**Marlin config to Klipper config**

**How to Calculate square\_corner\_velocity from Marlin Jerk**

We can directly use the value marlin jerk value as square\_corner\_velocity for given

(DEFAULT\_XYJERK ) / (60) = (junction\_deviation)

square\_corner\_velocity = sqrt(junction\_deviation \* max\_accel \* (sqrt(2) + 1))

Ender 3

XY Jerk = 20

20 / 60 = 0.333333

square\_corner\_velocity = sqrt((20 / 60) \* 3000 \* (sqrt(2) + 1))

= 49.1346472703

square\_corner\_velocity = sqrt((20 / 60) \* 800\* (sqrt(2) + 1))

= 49.1346472703

**Calculate Jerk / square\_corner\_velocity from Print Speed**

Jerk Value = ~20-30% of print speed. Set it to high will cause the ringing artifact on sharp corners, set it too low will cause the blob where 2 sections meet.

Jerk = 60\*0.3

= 18

Jerk = 60 \* 0.25 (optimal)

= 15