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Arcade stick ball top or bat

Author Topic: Ball top vs. Bat top opinions (Read 10314 times) 0 Members and 1 Guest looking at this topic. Post this topic Print Pages: [1] Hey guys, sorry to post this in the UMVC 3 thread but I just need some opinions from some of the advanced players in the forum regarding a fight stick. Yesterday I finally bought my first fight stick and Im dropping the 360 pad. Here it is: Well Ive been in the training room for about 2 hours so far with the stick and Im having a small problem. My qcf inputs only come out as 30% of the time. Anyway I know I need to practice a little more to get it down to a t but growing up I was used to MVC and MVC2 in the arcades with the bat top and the guy that I bought the stick from gave me a bat top for free with the stick. iaf, my question is ... What do you prefer as far as ball tops/bat tops? Does it make it easier as far as entrances with a bat top? Also would like to know if you think I got a good deal on the stick. I bought it for \$120 and the guy had it for less than a year and only played with it like 6-7 times. I hope I wasn't fooled :). Again sorry to post this here but I really want the opinions of UMVC3 players is that this is the fighting game I mainly play. I personally prefer battop as opposed to ball-top. Like you I also grew up playing games with a bat-top stick and that's what I got used to. I can grasp it better (giggity) and it feels more responsive to me. But the most just preference. Why drop you pad? 2 hours is not close enough time to get used to anything. It's just not wise to blame any questions on the stick when there's no way the heck that you're used to it yet. You here most people claim that it takes between one and two months to become floating on a stick. At that point, you can decide if you want different parts. What flying said give it time ... at least up to a month then you can decide if the bat top is better. I personally prefer battop as opposed to ball-top. Like you I also grew up playing games with a bat-top stick and that's what I got used to. I can grasp it better (giggity) and it feels more responsive to me. But the most just preference. Why drop you pad? The 360 pad in my opinion is the worst pad to play fighting games. I went through 2 pads already because the joystick got loose and the other d-pad broke off. Also I've never been able to take my game to the next level because I feel the pad is pretty much stopping my ability to pull off the harder combos (especially for Dante). Even though I reached the 3rd master with the cushion, I want to start going to local tournaments and leveling up my game in that sense. Btw I remember you lol you are that guy with the mean hagar who talked shit to me a couple of times. Nc hard feelings over here homie. Your hags are creepy. Bat top or ball is entirely personal preference. Whichever you prefer is more than the one you will be the best at. Personally? I can't stand the bats. Welcome to the stick camp anyway. I just got away from my X360 pad myself (although I'm back at it now while Hori fixes my stick). Guess I'm a hybrid player now because I'm fully competent with both, but there's some stuff I just really don't care about without my stick=: Just like you, I grew up with arcade machines using bat tops but when I bought my first fight stick I realized how good the ball top was. At least for me, the bat top made it much easier to pull combos like Magneto's ROM. Almost everything that needs super jumps like Viper's square jump, Magneto's loops and even things like swapping weapons with Amaterasu is easier. With a bat mustp, the movement has a slightly longer distance, but the ball top makes it faster and helps you achieve a cleaner workmanship. But that's just my opinion. Longer distance (throw) can not be caused by the simple choice of topper on a stick. You need to change the stick itself, and not just the top, to change the throw. Sure, the way you hold the stick can make it feel that way. I like the ball tops. That's probably because I personally prefer to keep the ball top as if it were a glass of wine. I feel like I have better inputs that way. You should probably look up arcade stick guides on how to hold the stick and stuff. It took me at least two weeks to get used to using the arcade stick in SSF4 AE. It should probably take less for UMVC3 because that game is far less execution heavy (I have both), but a good way for me to work out was to not play the games as much and just practice holding the arcade stick in front of my computer at a desk. I would watch YouTube vids and constantly practice doing the quarter circle, double quarter circle, and shoryuken movements while I watched vids. You want to hear every single click every time you make each move. If it's a quarter circle, you should hear one click to go down, another for diagonal downwards, another for whatever direction the quarter circle movement is in, and one last click for the stick returning to neutral mode. Start slowly, to get each click out of the stick, and then constantly increase the speed until the movement is second nature, almost like pressing a button. The same goes for shoryuken movements as well. Doing this helped me clean up my shake a lot. I got the idea from my freshman year when I used to practice drumline stuff on a drum pad while watching YouTube videos. I'm still having problems with qcf inputs idk why I can't seem to grab the ball top in a comfortable position I was a great MVC1/MVC2 player and I played on Happ Sticks. After a 5-year hiatus from fighters, I bought a TE just like the one you have, with the ball top and clicky inputs. I spend hours on hours of time on this stick and... I hate them. Like you, I have a lot of questions doing QCF motions on it. I the ball for a bat, which helped a bit, but the stick is still to low for my my and the hate click inputs. These new sticks are my biggest barrier to rejoining the fighting scene. It's already hard enough to get used to sitting down when playing fighters. Sigh... I use a ball top but I keep it as a bat top. It's super personal preference. +1 to what FlyingVe said. Give yourself some time to get used to using a stick before deciding bat vs ball-top. I will say this tho, I picked up my TE last year and growing up playing fighting games in American arcades, I already had bat-top and octo gate ready to drop in. I actually ended up switching back to the ball-top and square gate because I felt I got more consistency out of it. Hey guys, sorry to post this in the UMVC 3 thread but I just need some opinions from some of the advanced players in the forum regarding a fight stick. Yesterday I finally bought my first fight stick and Im dropping the 360 pad. Here it is: Well Ive been in the training room for about 2 hours so far with the stick and Im having a little problem. My qcf inputs only come out as 30% of the time. Anyway I know I need to practice a little more to get it down to a t but growing up I was used to MVC and MVC2 in the arcades with the bat top and the guy that I bought the stick from gave me a bat top for free with the stick. iaf, my question is ... What do you prefer as far as ball tops/bat tops? Does it make it easier as far as entrances with a bat top? Also would like to know if you think I got a good deal on the stick. I bought it for \$120 and the guy had it for less than a year and only played with it like 6-7 times. I hope I wasn't fooled :). Again sorry to post this here but I really want the opinions of UMVC3 players is that this is the fighting game I mainly play. For future reference all controller related questions should be asked in TechTalk. And it takes a while to adjust to hold if you're not used to it, as well as adapt to a Sanwa/square gate/ball top if you're used to American arcades and their Happ sticks. Just keep practicing. And I'm all too balltop for a great variety of reasons... including Science! Lot. QCF inputs are EZ on a ball top u just need to get a grip, I used to use wineglass grip (stick between middle and ring finger) and I switched to daigo grip (stick between ring and pinky finger) because I played better on it. u gotta get a grip that you are good with both p1 and p2 sides. also do not ride the gate to the TE stick when making QCF inputs, it must be floating, a nice curve movement, nothing more nothing less. whenever you have problems with a move u should practice it in training mode pick magneto, do 30 disruptors on p1 side and 30 disruptors on p2 side. if you mess up on either side, RESTART. a lot of ppl use the ball top and have no problem, u should just think for yourself if they can it, you can do it too. Once you master the ball top you can play a anyones ball top stick and all Japanese cabin. I was big MVC1/MVC2 player and I played on the Sticks. After a 5-year hiatus from fighters, I bought a TE just like the one you have, with the ball top and clicky inputs. I spend hours on hours of time on this stick and... I hate them. Like you, I have a lot of questions doing QCF motions on it. I swapped the ball for a bat, which helped a bit, but the stick is still low for my taste and hate click inputs. These new sticks are my biggest barrier to rejoining the fighting scene. It's already hard enough to get used to sitting down when playing fighters. Sigh... Real talk, we need arcade pegs with adjustable telescopic legs built into the bottom panel. I grew up with bat tops in the arcade, so I feel much more comfortable with it. I had problems with different inputs until I got the bat top, then it was immediately close to perfect. Real talk, we need arcade pegs with adjustable telescopic legs built into the bottom panel. Tech Talk has you covered. I've seen several examples of people who have installed arcade parts in cheap collapsible coffee tables. If you have the tools and are not a complete retard it is a very simple project. It is also worth noting that the rubber feet of te sticks can be removed so that with some planning (see also: to measure carefully) the stick can be screwed down to a surface. Also there are some guys who there do (not sure if still do) TE stick stands. What I'm basically accessing is that there are many options out there for those interested. yes it woud be nice to have a sturdy stick tripod. Do you all know of any threads where I could see these stands? yes it woud be nice to have a sturdy stick tripod. Do you all know of any threads where I could see these stands? TEFightStands Proposal Box: Tech Talk Hi Everyone, I'm Justin from TEFightStands.com. Looking for some feedback from the gaming community. Someone linked us to a thread where we had been mentioned and I started talking to some forum members and getting some good feedback. I send you an open invitation to give me any feedback you have about everything we do, the design of our stands, our color designs, how I should use Comic Sans on my website =) Everything you want to tell me I will listen. I feel some good changes have ... And voila. next page → →

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