

BHOP SCHOOL “LONG ROAD”

BASIC COURSE OF BUNNY-HOPPING

Introduction

History

- ❖ Jumps, as such, it appears from the time of Quake.
- ❖ It was there that it began to take its first steps.

Then, jumping seamlessly moved to the Half-Life and, therefore, further in Counter-Strike.

(L4D, Portal, TF2, Garry's Mod, COD series,

Main

- ❖ The full name of this technique Bunny Hop (Jumping Rabbit) by the people it is simply referred to as bunny hopping.

In bhop based on strafe's equipment.

Bhop master perfectly possible, since this 25% randomly action and only 75% dependent on our actions, depending on the situation.

BHOP SCHOOL “LONG ROAD”

BASIC COURSE OF BUNNY-HOPPING

Theory

I. Abbreviations / Glossary

- ❖ **BunnyHop / Bhop:** Kind of hops; consecutive jumps without stopping.
- ❖ **MultiStrafe / MS:** Allows you to pick up speed fast Airstrafes.
- ❖ **CheckPoint / CP:** The process of learning cards.
- ❖ **ResetJump / RJ:** Allows you to jump to the block that is higher than 64 units.
- ❖ **LongJump / LJ:** Every jump that is more than 220 units (or can not be performed simply by pressing W + jump). Although many of the people to LJ credited jumping more than 240 units.
- ❖ **TeleJump / TJ:** Technique departure from the teleport without losing speed.
- ❖ **Speed on the sixth jump / SSJ:** Verify the speed of the sixth jump.
- ❖ **StuckJumping / SJ:** Used to speed deforming physics object.
- ❖ **Collision Boosting / CB:** Increased speed and height of the oblique object.
- ❖ **Weird Jump / WJ:** Jump on a great distance using a jump from the bottom surface.
- ❖ **Ladder BunnyJump / LdBJ:** Speed jump from a ladder.
- ❖ **Crouch Jump Combo / CJC:** Combination jumps pressing duck.

II. Basic knowledge / Motion Technology

Fastrun

- ❖ Standard running speed is 250 units per second.
- ❖ Fastrun - running technique, which allows to run faster than 250 units.
- ❖ Press and hold down the "W" for the beginning of the movement, turn the sight of about 45 degrees to the side and press the "A" or "D" (depending on the direction). If you do everything right, you will be able to overclock speeds of up to 270 units per second (Performed with a knife or with USP / GLOCK weapons).

Walrun

- ❖ Wallrun - running along the wall technique that allows to speed up to 278 units per second.
- ❖ This time you have to run along the wall, looking at her and the gun rotated by 45 degrees, but without pressing "A" or "D". If you do everything right, then you will be able to overclock speeds of up to 278 units per second.

Multistrafe / MS

- ❖ MultiStrafe - fast movements Airstrafes to accelerate. It is used for short distances. At large distances is not used, because the synchronization (sync) is lost during fast movements.

Single strafe

- ❖ Single Strafe - is prestrafe (see the next section), And then made a jump at the end of the race you must press duck.

Double strafe

- ❖ Double Strafe - is prestrafe (see the next section), And then made the jump and 2 aistrafes, at the end of the race you must press duck.

Triple strafe

- ❖ Triple Strafe - is prestrafe (see the next section), And then made the jump and 3 aistrafes, at the end of the race you must press duck.

Airstrafes (Strafes in the air)

- ❖ To perform Airstrafe correctly, you have to jump and move the mouse in the same direction in which you are strafing (if the mouse to the right - the “D”, if the left - the “A”, please carefully - if you do not get to combine these movements will not be as such synchronization (sync), then the desired result you will not get).

Prestrafe for longjumps

- ❖ Prestrafe - a technique / movement which gives acceleration to jump (Fastrun) and allows you to jump far. You can jump into the distance 239 units without using strafe (Airstrafe) (would add images with and without airstrafe), if he prestrafe executed with maximum precision. Study Prestrafe far more important than studying LongJump as a whole for a beginner, because with a good Prestrafe you can pass all light maps, and even jump from 230 to 235 units.

Prestrafe for longjumps

- ❖ You should start to run directly by pressing the "W" key (strictly for beginners, but if you become more advanced Longjumper, then you will understand the physics of CS should be and can try different embodiments for the experience) diagonally to the edge of the block.
- ❖ After half of the distance you have to press the "D" or "A" (depending on the direction) to start running smoothly at an angle.
- ❖ Continue holding both buttons and run on an angle up until he reaches the edge of the block, and at the same time release the "W" and jump while holding "D" or "A", which will serve as the first (until the first) airstrafe.

Prestrafe for longjumps

❖ Important:

While performing all actions, it is important to locate the sight changed exactly on the implementation of Prestrafe axis, in short, **it is necessary** to move the mouse **along with** the change in your point of view very smoothly. This will give you some extra acceleration and will serve as a very important element for a good performance Prestrafe. If you do it too fast or too slow - you do not get the acceleration, but on the contrary - it may even slow you down. **Good explanation**

❖ So, just what did you learn about one of the most common mistakes that beginners make, press the right buttons enough easy compared to accurately-aimed mouse.

Prestrafe for simple jumps

- ❖ Most jumps on light or medium maps (sort of maps you can see on the specially-created servers for beginners) is much simpler in design than looks. Good Prestrafe - the key to success. Try to find the optimal path for takeoff before the jump. In most cases, you will have to run through the block diagonally and make Prestrafe on a small piece of space that you provided. (kz maps ?)

Slide / Surf

- ❖ Slide - is performed on an incline "sliding" surface configuration "sv_airaccelerate 10" (legal setting for kz) Surf - Is performed on an incline "sliding" surface configuration "sv_airaccelerate 100" (illegal setting for kz). Surf's much easier to do than the Slide.

Note: There are specially-created maps for the slide and surf.

Slide / Surf

❖ Performance:

1. Hold the "W" button and look up when we rise.
2. presses sideways to the surface and hit the appropriate button for keeping sight exactly to slide right, just below omit - will go down, slightly higher - up (the ability to roll back at too great an angle and low speed, so that the practice).

Note: Slide requires more fps for a stable and clear control if fps is small, then you'll be more likely to fall and make mistakes (unstable control), or just slide down, even if you do everything right.

Useful addons

- ❖ **CheckPoint** - study map, by preserving places on the map.
- ❖ CheckPoint can be a useful tool in an attempt to make a hard jump on the map to further passing the card - to run it without problems, as with CheckPoint's you do not have to fall and pass the card again, but by doing so you slow down your learning process. In an attempt to make the same jump over and over again, you'll get some kind of experience of this, which will help you in the future to improve your movement skills on the map and to cope with the upcoming unknown difficulties (the ability to find the right path, and execute without any difficulties). (make points with advantages and disadvantages)
- ❖ Also used to hone any necessary BHOP-combination.
- ❖ With CheckPoint's make up the route of the map

III. Advanced techniques

- ❖ Bhopping - one of the most important elements in Kreedz / kz, every successful jumper is able to perform high-quality and fast Bhop. You will need a good skill to pass Bhop and Climb maps faster than jumps them.
- ❖ Bhopping - it's more than just a continuous jumping. You a deployed by airdrop, while you do bhop, for speed dialing, or you will simply lose it.

ResetJump / RJ

- ❖ ResetJump - is a technique that takes practice to learn, allowing to climb to the height of the platform above 64 units. (**develop the info between stamina (default game settings) and ezhop settings**)
Proper execution: Make the jump and land with duck and duck abruptly let go.
- ❖ Also used during Bhop on blocks that are below the next 32 unit. It is necessary that the blocks are adjacent to each other, and have the necessary speed to fly to the block which is higher.
- ❖ Running along the same lines.

Longjump / LJ

- ❖ LongJump - a combination of two techniques that we have learned in the beginning of the article (Prestrafe and Airstrafe). You must start with a good quality and Prestrafe and add a little Aistrifes (if you are doing a lot of Aistrifes - it will be called Multistrifes).
- ❖ With good Prestrafe and 2-3 Multistrifes, you should feel free to jump 240 **units** or more. (**Talk about units/blocks difference, make images fitting this background. A picture is worth a thousand words**) If you want to improve a skill you need to train both techniques. Prestrafe, and more importantly, - Multistrifes, just as and synchronization (better synchronization, the more effective will be your strafes).

Longjump / LJ

*Note: The best way to practice your strafes, is run big cards with big rooms (de_nuke, de_cbble) and gravity to put value to 0 (sv_gravity "0"). If gravity 0 just jump - you are "stuck" at the top of the card (**image before gravity set and after**), so as you can not escape, while in the air, for the movement will have to do strafes. In this case, you will feel the acceleration and the good of your strafes instantly become clear and you will see the difference.*

Telejump / TJ

- ❖ TeleJump – (also known as telehop in steam community) used to save between levels of speed, which use teleporters.
TeleJump's are different, depending on who is a teleport.
- ❖ Take the example of bhop_eazy map is the best option TeleJump on it - a turn of 180 degrees.

Telejump / TJ

- ❖ TeleJump 180 degrees: will fly strictly going directly to teleport, press the button "D" or "A" and deduce the mouse itself in the opposite direction from the one key that clicked. If you press "D" key displays itself not in the right and to the left if "A" is the opposite.
- ❖ TeleJump side: having flown takes place in the side teleport from any side, fly out by pressing "W" and bringing the mouse itself left or right (depending on the teleport and from the party which flew)(demonstrating images)

Speed on sixth jump / SSJ

- ❖ Checks your speed each jump. You can set it to update the chat after every jump, every 6 jumps, starting at the 6 th jump (why is it called the SSJ, the speed of the sixth jump, and it is used to measure how well people do Strafes), etc. .
- ❖ Activated command: !ssj (would add, not every server has that option, talk about that somewhere)

Stuckjumping / SJ

- ❖ StuckJumping - used to get high jumps accelerate or deforming the physics object.
- ❖ It is necessary to find a physical object on the map, and just try to go along it carrying Wallrun, even without the jump, you can see how it works. (would add deeper information + images)

Collision boosting / CB

- ❖ The collision made using the speed and incline of objects / areas to propel yourself high or increase the speed.
- ❖ With low speed, you can jump on an inclined surface or object and get a collision forcing, which often leads to a big jump. The height and the distance that you get out of it depends on the inclination of the object.

Weirdjump / WJ

- ❖ Weird Jump - Rarely had to use it, but if in front of you there is any surface which is lower than the one on which you are standing, this jump possible and even necessary if you want to jump a distance of 270 units or more.
- ❖ Done prestrafe, then without pressing the jump, similar to the unit and the land on the edge of the surface is below and make the jump combining Airstrafes. (i would recommend doing a long jump category in the presentation and add everything into that + what is it useful for)

Ladder bunnyjump / LDBJ

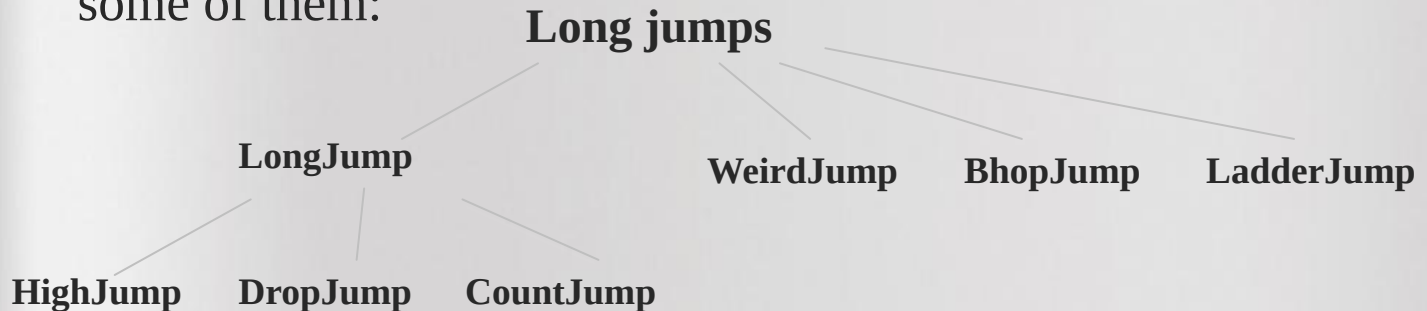
- ❖ Ladder BunnyJump - used to keep the maximum-possible speed after the stairs, through the descent of the ladder in the side.

Crouch jump combo / CJC

- ❖ Crouch Jump Combo - one of the most difficult techniques bunny-hopping, is that you make the jump from pressing duck on the surface height of 64 units several times.
- ❖ It specifies that duck pushed it to jump, but not before.
- ❖ You can not jump 64 unit immediately after you have made the jump to the block height of 64 units, you can make a jump to a block that is 32 units and from it again to jump to the block that is 64 units.
- ❖ Technique requires more training and practice.

Jump techniques

- ❖ There are many styles of how you can jump, let's get known with some of them:



To measure your jumped distance there is a „longjump stats plugin“ on some servers, which measures following: (Provide further information, what

- ❖ Jump Stats:Distance
- ❖ Direction (Forwards, Backwards, Sideways)
- ❖ MaxSpeed and Gain
- ❖ PreStrafe
- ❖ Strafes
- ❖ Sync

does all of those terms mean, this is just an example, how to divide the jump techniques into groups and talk about them and also how does the lj plugin work)

Additional info for you:

- *Through the text, its a really good text, but not everything is explained enough in text*
- *As you can see, I have done some change in design and it should look better by now*
- *Another change I would do, is to add more images, so people can realise what are you talking about. Even I had a problem sometimes to understand you. (And even with good english sometimes in the text) Images are worth athousand words, trust me.*
- *Focus more on explanation about strafe movement and LJ categories + that you can do everything in other directions and how (sideways, backwards)*
- *If you will have any illustrating images, just draw them in drawings and send me that and I will make the image fit this background*
- *Add your motivation into presentation*
- *Add something about yourself (how long have you been doing bhop, how did you find out about bhop, your story, how did you get to it, your own motivation what kept you in game, why do you want to provide this presentation)*
- *I will fix your english in this presentation later (after your changes)*

Khoroshaya rabota!