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The Bumper Jumper:

A Console Controller Mapping Article by Dumbledazz

The use of the term ‘Bumper Jumper’ first dates back to the [days of Halo 3](#). Players found that binding a “[bumper](#)” to jump instead of the default jump made it much easier to aim and jump whilst killing other Spartans. This was the change that led to the creation of other personalized and helpful controller setups, with the Bumper Jumper as their foundation.

HockeyLocked 2 points 2 years ago

I just switched to Bumper Jumper recently to see if I could play with it when MCC comes and now I can't go back. It just makes it way easier to time your jumps and gives me confidence landing shots. When your in a gun fight, you don't have to worry about when your gonna jump or melee to get your finger on B or A because your fingers are already set. For some reason, it's hard for me to play Bumper Jumper in Titanfall... It just feels weird. It's funny, because I got used to playing Bumper Jumper in Halo 3 faster than I did Titanfall, and I've been playing Halo with default controls since 2004.

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WildlifeAnalysis 2 points 2 years ago

I don't remember how it is in Reach and 4, but in Halo 3, bumper jumper lets you jump, shoot, melee, and throw grenades without giving up aim. I'd say that makes it objectively the best control layout.

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darkNergy 12 points 2 years ago

The buttons I use the most are shoot, melee, throw grenade, and jump. With Bumper Jumper, I can press all those buttons without taking my thumb of the right analog stick, which is used to aim. Thus, I can still aim while simultaneously shooting, punching, throwing a grenade, and jumping. Every other control scheme sacrifices one of these functions during aiming.

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Image courtesy of [Captain Planet](#)

Application in Overwatch

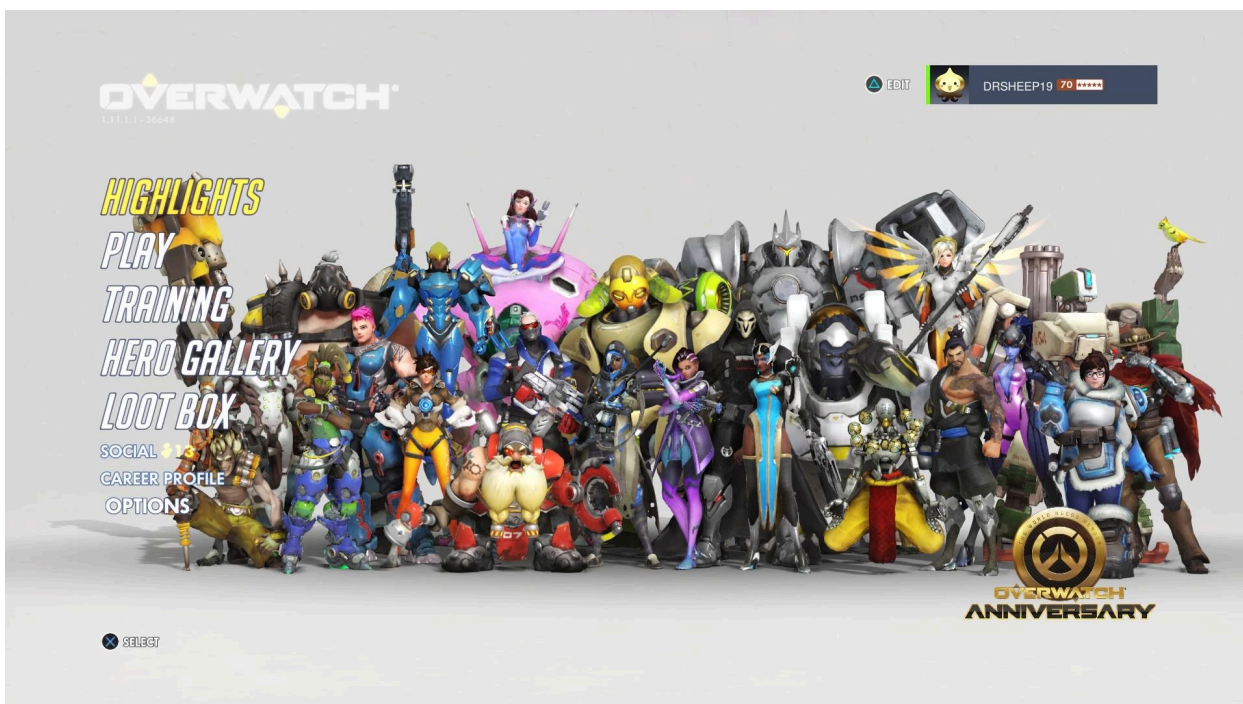
The default button for jumping in Overwatch is X on PS4 and A on XBOX. When I first picked up Overwatch, I thought this was the normal as, for the most part, most games have the same controller

mapping. But Overwatch isn't like most other games - it's a fast paced objective-based game with extremely mobile heroes and maps that make use of vertical features. This makes it crucial to be able to jump, shoot, and use your abilities **without having to take your thumb off of the right joystick** in order to maximize your ability to aim. This is where the Bumper Jumper helps.

The How-to?

To utilize a Bumper Jumper setup, you need to remap your jump button to a bumper. Fortunately, this is a very simple process in Overwatch.

1. Start off by going to the options page and then shift over to the controls tab.





2. At the top of your screen there is an area where you can pick which character you would like to edit.



3. After you pick your hero if you look down you should find the movement section, within that should have an option to change jump.



4. Now it's time to actually change your jump button. I personally changed mine to the L1 / LB bumper, mostly because it feels more natural to me. However, there is also the option of L2/LT. Neither has a huge advantage over the other, so you should try out both and choose whichever feels most natural to you. It may be difficult to adjust to the change at first but if you stick with it, improvement should come quickly.



If the button you remap with jump already has an ability equipped to it then said ability will need a new button set. In Ana's case changing jump to L1/LB will override the sleep dart ability. The best remapping for sleep are L3/L as it allows you to jump and accurately hit sleep darts. While Bumper Jumper is necessary for characters like Genji, Tracer, and Lucio who really benefit from being able to shoot, jump, and use abilities while still being able to aim with right joystick. Characters like Reinhardt, Roadhog, and Orisa don't necessarily need the extra mobility that comes with Bumper Jumper. In the end it comes down to each character YOU think gains the most from using Bumper Jumper.

Of course, at the end of the day, controller settings/mappings are a topic of preference, so what works for one person may not work for another person. However, I'd highly recommend trying the Bumper Jumper if you have not before for at least a few hours to get used to it, and decide what works best for you. If you have any specific questions or concerns, feel free to jump into our Discord and send me a personal message. I'd love to speak with you. Cheers, and have great day!

Best regards,

Dumbledazz