

MovementPlus Tech Details

This is meant to be a short introduction to the various new movement tech you can perform and slightly more in depth explanations of the vanilla changes.

Vanilla Changes

Carpet sliding or super sliding as the code in the game calls it has had its speed increased and it will continually increase in speed the longer you slide on them. These will no longer set you to a slower speed than when you went in, so if you have loads of speed and slide on these you will retain that speed.

Vert ramps (quarter pipes) now no longer set your speed to a flat amount, it is now based on your total speed when you first touch them and the height you get upon jumping is based on 60% of your total speed.

The maximum speed your character can fall has been increased to allow for less time spent in the air overall and a more useful fast fall. The vanilla default is 20 if you want to bring it back to the normal level.

Ground tricks have significantly lower deceleration, this means that tricking during a manual will retain more speed than just riding the manual out. To make this feel a little nicer movestyles (inlines, skateboard, bmx) can now jump out of ground tricks as well, on foot cannot jump out of ground tricks however.

Grinding no longer has any deceleration, however due to how corners work you may lose some speed when changing direction.

The air dash (jumping while in the air) would normally set your speed to a flat amount if you try to change direction too much. It has now been changed to retain at bare minimum 50% of your speed, if you change direction less than a full 180 you will retain more than that.

Hard corners on rails normally set your speed to a flat amount, this has been changed to give a smaller amount of speed per hard corner but also increasing the maximum amount of speed you can gain from hard corners.

Boosting is now set to your total speed, so if you boost while moving very quickly the boost will retain that speed. Since this is based on your total speed and just your forward speed you can use other methods of gaining vertical speed to convert that into forward speed (for example one of the new mechanics the fast fall).

New Mechanics

A frameboost is performed on either wallrides or rails, to perform one you simply need to jump as soon as or very shortly after starting a wallride or grind. If done correctly you will get some points for performing the trick and a decent amount of extra speed. The speed gained from wallrides is higher than the speed gained from rails.

The super trick jump is performed only in on foot mode, simply perform a ground trick and then jump at the end of the trick. This jump is normally in vanilla but MovementPlus allows this boosted jump height to scale with your forward speed. This can allow you to reach some normally just out of reach areas, or to jump really high if you have a lot of speed.

Perfect manual is performed by timing a manual press just before landing on the ground. This will give you an extra trick and some speed, this does have a speed cap and while it will not slow you down it may not give you speed if you're above the cap.

Fast fall is exactly what it sounds like, it allows you to fall fast. To perform you need to be in the air and you need to be currently falling, if you're moving upwards like with a jump you cannot perform a fast fall until you begin to descend.

The rail goon is likely the one that isn't immediately apparent to you, but it's not super complex at least for a basic understanding. To perform one find a rail with a very clear start point, not the middle of a rail it has to be the beginning, you need to time a boost with the moment you land on the start of a rail. If done correctly you should gain a large amount of speed in an instant. The timing can be a little tricky and some rails can be harder than others, to make it even more complex some rails and even how closely you match the boost to the moment you touch the rail can change the speed dramatically.

In Conclusion

I know some of this is a little broad and doesn't go very in depth with how exactly these things work or how they work with each other but consider this as just a tutorial on how to do these things and not how to use these things.

If this wall of text is a little too much for you or if you just learn better visually, video content that covers the mechanics is coming soon including some more advanced interactions not included here.