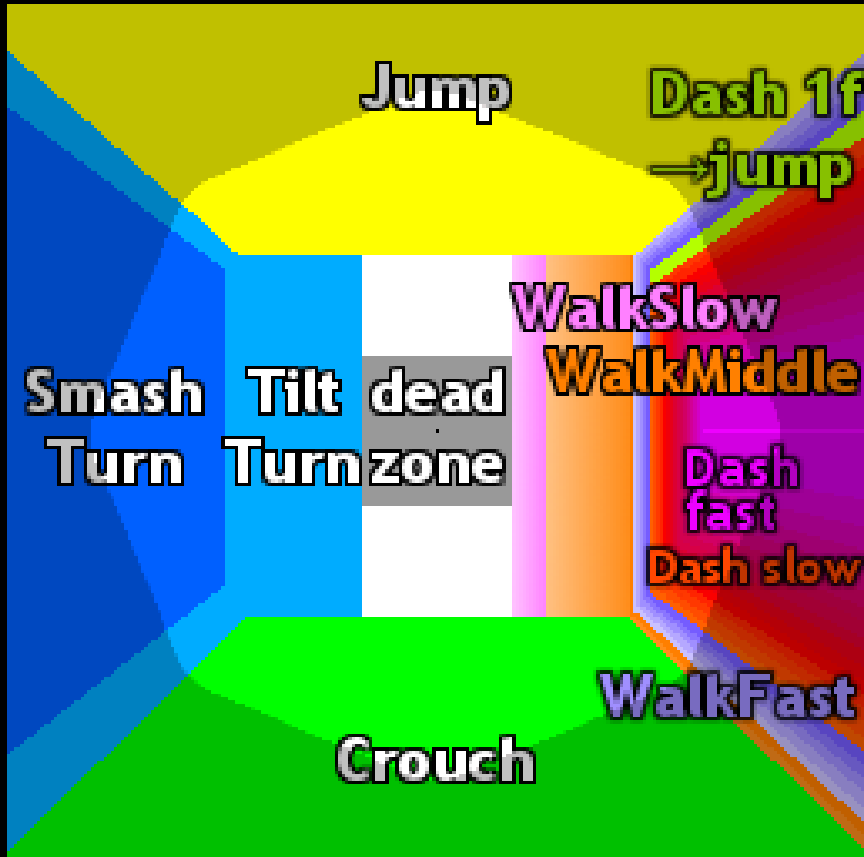
https://www.ssbwiki.com/Spot_dodge

<https://smashboards.com/threads/kadanos-perfect-marth-class-advanced-frame-data-application.337035/page-37#post-19560675>

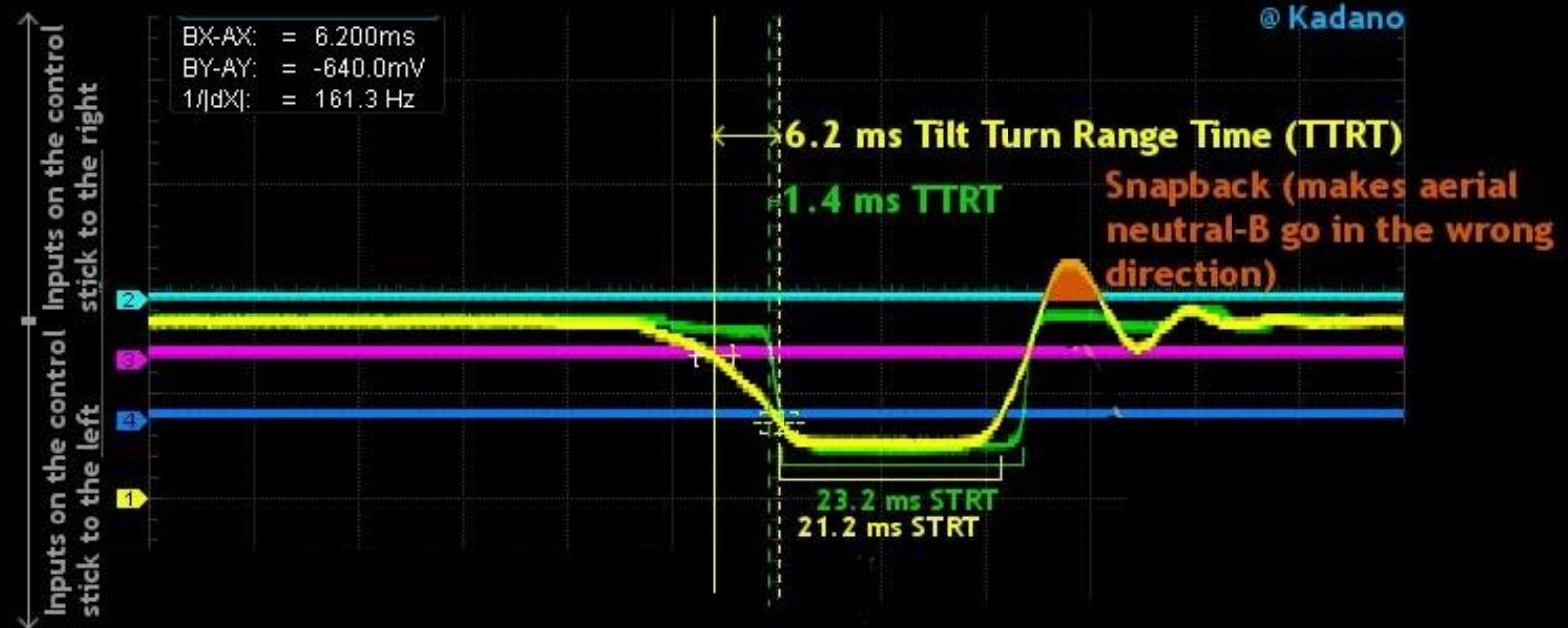
What's going on in the controller?



Melee has some wonky controller interactions



"Normal" control stick dash inputs (thumbrest),
without PODE and with PODE



People have come up with many different solutions



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TECHNICAL INFO

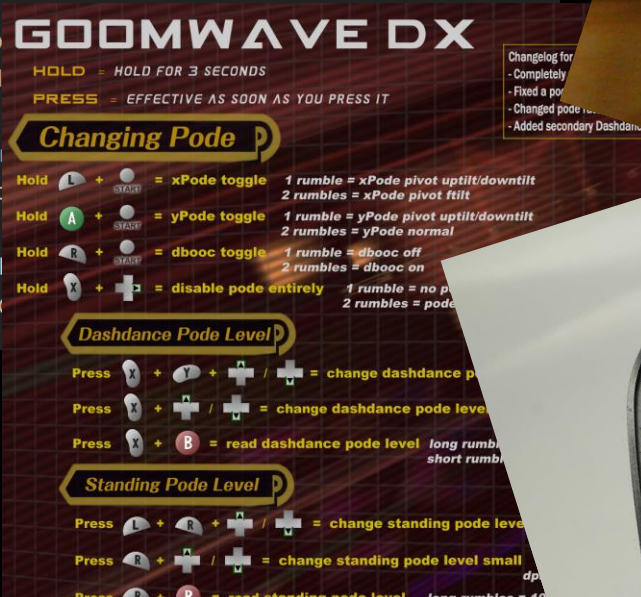
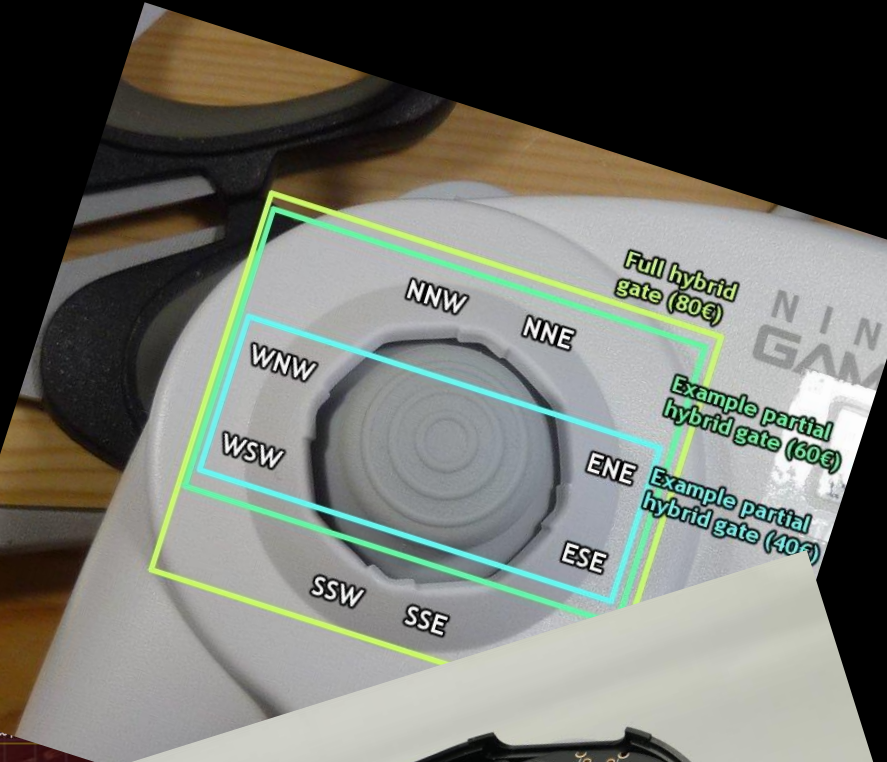
UCF currently incorporates the following changes.

Dashback

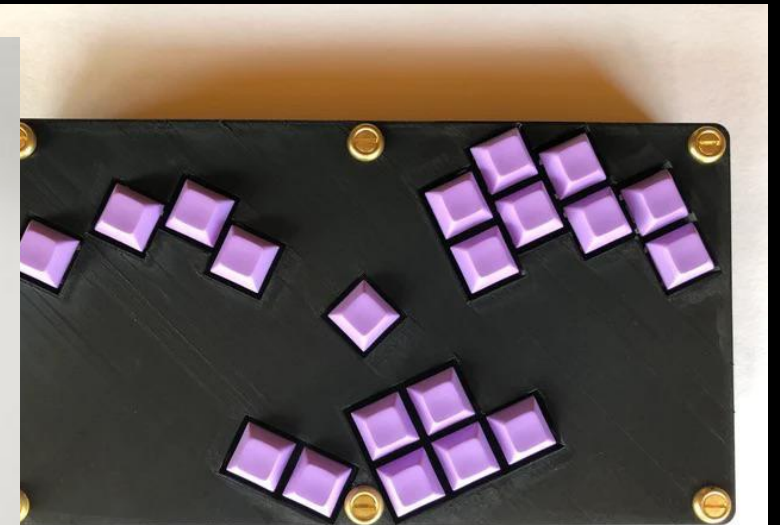
The window for dashback has been increased from one frame to two frames. This is done by allowing the first frame of tilt turn to cancel into dashback. There is an extra conditional for Ice Climbers: If the second frame dashback is activated, the correct controller state is retroactively applied to Nana, so that her behavior is as expected, without causing any new situations. Giving one additional frame for the dashback window enables any controller to perform dashback consistently. The code has been tested such that the input required to do so feels the same as what an ideal controller is capable of in vanilla Melee.

Shield Drop

If the shield is angled such that shield roll is no longer possible, AND the control stick is b threshold is decreased from -0.7 to -0.8. In other words, holding the control stick to the side spottododge threshold, preventing it from interfering. The design of this change is to mimic the currently possible o Axle/Sung shield drop. angling the contro llers to do this slow in vanilla l istent on all c



Today, there are many different controller types



Controversies and controller innovation are likely to continue



dan swift
@DanSwift22

To those who wanted boxx banned but are now foaming at the mouth for goomwave: i wish u a very unpleasant step on lego

Both should 100% be legal imo but esp now that goomwave is a thing boxxes need a buff on di angles since there are such little ways to di

10:28 AM · Sep 3, 2021

24 Retweets 1 Quote Tweet 477 Likes



rienne, controller mother
@riennezelda

Replying to @DanSwift22

absolutely not lol

boxx is cracked enough without buffs, if difficult SDI is all you have to work with then that's a fair tradeoff

1.0000 cardinals should be nerfed on goomwaves tho imo but nothing else rly

2:04 AM · Sep 4, 2021

5 Likes



TSM Leffen
@TSM_Leffen

Ggs, happy with 3rd the placement but man melee is awful with the current ruleset. Nothing but respect to Hbox for abusing the rule though.

8:02 PM · Oct 23, 2022

45 Retweets 79 Quote Tweets 3,717 Likes



TSM Leffen
@TSM_Leffen

I do mean what I said on stream. If the melee community doesn't fix the controller and stalling ruleset I'll be playing strive/sf6 in 2023 instead of melee, it simply isn't fun at all for me to play against stallers/box users atm. Again, nothing against anyone abusing the rules.

8:04 PM · Oct 23, 2022

9 Retweets 42 Quote Tweets 1,110 Likes



Sources Consulted

- <https://web.archive.org/web/20220104071525/http://www.meleeitonme.com/back-dashes-smash-turns/>
- <http://www.20xx.me/ucf.html>
- https://mobile.twitter.com/ucf_ssbm
- <https://twitter.com/Fizzi36/status/1443352871647412227>
- <https://goomwave.com/blog/>
- <https://www.youtube.com/watch?v=bBrWbtcV7MU>
- <https://smashboards.com/threads/kadanos-perfect-marth-class-advanced-frame-data-application.337035/page-37#post-19560675>
- <https://www.youtube.com/watch?v=LwItcqbFwN4>
- <https://nintendude.medium.com/tournament-legality-of-goomwave-e409d52b8561>

Presentation Goals

1. Do the slides in order
2. Have enough presentation to present
3. Don't talk too fast