



```
/**
 * Default Max Feed Rate (mm/s)
 * Override with M203
 *
 *                               X, Y, Z, E0 [, E1[, E2[, E3[, E4]]]]
 */
#define DEFAULT_MAX_FEEDRATE      { 150, 150, 5, 25 } // { 300, 300, 5, 25 }

/**
 * Default Max Acceleration (change/s) change = mm/s
 * (Maximum start speed for accelerated moves)
 * Override with M201
 *
 *                               X, Y, Z, E0 [, E1[, E2[, E3[, E4]]]]
 */
#define DEFAULT_MAX_ACCELERATION  { 1500, 1500, 100, 10000 } // { 3000, 3000, 100, 10000 }

/**
 * Default Acceleration (change/s) change = mm/s
 * Override with M204
 *
 * M204 P   Acceleration
 * M204 R   Retract Acceleration
 * M204 T   Travel Acceleration
 */
#define DEFAULT_ACCELERATION      1500 // X, Y, Z and E acceleration for printing moves // 3000
#define DEFAULT_RETRACT_ACCELERATION 1500 // E acceleration for retracts // 3000
#define DEFAULT_TRAVEL_ACCELERATION 1500 // X, Y, Z acceleration for travel (non printing) moves // 3000

/**
 * Default Jerk (mm/s)
 * Override with M205 X Y Z E
 *
 * "Jerk" specifies the minimum speed change that requires acceleration.
 * When changing speed and direction, if the difference is less than the
 * value set here, it may happen instantaneously.
 */
#define DEFAULT_XJERK             10.0
#define DEFAULT_YJERK             10.0
#define DEFAULT_ZJERK             0.3
#define DEFAULT_EJERK             5.0
```