

Punch Planet - Version 0.7.4.b

- **Characters**
 - **All**
 - **Collision Boxes**
 - **All Bodies**
 - **Movement Boxes**
 - Added new juggle state movement box size
 - No longer same as airborne
 - Extends down lower
 - Also applied to resets
 - **Roy**
 - **Cid**
 - **Cr.MP**
 - **Both**
 - Updated animation
 - Better hitbox alignment
 - **Tyara**
 - **St.LK**
 - Increased pushback from 1.25 to 2
 - **St.HP**
 - Retracted hitbox 1 bottom from 6.8 to 7
 - Adjusted first hitbox so no longer hits against crouching big-bodies
 - **Headlopper**
 - **All**
 - Increased pushback on hit from 1 to 2
 - Increased pushback on block from 2.75 to 3.5
 - **Shield**
 - **Ex**
 - Increased x travel scale from .75 to .8
 - **Dog**
 - **Agent-G**
 - **Maxx**
 - **St.LP**
 - Updated animation
 - Retracted hitbox right from 5.75 to 5.6
 - Retracted extended hurtbox right from 5.5 to 5.25
 - **Cr.LP**
 - Updated animation
 - Retracted hitbox right from 4.5 to 4.25
 - **St.HP**
 - Updated animation
 - Retracted hitbox right from 7.25 to 6.8
 - **Arnold**
 - **St.HP**
 - No longer hits against grounded opponents
 - **Gat**

- **St.LP**
 - Decreased proximity range from 9.5 to 9
- **Cr.LP**
 - Decreased proximity range from 9.5 to 9

Punch Planet - Version 0.7.4.a

- **Characters**
 - **All**
 - **ATC**
 - Removed cancellable recovery state
 - Decreased followthrough state frames from 28 to 23
 - Added additional recovery state for 5 frames
 - Total effective frames unchanged
 - Extended active state movement box top by 1.0
 - Extended active and followthrough state hurt box left by 0.75
 - **JTC**
 - **Both**
 - Extended initial hit box right from 3.5 to 4.0
 - Extended secondary hit box right from 4.0 to 4.5
 - Extended hurt box right from 4.75 to 5.0
 - Decreased combo damage scaling from 2 to 1
 - **Hop**
 - No longer costs T-meter
 - Decreased juggle remove value from 2 to 1
 - Removed visual / sound FX
 - Notes:
 - Hop / Dash JTC are no longer the same functionally
 - Hop: No T-meter, gives +1 juggle
 - Dash: Still requires T-meter, gives +2 juggle
 - Adds different combo routes based on if you want more juggle or to conserve meter
 - **Dash**
 - Increased damage from 45 to 55
 - **T-Meter**
 - Players now start with [0, 1, 2] bars of T-meter for Rounds [1, 2, 3] respectively
 - **Scale**
 - Increased character scale of most characters
 - Mostly just increases their size but it will slightly affect any moves that use animation-driven movement
 - Things like dashes, roy headbutt, maxx hookswing, etc, will get a slight buff on distance / hit range
 - **Airborne Normals**
 - Decreased push back from 2.25 to 2.0
 - Enabled proximity guard
 - Decreased proximity range from 12 to 9

- **Walks**
 - Decreased walk speeds overall
 - Decreased walk ramp frames from 10 to 0
- **Input**
 - **Sequences**
 - **720 Super**
 - Reduced required directions from 720 to 540
 - **QCFx2 / QCBx2 Super**
 - Adjusted required directions to only need one true-forward
 - Old: 23626
 - New: 23623 **or** 23236
 - **[Charge] Backward -> Forward Super**
 - Adjusted required directions to only need one true-forward
 - Old: [4]->646
 - New: [4]->646 **or** [4]->643 **or** [4]->346
- **Late Hit Cancels**
 - Added functionality for adding additional cancel frames beyond the hit stop when a move connects, set to 4 frames
 - Normal moves only, not specials
 - Should make it easier to cancel into specials, supers, and DTC, especially for fast moves like light attacks
 - Adds the possibility for combos to drop if they are canceled too late (depending on the move / cancel)
- **Push Back**
 - Decreased push back speed factor from 2.5 to 2.0
 - Decreased push back frames from 16 to 10
- **Hit Sparks**
 - **Position**
 - Changed horizontal position calculation from dynamic to static
 - Most attacks will now have the hit spark appear in the same horizontal position, regardless of distance from the opponent
 - Previously used a combination of the above and some additional logic if characters were very close

- Added new type for the old method since a few moves still



need it (Arnold noodles)

- **Roy**
 - **Scale**
 - Increased from 38 to 39
 - **Walk.Forward**
 - Decreased speed from 0.22 to 0.18
 - **Walk.Backward**
 - Decreased speed from 0.155 to 0.14
 - **Dash.Backward**
 - Decreased animation x movement scale from 1.0 to 0.95
 - **St.LK**
 - Increased proximity range from 10 to 10.5
 - **Cr.MP**
 - Decreased proximity range from 10 to 9
 - **St.MP**
 - Decreased proximity range from 10 to 9.5
 - **Fwd.MP**
 - Decreased proximity range from 12 to 11
 - Engine position => animation position
 - **Cr.MK**
 - Decreased proximity range from 14 to 12
 - Engine position => animation position
 - **St.MK**
 - Decreased proximity range from 12 to 11
 - **Cr.HK**
 - Decreased proximity range from 14 to 12

- Engine position => animation position
- **St.HK**
 - **Both versions**
 - Decreased proximity range from 14 to 11
 - Engine position => animation position
- **St.HP**
 - Decreased proximity range from 12 to 9.5
 - Engine position => animation position
- **Cr.HP**
 - Decreased proximity range from 12 to 11
- **Gunshot**
 - **L**
 - Increased recovery state frames from 9 to 11
 - Increased hit stun from 24 to 26
 - Hit Advantage:
 - Link: [+4, +6] (unchanged)
 - DTC: +10 => +12
 - CH Advantage:
 - Link: [+8, +10] (unchanged)
 - DTC: +14 => +16
 - Increased block stun from 10 to 11
 - Block Advantage:
 - Link: [-10, -8] => [-11, -9]
 - DTC: -4 => -3
 - Decreased proximity range from 14 to 13
 - **H**
 - No longer has invul against airborne attacks
 - **EX**
 - Decreased followthrough state animation x movement scale from 1.0 to 0.75
 - Decreased corner push back from 2.8 to 2.0
- **Headbutt**
 - **ALL**
 - Decreased proximity range from 14 to 12
 - **EX**
 - Increased wall bounce y velocity from 0.64 to 0.675
- **Super.Punch**
 - Decreased damage from 420 to 400
 - Decreased proximity range from 14 to 12
 - Engine position => animation position
- **Cid**
 - **Health**
 - Decreased health from 1075 to 1050
 - **General**
 - Decreased medium normal attack damage from 70 to 65
 - Decreased heavy normal attack damage from 100 to 95
 - **Walk.Forward**
 - Decreased speed from 0.26 to 0.2

- **Walk.Backward**
 - Decreased speed from 0.16 to 0.155
- **St.LK**
 - Decreased proximity range from 10 to 9
- **Cr.LK**
 - Decreased proximity range from 10 to 9
- **St.LP**
 - Decreased proximity range from 10 to 9.5
- **Cr.LP**
 - Decreased proximity range from from 12 to 10
- **St.MP**
 - **Both Versions**
 - Decreased proximity range from 12 to 9.5
- **St.MK**
 - Decreased proximity range from 14 to 11.5
 - Engine position => animation position
- **Cr.MK**
 - Decreased proximity range from 10 to 8
- **Cr.MP**
 - **Both Versions**
 - Decreased proximity range from 12 to 11.5
- **Jp.MP**
 - **Charged**
 - Increased juggle value from [1, 1] to [1, 2]
- **St.HP**
 - **Both Versions**
 - Decreased proximity range from 14 to 12
 - Engine position => animation position
- **Cr.HP**
 - **Both Versions**
 - Decreased juggle value from [4, 4] to [3, 4]
 - Decreased proximity range from 10 to 9
 - Decreased juggle x velocity against airborne opponents from 0.115 to 0.1
 - Decreased juggle corner push back from 3.5 to 3.0
 - **Charged**
 - Decreased juggle x velocity against grounded opponents from 0.125 to 0.1
- **Jp.HP**
 - **Hold**
 - Decreased hold frames from 12 to 11
 - **Fast**
 - Decreased juggle value from [2, 2] to [0, 0]
 - Tied to global reset now
- **St.HK**
 - Decreased proximity range from 16 to 12
 - Engine position => animation position
- **Cr.HK**

- Increased juggle value from [1, 1] to [2, 2]
 - Decreased proximity range from 13 to 12
- **KnifeRush**
 - **All**
 - Decreased proximity range from 14 to 12
 - Extended move box top by 1.0
 - **H**
 - Decreased juggle value from [2, 2] to [1, 2]
 - **EX**
 - Increased juggle value from [2, 2] to [3, 3]
- **KnifeWheel**
 - **L**
 - Decreased damage from 105 to 100
 - **M**
 - Decreased damage from 115 to 100
 - **H**
 - Decreased damage from 125 to 100
 - **All**
 - Decreased proximity range from 14 to 12
- **Grenades**
 - **All**
 - Decreased proximity range from 14 to 9.5
- **Grenades (Projectile)**
 - **All**
 - Decreased proximity range from 8 to 6.5
 - **Regular**
 - Increased damage from 25 to 40
 - **EX**
 - Increased each hit damage from 25 to 40
- **Super Ball**
 - Decreased proximity range from 18 to 13
 - Engine position => animation position
- **Tyara**
 - **Health**
 - Increased health from 1200 to 1225
 - **General**
 - Increased health from 1200 to 1250
 - **Scale**
 - Increased from 42 to 44
 - **Walk.Forward**
 - Decreased speed from 0.165 to 0.16
 - **Walk.Backward**
 - Decreased speed from 0.12 to 0.12
 - **St.LP**
 - Decreased proximity range from 12 to 11
 - **Cr.LP**
 - Decreased proximity range from 12 to 11
 - **Cr.LK**

- Decreased proximity range from 14 to 13
- **St.LK**
 - Updated animation
 - Decreased proximity range from 14 to 13
- **St.MP**
 - 1st hitbox
 - Extended hitbox right from 8 to 8.25
 - 2nd hitbox
 - Extended hitbox right from 8.5 to 8.75
 - 3rd hitbox
 - Extended hitbox right from 8 to 8.25
 - Decreased knockdown frames from 30 to 22
 - Decreased proximity range from 14 to 13
 - Engine position => animation position
- **Cr.MP**
 - Now juggles against airborne opponents during a combo
 - Increased juggle remove value from 2 to 3
 - Juggle value still 2
- **St.MK**
 - Decreased proximity range from 14 to 13.5
- **Cr.MK**
 - Decreased proximity range from 14 to 12.5
 - Engine position => animation position
- **Cr.HK**
 - Decreased proximity range from 14 to 11
 - Engine position => animation position
- **St.HK**
 - Increased hitbox right from 9.25 to 9.5
 - Decreased corner push back from 4.2 to 3.0
 - Decreased proximity range from 16 to 13
 - Engine position => animation position
- **St.HP**
 - Decreased proximity range from 12 to 11.5
 - Retracted hitbox 1 bottom from 6.8 to 7
- **Cr.HP**
 - Decreased juggle velocity y from .76 to .68
 - Decreased proximity range from 14 to 12
 - Engine position => animation position
- **Shield**
 - **All**
 - Decreased proximity range from 14 to 12
 - **L**
 - Decreased grounded launch velocity x from -0.525 to -.4
 - Decreased juggle velocity x from -.25 to -.2
 - **M**
 - Decreased grounded launch velocity x from -0.6 to -.5
 - Decreased juggle velocity x from -.3 to -.25
 - **H**

- Decreased grounded knockdown frames from 39 to 31
 - Decreased airborne knockdown frames from 39 to 21
 - **EX**
 - Increased wall bounce y velocity from 0.6 to 0.63
- **Head Lopper**
 - **ALL**
 - Decreased proximity range from 16 to 14
 - Engine position => animation position
 - **L**
 - Increased blockstun from 26 to 27
 - Link: [+2, +5] => [+3, +6]
 - DTC +14 => +13
 - **H**
 - Decreased blockstun from 28 to 27
 - Link: [+10, +13] => [+9, +12]
 - DTC +14 => +13
 - **EX**
 - Decreased startup from 17 to 16
 - Decreased blockstun from 28 to 27
 - Link: [+10, +13] => [+9, +12]
 - DTC +14 => +13
 - **LMH**
 - Decreased knockdown frames from 30 to 17
 - Can now hit a knocked down opponent
- **Flying Goddess**
 - **LMH**
 - Decreased landing recovery frames from 20 to 15
 - **All**
 - Retracted hitbox right from 4 to 3.25
 - Retracted hitbox top from 11 to 9.5
- **MeteorGoddess.Super**
 - Reduced input sequence from 720 to 540
 - Requires one less direction
- **Wardance Super**
 - Decreased proximity range from 18 to 14
- **Dog**
 - **General**
 - Increased medium normal attack damage from 50 to 55
 - Increased heavy normal attack damage from 80 to 85
 - **Walk.Forward**
 - Decreased speed from 0.24 to 0.2
 - **Walk.Backward**
 - Decreased speed from 0.15 to 0.145
 - **St.LP**
 - Decreased block stun from 11 to 10
 - Block Advantage:
 - Link: [+0, +2] => [-1, +1]
 - Decreased proximity range from 12 to 10

- **Cr.LP**
 - Decreased hit stun from 16 to 15
 - Hit Advantage:
 - Link: [+5, +7] => [+4, +6]
 - CH Advantage:
 - Link: [+7, +9] => [+6, +8]
 - Decreased block stun from 12 to 11
 - Block Advantage:
 - Link: [+1, +3] => [+0, +2]
 - Decreased proximity range from 12 to 10
- **St.MP**
 - Reduced proximity range from 12 to 10
 - Engine position => animation position
- **Cr.MP**
 - Decreased push back from 2.25 to 2.0
 - Proximity range
 - Engine position => animation position
- **St.MK**
 - Decreased startup state frames from 9 to 8
 - Decreased juggle x velocity from 0.25 to 0.225
 - Increased juggle y velocity from 0.175 to 0.185
 - Decreased juggle value from [2, 2] to [1, 2]
 - Decrease proximity range from 14 to 12
 - Engine position => animation position
- **Cr.MK**
 - Decreased startup state frames from 8 to 7
 - **1st Hit**
 - Retracted hit box right from 5.0 to 4.75
 - Decreased push back from 2.25 to 2.0
 - **2nd Hit**
 - Extended hit box right from 6.0 to 6.5
 - Proximity range
 - Engine position => animation position
- **Cr.HP**
 - Decrease proximity range from 14 to 12
 - Engine position => animation position
- **St.HP**
 - Decrease proximity range from 14 to 12
 - Engine position => animation position
- **St.HK**
 - Decreased juggle y velocity from 0.525 to 0.485
 - Decreased juggle y acceleration from 0.025 to 0.0225
 - Decreased proximity range from 14 to 12
 - Engine position => animation position
- **Cr.HK**
 - Decreased proximity range from 14 to 12
 - Engine position => animation position
- **Cr.Bk.HK**

- Decreased initial startup state frames from 10 to 6
- Increased airborne startup state frames from 14 to 16
 - Total startup frames decreased from 24 to 22
- Broke active state into separate active / followthrough airborne states (hit box was only active for 3 / 5 frames)
- Now moves slightly forward during grounded startup
- Airborne states now use standing hurt / grab / move box sizes
 - Will no longer corpse hop
- Can no longer cross up
- Decreased juggle value from [3, 3] to [2, 3] (require, remove)
- Increased hit stun from 17 to 18
- Hit Advantage:
 - Link: [+1, +3] => [+2, +4]
- CH Advantage:
 - Link: [+4, +6] => [+5, +7]
- Decreased block stun from 11 to 10
- Block Advantage:
 - Link: [-5, -3] => [-6, -4]
- Decreased proximity range from 14 to 12
 - Engine position => animation position

■ Run

- All
 - Now cancellable into Regular.JTC
- M
 - Decreased active state x velocity from 0.45 to 0.4
- H
 - Decreased active state x velocity from 0.55 to 0.5
- EX
 - Decreased active state x velocity from 0.6 to 0.5
 - No longer cancellable into Dash.JTC

■ Run -> Slide

- Both
 - Broke startup state into two states
 - No longer lowers hurt box during initial startup state
 - Decreased proximity range from 14 to 12
 - Engine position => animation position
- Regular
 - Decreased knockdown frames from 14 to 10
 - Decreased recovery state frames from 13 to 9
 - Block Advantage:
 - Link: [-12, -1] => [-8, +3]
 - DTC: -2 (unchanged)
- EX
 - Decreased knockdown frames from 14 to 12

■ Run -> Mid Strike

- Both
 - Decreased proximity range from 14 to 12
 - Engine position => animation position

- **Regular**
 - Decreased recovery state frames from 5 to 4
 - Decreased hit stun from 24 to 23
 - Hit Advantage:
 - Link: [+3, +5] (unchanged)
 - DTC: +10 => +9
 - CH Advantage:
 - Link: [+7, +9] (unchanged)
 - DTC: +14 => +13
 - Block Advantage:
 - Link: [-9, -7] => [-8, -6]
 - DTC: -2 (unchanged)
- **Run -> Leap Strike**
 - **Both**
 - Airborne states now use standing hurt / grab / move boxes as a base
 - Decreased proximity range from 14 to 12
 - Engine position => animation position
 - Extended movebox top by 1.0
 - **EX**
 - Now retains EX.Run armor for grounded startup state
 - Increased hit stun from 20 to 21
 - Hit Advantage:
 - Link: [+4, +7] => [+5, +8]
 - CH Advantage:
 - Link: [+8, +11] => [+9, +12]
- **PinWheel**
 - **EX**
 - Decreased proximity range from 12 to 9
 - Engine position => animation position
- **PinWheel -> Dive**
 - **Both**
 - Decreased spike corner push back from 5.9 to 4.0
 - Decreased proximity range from 12 to 10
 - Engine position => animation position
 - **Regular**
 - Now causes a hard knockdown against juggle opponents
 - No longer causes a ground bounce
 - Decreased juggle value from [0, 2] to [0, 1]
- **PinWheel -> Slide**
 - **Both**
 - Decreased proximity range from 14 to 12
 - Engine position => animation position
- **Agent**
 - **Scale**
 - Increased from 40 to 41
 - **Walk.Forward**
 - Decreased speed from 0.25 to 0.19

- **Walk.Backward**
 - Decreased speed from 0.16 to 0.155
- **Jump Startup**
 - Updated animation
- **JTC**
 - Updated animation
 - **Dash**
 - Fixed attack going into Hop version instead of Dash version
- **St.LP**
 - Decreased proximity range from 10 to 9
- **Cr.LP**
 - Decreased proximity range from 10 to 9
- **St.LK**
 - Decreased proximity range from 12 to 10
 - Engine position => animation position
- **St.MP**
 - Decreased proximity range from 12 to 10
- **Cr.MP**
 - Decreased proximity range from 12 to 11
- **Cr.MK**
 - Decreased proximity range from 14 to 12
 - Engine position => animation position
- **St.MK**
 - Decreased proximity range from 14 to 11
 - Engine position => animation position
- **Fwd.MK**
 - Decreased proximity range from 14 to 9
 - Engine position => animation position
- **Fwd.MK->HK**
 - Decreased proximity range from 12 to 11.5
 - Engine position => animation position
- **Cr.HP**
 - Decreased proximity range from 14 to 10
- **St.HP**
 - Decreased proximity range from 14 to 10
 - Engine position => animation position
- **St.HK**
 - Decreased proximity range from 14 to 11.5
 - Engine position => animation position
- **Fwd.HK**
 - Decreased proximity range from 14 to 13
 - Engine position => animation position
- **Cr.HK**
 - Decreased proximity range from 14 to 13
 - Engine position => animation position
- **Lunar.Disc**
 - **All**

- Decreased proximity range from 14 to 11
- **Lunar.Disc (projectile)**
 - Decreased proximity range from 12 to 8
- **Crescent.Splits**
 - **All**
 - Decreased proximity range from 16 to 12
 - Engine position => animation position
- **Crescent.Kicks**
 - **All**
 - Decreased proximity range from 12 to 10
 - Engine position => animation position
 - **L / M / H**
 - Retracted initial hit box right from 2.75 to 2.5
 - **EX**
 - Retracted initial hit box right from 3.25 to 3.0
- **Lunar Geiser**
 - Decreased proximity range from 30 to 16
- **Legendary Agent**
 - Decreased proximity range from 30 to 10
 - Engine position => animation position
- **Maxx**
 - **Health**
 - Increased health from 1150 to 1175
 - **Scale**
 - Increased from 47 to 49
 - **Walk.Forward (Normal)**
 - Decreased speed from 0.19 to 0.16
 - Updated animation
 - **Walk.Backward (Normal)**
 - Decreased speed from 0.135 to 0.135
 - **Walk.Forward (Buffed)**
 - Decreased speed from 0.14 to 0.12
 - Updated animation
 - **Walk.Backward (Buffed)**
 - Decreased speed from 0.1 to 0.1
 - **Dash.Forward**
 - Increased animation x movement scale from 0.75 to 0.85
 - **Dash.Back**
 - Decreased animation x movement scale from 1.005 to .95
 - **JTC**
 - Updated animation
 - **Cr.LP**
 - Extended hit box right from 4.25 to 4.5
 - Decreased followthrough state frames from 9 to 8
 - Decreased recovery state frames from 3 to 2
 - Decreased hit stun from 19 to 18
 - Hit Advantage:
 - Link: [+6, +7] => [+7, +8]

- CH Advantage:
 - Link: [+8, +9] => [+9, +10]
- Decreased block stun from 15 to 13
- Block Advantage:
 - Link: [+2, +3] (unchanged)
- Decreased proximity range from 10 to 9.5
- **Cr.LK**
 - Increased proximity range from 10 to 11
- **St.MP**
 - Extended hit box right from 5.0 to 5.25
 - Decreased proximity range from 12 to 10.5
- **Fw.MP**
 - **Both Versions**
 - Extended hit box right from 5.0 to 5.75
 - Retracted hurt box bottom from 0.0 to 3.0
 - Extended active state hurt box right from 4.25 to 4.75
 - Extended followthrough state hurt box right from 5.0 to 5.5
 - Decreased proximity range from 12 to 11.5
 - Engine position => animation position
- **Cr.MP**
 - Extended first hit box right from 5.9 to 6.15
 - Decreased proximity range from 12 to 11
- **St.MK**
 - Extended hit box right from 7.5 to 7.75
 - Decreased proximity range from 14 to 11
 - Engine position => animation position
- **Cr.MK**
 - Updated animation
 - Extended hit box right from 8.35 to 8.75
 - Decreased proximity range from 16 to 12
 - Engine position => animation position
- **St.HP**
 - Decreased push back from 2.5 to 2.25
 - Extended hit box right from 7.0 to 7.25
 - Decreased proximity range from 14 to 12
 - Engine position => animation position
- **Fw.HP**
 - Decreased proximity range from 14 to 11
 - Engine position => animation position
 - **Fast**
 - Extended hit box right from 6.0 to 6.5
 - **Charged**
 - Extended hit box right from 6.5 to 7.0
- **Cr.HP**
 - Extended hit box right from 8.5 to 8.85
 - Decreased proximity range from 16 to 13
 - Engine position => animation position

- **St.HK**
 - Decreased proximity range from 14 to 12
 - Engine position => animation position
- **Cr.HK**
 - Decreased juggle corner push back from 3.0 to 2.75
 - Decreased proximity range from 12 to 11.5
- **Buff-U**
 - **All Versions**
 - Decreased recovery state frames from 18 to 16
- **Buff-U (projectile)**
 - Enabled proximity guard
 - Decreased proximity guard from 8 to 6
- **HornyToad**
 - **All**
 - Decreased proximity range from 16 to 10
 - Engine position => animation position
- **HookSwing**
 - **All**
 - Extended move box top by 0.75
 - Decreased proximity range from 14 to 12
- **Last Call**
 - **Normal**
 - Decreased proximity range from 30 to 20
 - Engine position => animation position
- **Arnold**
 - **Scale**
 - Increased from 33 to 34.5
 - **Walk.Forward**
 - Decreased speed from 0.14 to 0.12
 - **Walk.Backward**
 - Decreased speed from 0.1 to 0.1
 - **JTC**
 - **Dash**
 - Fixed attack going into Hop version instead of Dash version
 - **St.LK**
 - Decreased proximity range from 12 to 11
 - **Cr.LK**
 - Decreased proximity range from 12 to 11
 - Engine position => animation position
 - No longer chainable into SquatKicks when parried
 - **SquatKicks**
 - Decreased proximity range from 12 to 11
 - Engine position => animation position
 - No longer chainable into SquatKicks when parried
 - **Jp.LK**
 - Extended hit box right from 3.5 to 3.75
 - Increased hit stun from 14 to 16

- **St.MP**
 - Engine position => animation position
- **Cr.MP**
 - Decreased proximity range from 15 to 14.5
 - Engine position => animation position
- **Db.MP**
 - Updated animation
 - Decreased proximity range from 10 to 9.5
 - Engine position => animation position
 - Increased startup state x velocity .2 to .4
 - Increased hitbox right from 4.15 to 4.9
 - Decreased followthrough state frames from 15 to 13
 - Decreased recovery state frames from 7 to 5
 - Hit Advantage:
 - Link: [-2, +0] => [+2, +4]
 - DTC: +6 (unchanged)
 - CH Advantage:
 - Link: [+1, +3] => [+5, +7]
 - DTC: +9 (unchanged)
 - Block Advantage:
 - Link: [-6, -4] => [-2, +0]
 - DTC: +2 (unchanged)
 - Added followthrough state extended hurtbox
- **B.MP**
 - Decreased proximity range from 10 to 9.5
- **Cr.MK**
 - Decreased proximity range from 12 to 10
 - Engine position => animation position
- **B.HP**
 - Decreased proximity range from 10 to 9
 - Engine position => animation position
- **St.HP**
 - Decreased proximity range from 12 to 11
 - Engine position => animation position
- **Jp.HP**
 - Increased block stun from 16 to 18
 - Can now cancel recovery into EX.BackBoost on hit
- **St.HK**
 - Extended hit box right from 8.85 to 9.0
 - Extended hurt box right from 7.5 to 8.0
 - Decreased proximity range from 14 to 12.5
 - Engine position => animation position
- **Cr.HK**
 - Decreased proximity range from 12 to 10
- **DiveBomber**
 - Decreased proximity range from 12 to 9
 - Engine position => animation position
- **Battery Discharge**

- **All**
 - Decreased juggle corner push back from 7.0 to 6.0
 - Decreased proximity range from 14 to 11.5
 - Engine position => animation position
 - **L**
 - Decreased initial startup state frames from 7 to 4
 - Total startup frames decreased from 13 to 10
 - **MH**
 - Removed proximity from initial startup state
 - **RapidTaser**
 - Decreased proximity range from 14 to 12
 - Engine position => animation position
 - **Energy Turret (projectile)**
 - **All**
 - Decreased proximity range from 12 to 7
 - **Energy Turret**
 - **All**
 - Increased proximity range from 0 to 10
 - **EX**
 - Fixed second-hit not landing when used point-blank in the corner
 - **Drive Super**
 - **Grounded**
 - Decreased proximity range from 14 to 12
 - **Air**
 - Decreased proximity range from 30 to 12
- **Gat**
 - **Scale**
 - Increased from 40 to 41.5
 - **Walk.Forward**
 - Decreased move speed from 0.22 to 0.17
 - **Walk.Backward**
 - Decreased move speed from 0.14 to 0.13
 - **Dash.Forward**
 - Decreased animation x movement scale from 0.95 to 0.85
 - Decreased followthrough state frames from 6 to 5
 - Total frames decreased from 18 to 17
 - **St.LP**
 - Decreased proximity range from 10 to 9.5
 - **Cr.LP**
 - Decreased proximity range from 10 to 9.5
 - **St.LK**
 - Engine position => animation position
 - **Cr.LK**
 - Increased proximity range from 10 to 10.5
 - **St.MP**
 - Decreased proximity range from 12 to 10
 - Engine position => animation position

- **Cr.MP**
 - Extended hit box right from 5.5 to 5.75
 - Decreased proximity range from 12 to 10
 - Engine position => animation position
- **St.MK**
 - Increased movement distance
 - Decreased proximity range from 12 to 10
- **Cr.MK**
 - Extended hit box right from 6.5 to 6.75
 - Decreased proximity range from 12 to 11
 - Engine position => animation position
- **St.HP**
 - Decreased juggle value from [3, 3] to [2, 3]
 - Extended initial hit box top from 8.0 to 8.25
 - Decreased proximity range from 14 to 10.5
 - Engine position => animation position
- **Cr.HP**
 - Decreased juggle corner push back from 3.25 to 2.75
 - Decreased proximity range from 12 to 9
 - Engine position => animation position
- **Cr.HK**
 - Decreased proximity range from 14 to 12
 - Engine position => animation position
- **Fwd.HK**
 - Disabled initial startup proximity
 - Decreased proximity range from 12 to 10
 - Engine position => animation position
- **St.HK**
 - Decreased juggle corner push back from 3.0 to 2.0
 - Decreased juggle x velocity from 0.15 to 0.125
 - Decreased proximity range from 12 to 10
 - Engine position => animation position
- **Prism Cell**
 - **All**
 - Decreased proximity range from 14 to 12
 - Engine position => animation position
 - Enabled followthrough state proximity
 - **M / H / EX**
 - Decreased juggle corner push back from 3.0 to 2.5
 - Decreased juggle x velocity from 0.075 to 0.065
 - **H**
 - Increased damage from 100 to 140
 - **EX**
 - Decreased damage from 140 to 120
- **Levitate -> Air Reaper**
 - Decreased juggle value from [1, 3] to [1, 2]
- **Levitate -> Air Stake**
 - Decreased startup state frames from 14 to 12

- **Gem**
 - **LMH**
 - Increased fx size from 30 to 34
 - **EX**
 - Decreased corner push back from 7.0 to 6.0
 - Increased wall bounce x velocity from 0.025 to 0.05
 - Decreased proximity range from 14 to 11
 - Enabled followthrough state proximity
- **Game**
 - **Graphics Options**
 - Added "Update Type" option
 - Default: newer frame limiting method, allows vsync
 - Legacy: older method, does not allow vsync
 - Allows to switch between the new and old frame limiting methods, in case players are having performance issues
 - Added support for non 16:9 screen resolutions
 - Makes it possible to play correctly on 4:3, 16:10 and other aspect ratio monitors
 - Renders black bars to maintain the 16:9 ratio