Smashbot User Guide

# Requirements

While the adapter is plug and play, it does have a few requirements: Namely, a GameCube controller, as well as either an official Switch/WiiU adapter or a Mayflash adapter. Note that while the adapter supports the Gamecube or Wii, and will mostly work fine for older smash games, it is designed with **Smash** **Ultimate** in mind. **Please also note that if a Mayflash adapter is used, it must be updated to the latest firmware and both USB ports must be plugged in.** Additionally, the control scheme used for the training adapter should be default controls with tap jump **OFF** and rumble turned **ON.**

# Getting Started

Setting up your Smashbot could not be simpler. Simply plug a second Gamecube Controller into the female port on the training adapter and plug the training adapter into the console the same way you would a normal GameCube controller. After that, plug the controller that you’re going to play on into the console, and you’re good to go!

*Please note that the training adapter is meant to be used on a second controller, controlling a second player,* ***NOT*** *the controller you yourself are going to be using. It can be used in training mode or in regular battles, but if used in training mode, please set the CPU to “control”.*

# Modes

The adapter features two different operation modes: Basic and Advanced. In Basic mode, all options are triggered immediately upon selecting them. This means, for example, if you pick Left/Right DI while in Basic mode, the CPU will immediately start dash-dancing in place. Additionally, less features are available in Basic mode. Advanced mode, on the other hand, does not activate the DI or Escape options you select until the CPU gets hit (or something else triggers rumble). The reason for this split is that when you set the Training CPU in training mode to "control", the game will never trigger rumble on that controller. Therefore, you should only use advanced mode to either control the player character in training mode (rather than the CPU) or practice in a regular match. **To switch between modes, hold start when plugging the controller in.** Also note that the adapter will remember what mode you picked last, and default to that mode. Different training mod options are cycled via the D-pad. By default, all training modes are off.

Press the D-pad option of your choice to cycle to the next option on the list. The number of rumble pulses the controller makes indicates which option is currently selected. Press start to turn all modes off again.

# Basic Mode

|  |  |
| --- | --- |
| Rumble Pulses | Effect DI Modes (D-Pad Left) |
| 1  2  3  4  5 | Random Left / Right DI: Switches between full left and full right DI every frame.  True Random DI: DI in an entirely new and random direction every frame.  Set DI: DI in the direction the stick was held in when this mode was enabled.  Random SDI: The CPU will pick one of the 4 cardinal directions and max speed SDI in that direction. Press start to reset SDI, and the CPU will pick a new direction the next time it is hit.  Set SDI: The CPU will max speed SDI in the direction the stick was held when this mode was enabled. |

|  |  |
| --- | --- |
| Rumble Pulses | Effect Escape Modes (D-Pad Right) |
| 1  2  3 | Airdodge: Air dodges every other frame.  Jump: Jumps every other frame.  Down-B: The CPU will use down special every other frame. Useful when combined with down special like rest or Pokémon change. |

*QUICKTIP: You can combine modes! For example, say you wanted to practice Pikachu’s U-Throw > Down-B Kill combo. You can press D-PAD LEFT to enable random Left right DI, then press D-PAD RIGHT to either enable jump or Airdodge escape options. The CPU will then randomly DI LEFT or DI RIGHT AND Jump or Airdodge, allowing you to practice reacting to all mixups in rapid sucession.*

*(It also helps to set the* ***CPU to SIDESMASH > GRAB CPU > set CPU to CONTROL*** *so you don’t have to chase a jumping computer around the screen!)*

Input Recording

Press D-Pad down to start recording inputs (for up to 400 frames). Press D-pad down again to stop recording inputs.

Input Playback

Press D-Pad Up to start playing recorded inputs. Input loops on completion.

*QUICKTIP: While recording, you can still use the L+R+A macro to reset positions in training mode! This means you can record a move, combo or certain situation and then hit L+R+A to reset both characters. This reset is also recorded. When the Smashbot is finished its macro, it will automatically reset positions and start again, removing any need to constantly reposition both characters!*

# Advanced Mode

In advanced mode, DI and Escape options above are only triggered on hit, rather than immediately. Additionally, the following options are enabled:

|  |  |
| --- | --- |
| Rumble Pulses | Effect OOS Options (D-Pad Right + L) |
| 1  2  3  4 | Up-B OOS: The CPU will hold shield. After a hit connects on shield, it will immediately up-B OOS  Up-Smash OOS: The CPU will hold shield. After a hit connects on shield, it will immediately up-smash OOS  Grab OOS: The CPU will hold shield. After a hit connects on shield, it will immediately grab OOS  Nair OOS: The CPU will hold shield. After a hit connects on shield, it will immediately Nair OOS |

*QUICKTIP: If the CPU is no longer holding SHIELD after doing is OOS Option, just hold the Shield button on the CPU controller and the CPU will go back to holding SHIELD. Here’s some characters with REALLY FAST OOS options for each command. Frame Data is from Ver 3.0 and collected from these two sources.*

* <https://docs.google.com/spreadsheets/d/16fmsoqDoQaR1eteVk2uuzIH2DB4iQHVrqiG8VRbRA7Q/edit#gid=1985377938>
* <https://www.eventhubs.com/news/2019/jan/03/heres-recommended-list-out-shield-options-entire-super-smash-bros-ultimate-roster-frame-data-included/>

***Up-B OOS:*** *Little mac (Invulnerable frame 1, Hitbox frame 3)*

*Pac-Man (Tramp Visible on Frame 4, even if you don’t get hit the tramp is a good indicator for safeness)*

*Mr Game & Watch (Frame 3, Invulnerable from frame 5-17)*

*Bayonetta And the Belmont’s (Frame 6)*

***Up-Smash:*** *Charizard + Pit (First Hitbox on Frame 6, Darkpit frame 7)*

***Grab:*** *Mii’s, Piranha Plant, Ken, Ryu, Duck-Hunt, Wii-Fit, Mega-Man, Mario, Wolf, Rob and a few other all have frame 10 Grabs.*

***Nair:*** *Pac-Man, Mario, Dr. Mario, Pikachu, Pichu, Falco, Luigi, Yoshi, Shiek, Villager and Mii Brawler all are frame 6 OOS*

#Terms

**DI = Directional influence:** This is the direction the control stick is pointing when a character is thrown or hit across the screen, DI’ing away will send you further, DI’ing in will send you nearer and Up and down DI increase or decrease the knockback. In and out is determined by the direction you are traveling.

**SDI = Smash Directional Influence:** this is the same as DI, except you wiggle or tap the control stick in the place you wish to DI. This effects your position BEFORE you are launched by an attack. For example, SDI will slowly push you out of a Rapid jab attack if you SDI away from the attack, because every time you are hit, you are moving the character very sleightly.

**OOS = Out Of Shield:** This is just any move you do after shielding, but often refers to your characters QUICKEST/BEST option to use when hit on the shield. For example, Pikachu has a fast Nair, and can use it to punish people that hit his shield. Nair is one of Pikachu’s OOS options.

**Nair = Neutral Air Attack Bair = Back Air Attack**

**Fair = Foreward Air Attack Dair = Down Air Attack**

**Utilt = Up Tilt Attack Dtilt = Down Tilt Attack**

**Ftilt = Forward Tilt Attack**

#Troubleshooting

**CPU doesn’t use its OOS option when I hit or grab its shield:**

Make sure the controls the CPU are using has RUMBLE turned ON and TAPJUMP OFF!

Make sure the Smashbot is plugged into the controller controlling the PLAYER in training mode, and attact that player with the CPU instead! The Smashbot uses its OOS option when its RUMBLE is triggered, and the CPU in training mode doesn’t rumble when hit. Alternatively, you can start a game and whack a player 2 character attached to the Smashbot.

**CPU doesn’t hold shield again after using its OOS option:**

The CPU is probably still spamming the OOS option, and you can reset this by holding the SHIELD button on the Smashbot controller for a second or two.

**CPU isn’t performing the DI Mode and ESCAPE Mode options when the D-PAD is pressed:**

The Smashbot is probably set to Advance mode. Smashbot remembers what mode you were in last, even when unplugged. To fix this, unplug the controller on the Smashbot and hold the start button when you plug it back in. This will turn Advanced more OFF.

**Can’t Activate OOS options:**

You may still be in Basic mode. Unplug the Smashbot controller, hold START and plug it back in. then press L+D-PAD Right to activate the OOS options.

**Smashbot lights up, but doesn’t do anything when I press the D-PAD:**

If you are using a MAYFLASH adaptor, Make sure it has the latest software and its not in PC mode. Make sure BOTH USB cables are plugged in on any adaptor. Make sure to use only 1ST PARTY Nintendo adaptors or a MAYFLASH adaptor with BOTH USB cables in.

**Smashbot doesn’t light up when plugged in:**

Make sure the console is turned on. Make sure the Gamecube adaptor is plugged in properly. Make sure the Smashbot is plugged in correctly. If Smashbot still wont light up, Contact VineGreen via the contacts page below (Twitter @VinesGreens)

**Smashbot isn’t doing the correct moves:**

Make sure Smashbot is using default controls. Go to the control settings and set the “NO NAME” Controls to **TAPJUMP OFF and RUMBLE ON**. Leave everything else default. If you want Smashbot to use a different move OOS (Utilt as an example), you can set the B-BUTTON to Attacks and set Smashbot to use UP-B OOS. Just remember to change it back when you are finished.

**Smashbot won’t change modes:**

Unplug the Smashbot from the Gamecube Adaptor for at least 15 seconds.

Then, hold start and plug the adaptor back in.

# Contact

Linyoa compiled the hex files that run the Arduinos inside the Smashbot! I have permission to sell my kits with the code Pre-Loaded onto the smashbot so you don’t have to. I do not own or take ownership of the code. Instructions have been formatted and re-written directly from Linyoa’s GitHub page. You can access these files from my GitHub here, where I have “forked” the repository. <https://github.com/VineGreen/Enhanced-Training-Mode>

Linyoa’s github is here: <https://github.com/Linyoa> The code was also made with the Nintendo library of files from Nicohood! (<https://github.com/NicoHood/Nintendo>)

If you have any other questions regarding the hardware or how the Smashbot works, feel free to contact me on my twitter @VinesGreens. If you have any questions, comments, or concerns, feel free to drop them a DM on twitter @Linyoa in regards to the code, or any improvements you think the software could benefit from!

#NOTES

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