



Kart Rev Version 1.4.X Series Public Documentation

[Version 1.3.X Changes](#)

[Version 1.1.X Changes](#)

[Version 1.0.X Changes](#)

Version #s refer to:

1. Major version or revision.
2. Minor, non-sweeping changes.
3. Significant bugs or quirks that necessitate a hotfix.

Changelog:

- Version 1.4.0 (March 26th, 2021 @ 22:00 EST):
 - Released.

Global Notes:

- Just about every map that has been adjusted in Rev now features a minimum of a 96 or 128 fracunit finish line to prevent players who are travelling too quickly from skipping the finish line and counting a lap. These will not be listed under specific maps.
- All changes are intended for a Hard or Normal Speed game experience. Changes are tested on all speeds, but please be advised that they were intended to be run for these game speeds.

The map philosophy for this modification was the following:

- **Highest Priority:** Remove “checkpoint exploitation” tactics or cuts that are deemed as “Major Skips”. These are skips that significantly violate the intended order of a map by utilizing the number of checkpoints skippable and/or select geometry to skip a significant portion of a map. (Backwards driving is not as accounted for, but it goes without saying that you should not be utilizing these in netgames.)
 - *The utilization of exploits in netgames is unfortunately a more common occurrence than desired by some, as it limits and often locks down netgames meta to play the game in unintended ways and often limits select stat blocks if an exploit requires a specific speed and weight combination.*
 - *For obvious reasons, when referenced in the change notes, these do not include comparisons and are referred to vaguely.*
- **High Priority:** Patch up “unintended behavior”. Map behavior that was known to not be intentional and caused isolated, but significant issues, such as forcing players to respawn using the console.
 - *“Bug Fixes”, so to speak, with maps. Many are simply adding killplanes to areas players could only reach with significant aerial assistance or springs. These are often not elaborated upon in notes, or sometimes omitted.*
- **Moderate Priority:** Balance out “objectionably adverse” shortcuts. These are shortcuts that are deemed as extremely strong and can otherwise heavily penalize players who may be in certain positions.
 - *A handful of exceptionally strong shortcuts or elements of a track can significantly “make or break” results because of item rolls. Significant issues of “lawnmowing”, or utilizing high existing speed or mini turbos to pass through offroad and access elements that aren’t exactly intended to be accessible through that manner are addressed when feasible.*
- **Moderate Priority:** Add “quality of life” changes. These are changes that make a map slightly more user-friendly, and can reduce blindness in some cuts or measurements in a user’s line.
 - *Midtextures to sneaker panels, extension of spring zones, better directioning, and the like. In rare cases, it means that a path viewed as significantly inferior may have seen a slight buff to improve it.*

- **Low Priority:** Balance out sections of maps with sections that are deemed to be less objective changes. These usually involve more significant geometric or map changes and are reserved for a handful of maps. The team looked to avoid changing minimaps as much as possible
 - *Major revamps of existing map sections. **In very rare cases, minimaps have been outright redrawn.***

Map Changes - 1.4.X Series

Ring Cup

Daytona Speedway

- Adjusted properties of geometry on the outside of the map.
 - *Under certain circumstances, players could get stuck and be forced to use the respawn command.*

Sneaker Cup

Sonic Speedway

- Added FOFs to parts of the level to prevent a Major Skip.

Hill Top

- Added FOFs to parts of the level to prevent a Major Skip.
- Updated FOFs on the opening ramp to prevent fringe item collision scenarios.

Water Cup

Pleasure Castle

- Adjusted properties of geometry on the outside of the map.
 - *Under certain circumstances, players could get stuck and be forced to use the respawn command.*

Lightning Cup

Paradise Hills

- Replaced the vertical spring panels with diagonal grey springs from [Community Resources](#). Thanks to SoupBowler for this!
 - *Previously, players who suffered explosive hitstun or were launched vertically could get stuck, and be unable to continue racing.*
- Adjusted properties of geometry to prevent a Major Skip.

Fire Cup

Canyon Rush

- Extended the final jump's number of Diagonal Red Springs.
 - *Previously, players who veered too hard to the sides could completely miss the jump.*

Invincible Cup

Aurora Atoll

- Corrected issues with linedef properties in the opening of the level.
 - *Previously, players could drive off of the course and outside the bounds of the level.*

Barren Badlands

- Extended the wall to the right of the last jump to reach the ceiling.
 - *Players who drove off the right of the ramp with enough speed could sometimes pass the death pit FOFs designed to cover hits off of the ramp, forcing them to redo a significant portion of the course.*

Red Barrage Area

- Corrected issues with FOF declarations on the chain-fence bridge.

Emerald Cup

Vanilla Hotel

- Adjusted properties of geometry on the outside of the map.
 - *Under certain circumstances, players could get stuck and be forced to use the respawn command.*

Ancient Tomb

- Added impassable walls to the background elements of the start of the final lap.
 - *Under certain circumstances, players could get stuck behind these and take extensive time to return to the course.*

Egg Cup

Kodachrome Void

- All textures have been replaced with a purple color scheme (with gold for the directional arrows), and the effect of the gradient has been significantly reduced.
 - *The gradient and black-on-white effect can be hazardous for players with photosensitivity issues. This new color scheme preserves the effect but greatly reduces the contrast and intensity; its encore variant uses a blue color scheme with orange for the directional arrows.*
 - *These new textures have their own texture declarations. They are similar to the ones used for the base game but instead replace C (or R in the case of the raw textures for colors) with X, so they will not interfere with usage of the gradient textures in other maps.*
 - *For hosts that would prefer to remove Kodachrome Void entirely, please use Kart Rev 1.4 VL, as it classifies Kodachrome Void as a single-player map and makes it non-selectable in the normal or hidden map-rotations.*

Egg Quarters

- Reverted some of the changes from Kart Rev, including the ending ramp.

Eggman's Nightclub

- The copyslope slopes have been re-implemented to better mitigate incidents of players respawning without invincibility frames.

Chao Cup

Regal Raceway

- Adjusted properties of geometry on the outside of the map.
 - *Under certain circumstances, players could get stuck and be forced to use the respawn command.*
- Updated map collision in some areas of the course.
 - *Under certain circumstances, players could fall out of bounds when not intended.*

Hell Map Rotation

Arid Sands

- Added FOFs to parts of the level to prevent a Major Skip.