

Millia Troubleshooting

written by Rele for the Millia discord

<https://discord.gg/0fzWmoA2f5aCfLn6>

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Common Millia execution problems that get asked about frequently and how to fix them

- “I can’t IAD after j.D during the bnb combo! Millia just jumps and the airdash doesn’t come out!”

If you want to IAD while just standing around, you normally have to input it as fast as possible. However, if you want to **IAD after jump-cancelling a normal**, you have to **wait for a split-second** before you do the IAD input because of hitstop. So just wait for a tiny bit after hitting j.D and then do the IAD.

- “I can’t do dash disc with 2366H! I just get dash 5H/dash 6H!”

If you get dash 5H or 6H, your problem most likely is that you are **doing the quarter circle too slow**, and by the time you get to the dash, the input buffer has been cleared of the original quarter circle input. Another possibility is that you are **missing the diagonal of the quarter circle**. Go into practice mode and turn on the input display. If you get a clean 23656H and the result is dash 5H/6H, you’re too slow. If you are missing the diagonal, clean up your inputs first.

- “Why can my opponents mash/throw/jump out when I’m doing disc oki?”

If you’re getting mashed or jumped, it means your **disc was set too late**. As a rule of thumb, if you get a knockdown and have to do a **short dash into disc**, it is **jumpable or mashable** unless you meaty with a **quick button like 2K** (for reference, most characters have a jump startup of 3 or 4f, and the quickest button of most characters is 4 or 5f). If you can set a **disc without having to dash**, it should **never be jumpable or mashable**, no matter what type of mixup you choose. To practice, set the dummy to jumping in practice mode, do your combo and try various timings of disc and then meaty 2K. If they can jump out of you attempting to meaty 2K, you did it too late.

Throws are a bit special because they have **0f startup**, so no matter how good your meaty is you can be thrown. To avoid this, you either have to **space your 236H** so you’re out of throw range, or use a **throw invulnerable mixup** (most of the time 2369P or 214P because these are considered airborne). If you’re point-blank AND slightly late, your best bet to beat reversal throw is rising j.K.

- “I can’t do j.K iad j.K! The opponent just techs out/I’m just jumping/my airdash comes out late!”

Similar to j.D IAD, you have to wait for the hitstop of j.K to be over before you do the

rest of the combo. However, j.K has much **less hitstop than j.D**, so you end up being able to **buffer the IAD during the hitstop**, and then **buffer the j.K during the IAD**. Practice!

- “I can’t do 4 inputs during Secret Garden!”

Secret garden gives you **57f to program the pattern**, so almost a full second. It’s not so much about speed as it is about having **fluid timing**. If you do it too fast, one of your inputs won’t register and it ends up messing everything up. To practice I suggest just doing Secret Garden and inputting the same direction 4 times. Fiddle with the timing of the button presses to **figure out how slow** you actually can be while still getting 4 directions. Once you get that, move over to specific patterns, like 1646. It’s important to **know beforehand which pattern** you want to do. Also note that Secret Garden will always move forward at first, and the 4 additional directions come afterwards.

- “I’m trying to do 2369P but I’m just getting sj.P!”

Bad Moon has a **minimum height**, so if you do it too fast it doesn’t come out. The minimum height is reached **2f after jumping** so the delay you might need is **very minimal**. Another possibility is that you **miss the diagonal of the quarter circle**, so look at your inputs and clean them up if necessary.

- “I have another question!”

Ask us in discord! <https://discord.gg/0fzWmoA2f5aCfLn6>