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ADDENDUM: PC CONFIGURATION AND FAQ

# SETTING UP

To begin your journey toward guitar masterdom, use the Rocksmith Real Tone Cable™ to attach your guitar to your PC. Do not connect any devices or extra cables between your guitar and the Rocksmith Real Tone Cable™.

At the title screen, press the **Space Bar** to continue.

If this is your first time playing, a Soundcheck is conducted to check your volume levels and make sure your guitar is in tune. After this, you can navigate to the Techniques menu to revisit Soundcheck at any time.

## PROFILE SELECT

After pressing the **Space Bar** to enter the game, you will be asked to select or create a profile.

To create a profile, select Create New and type your name. When finished, press **Enter** to proceed.

If more than one profile exists, select your profile on this screen before entering the game.

Any progress made while playing will be saved to the selected profile.

# MENU NAVIGATION AND CONTROLS

## Navigation

Use the directional buttons to navigate between selections.

## Select

Press **Enter** to select a highlighted option.

## Go Back

Press **Esc** to return to the previous menu.

## Amp

Press **A** to open the Amp menu.

## Main Menu

Press the **Space Bar** within a menu to return to the Main Menu.

## Quick Switch

Press **Tab** to switch between the Guitar and Bass versions of the menu.

# MAIN MENU

The **Main Menu** lets you select gameplay options or tweak settings.

## CONTINUE JOURNEY

After you play your first song, your career begins. Select Continue Journey to resume from where you previously left off. This is where Rocksmith helps you continue to learn new songs, improve your skills, perform at Events, and unlock new equipment.

## SONGS

Select a song to play, and then choose to tackle the Combo, Single Note, Chord, or Bass Arrangement.

## GUITARCADE

Test a range of playing skills with eight fun mini-games.

## TECHNIQUES

Use Soundcheck to tune your guitar, or enter the Technique Challenges, Chord Book, or Videos to help master different skills.

## OPTIONS

Adjust Sound and Display Settings, tweak Game Settings, Video Settings, and Microphone Options. Restore Default Options, view Credits, and open this User Manual.

## SHOP

Purchase all the latest and greatest downloadable content from the Shop.

## MULTIPLAYER

Play with another local musician.

## TUNER

Access the Tuner to adjust your strings.

# CONTINUE JOURNEY

## JOURNEY MENU

The Journey menu found in Continue Journey contains your Events Manager and Rocksmith's suggested path to help best develop your skills. On the left side of the screen, you can view information about the item you have selected. The Tracker, which is a timeline of your progress, is always displayed in the background.

## EVENTS MANAGER

The Events Manager is home to all of your active events. From here you can Customize Setlists, Qualify Songs, and then Perform entire sets in front of an audience to earn rewards.

## ROCKSMITH RECOMMENDS

Based on your past performance, Rocksmith Recommends provides you with play options to best help you progress in your journey. Practice a full song in Rehearse or work on specific skills in the various practice sessions.

### Previous scores

#### ROCKSMITH RECOMMENDS

##### 3-SONG EVENT AT THE MOUSE HOLE

Duration: 10:55  
 Minimum RSPs : 60,500  
 Setlist Min/Max: 2-3 Songs

I CAN'T HEAR YOU THE DEAD WEATHER	18,700
BOYS DON'T CRY THE CURE	6,900
IN BLOOM NIRVANA	Qualified!

### Profile information

Rocksmith 1  
Amateur

### Tracker

### Song name

### Artist

### Arrangement type

### Button commands

**note** The Tracker always displays your potential progression for completing a Rocksmith Recommends selection.

## TRACKER

Keep an eye on your progress with the Tracker, which is always seen in the background. The more you improve, the more Rocksmith Points you earn and the higher your Tracker soars.

## PROFILE INFORMATION

Your profile information, which includes your player name, current rank, and progress bar, is viewable in the upper right-hand corner of the screen. Your guitar and bass progress bars are tracked separately.

## TICKER

Important game information and tips are always streaming along the bottom of the screen, making sure you stay updated on everything Rocksmith!

## EVENTS

Events challenge you to play an entire set in front of an audience, with the reward of a new guitar after a successful performance. As you earn more points and rank up, bigger and better venues become available.

## QUALIFYING SONGS FOR EVENTS

You must reach a song's Event Threshold in order to play it at an Event. The points required for this are displayed whenever you view that song, whether in your journey or through the Songs menu. To reach the Event Threshold, you need to level up the song's phrases through accurate playing in order to obtain higher scores through multiple playthroughs. Once you reach the Event Threshold, you can play that song at any Event! Just select Customize Setlist in the Event menu to adjust the setlist to your liking.

**note** Perform well enough within an Event to be invited to play an Encore! This may be a song you've never performed before, or one of Your most frequently played songs. Perform exceptionally well, and you'll be asked to perform a Double Encore!

# AMP

## Mapped button

### Tone name

## Pre-pedal slots

### Amp type

The screenshot shows the AMP menu for the song "Rocksmith 1 New Act". The menu is organized into several sections:

- Tone name:** TENOR MASCARA
- Mapped to:** F2
- Pre-pedal slots:** PRE PEDAL 1, PRE PEDAL 2, PRE PEDAL 3
- Amp type:** Solo Tenor
- Loop pedal slots:** LOOP PEDAL 1 (Chorus 2.0), LOOP PEDAL 2 (Digital Verb), LOOP PEDAL 3
- Cabinet type:** Tenor 1X12
- Post-pedal slots:** POST PEDAL 1, POST PEDAL 2, POST PEDAL 3

At the bottom, there are three "select" buttons for Tone Slot 1, Tone Slot 2, and Tone Slot 3. A callout box highlights the "select" button for Tone Slot 1. At the bottom of the menu, there are navigation options: ENTER SELECT, Esc BACK, SPACE MAIN MENU, TAB GUITAR, and BASS.

## Loop pedal slots

## Cabinet type

## Post-pedal slots

The Amp menu lets you customize your sound by setting up the amplifier and effects chain. Performing well unlocks Authentic Tone setups and individual effects, amps, and cabinets. This equipment can then be used to create your own sound. The Amp menu is the home of experimentation.

You can have a maximum of three unique pedals in a tone, plus an amp and cabinet. Each tone slot is assigned to a button (F2, F3, and F4); pressing the corresponding button while playing a song will switch to the selected tone.

Press F1 to return to the song's Authentic Tone. In addition to selecting tones, you can pick Guitar to select your guitar and enter the Shop.

*note* Use Load Tone to load unlocked Authentic Tones or saved Custom Tones.

# PLAYING

Phrase line

Lyrics

Song position

Scoreboard



## PLAYING

During play, the camera focuses on the frets in use. Both the fret markers and the numbers on the Noteway indicate the general position of incoming notes. Strings with an approaching note are highlighted, and a growing box outline shows which fret the note should be played on. Just before it's time to play, the note will turn and slot into the outline. Play the note at this time.

Noteway

Notes

Fretboard



# PLAYING GUITAR

## TUNING UP

To make sure you're getting the right sound, a tuning check is conducted prior to playing each song, mini-game and practice session. Play the highlighted open string (without pressing on any of the frets) to check the tuning. If a string is out of tune, the camera shifts to the head of the guitar, and a tuner appears. Play the string again and then adjust the highlighted metal tuning peg until the needle levels out at 0.

## CHORDS

Chords require you to play more than one note simultaneously. These are represented by a grouping of notes highlighted with a flat, white background. Be sure to fret each of the notes (except for included open strings) and strike them in unison when it's time to play the chord.

**note** Throughout your career, you will learn to play different types of notes, like muted notes and harmonics, as well as different techniques to give notes a particular sound, including bends and slides! Training videos can teach you how to perfect these techniques, as well as how to spot them ahead of time on the Noteway.

## DYNAMIC DIFFICULTY

Rocksmith adjusts its progression and difficulty depending on your performance. Nail a song's phrase and that phrase levels up. A leveled up phrase will have more notes the next time you encounter it until you're playing the phrase note for note, earning the maximum number of points possible. On the other hand, a phrase won't progress in difficulty if you're having a hard time.

## MASTER MODE

When you max out every level of a song and score more than 100,000, you are then able to perform the song in Master Mode. This mode doubles your scoring potential, but also removes the interface so you must play the song as if it were a real performance.

**note** If an Event consists of only Master Mode songs, it becomes a Master Event –the ultimate challenge!

# SONGS

Rehearse or perform any song and any arrangement in your library. You will see three arrangement types: Chords, Single Notes, and Combo (both chords and single notes). When playing Bass, only Bass arrangements will be seen.

This mode isn't just for fun. Leveling up a song in this section counts toward your journey—from here you can even qualify songs for Events.

## SORT

Set the order of your song list by Song, Artist, Album, Year or Duration.

## FILTER

Filter the song list by arrangement to show All, Single Note, Chord, or Combo. When playing Bass, arrangements are automatically filtered to Bass.

## EVENT

Display only the songs with arrangements related to an Event.

### List of available arrangements

### Song title

The screenshot shows the 'SONGS BY SONG | ALL' menu for 'BOYS DON'T CRY'. It features a table of available arrangements, filter options for Artist, Album, Year, and Duration, and a bottom navigation bar with various controls.

Arrangement Type	Count
CHORD	11,534
SINGLE NOTE	84,752
COMBO	104,256

Filter options:

- ARTIST: The Cure
- ALBUM: Boys Don't Cry
- YEAR: 1979
- DURATION: 2 Minutes 45 Seconds

Bottom navigation bar includes: ENTER, SELECT, BACK, AMP, MAIN MENU, GUITAR, BASS, and a guitar icon.

### Duration

### Year of release

### Album

### Artist

# GUITARCADE

Each game in the Guitarcade is based on a key guitar technique, helping you improve your skills with exciting challenges.

## DUCKS

Improve your fretboard reflexes and shoot down ducks scrolling up the noteway. Play the matching fret on the E string (the thickest string) based on each duck's location. String together consecutive hits for a score multiplier!



## SUPER DUCKS

Think you've mastered the fretboard? Play the matching fret and string based on each duck's location and color. String together consecutive hits to unlock the next level. Let a duck get through, and you lose one life!



## SCALE RUNNER

Select a scale and key, and play the note indicated by the next runway. The runner speeds up as you hit the right notes. Hit the next note in the scale in time to avoid falling off the platform!



## QUICK PICK DASH

Play the highlighted open string that the ostrich is running along as quickly as you can. Switch strings to jump to different tracks and collect points to extend the countdown.



## BIG SWING BASEBALL

Play the note indicated by the fret number and color thrown by the pitcher. Time your swing for the most power, and watch out for bends when the pitcher throws a curve!



## SUPER SLIDER

Colored blocks drop from the top of the grid. Play the indicated string at the block's fret number and then slide up or down to move the position of the block. Strum all strings to drop the block immediately. Stack matching colors for points!



## DAWN OF THE CHORDEAD

The undead hunger for flesh, and it's up to you to keep them at bay! Play the indicated chord to activate your defense systems before they close in for the attack.



## HARMONICALLY CHALLENGED

A bomb is set to explode unless you can play the right harmonics before detonation. The strings and fret numbers are displayed before the bomb goes live. Play the harmonics in the correct order to defuse the bomb in time!



# TECHNIQUES

## SOUNDCHECK

Select your hand orientation and watch a brief instructional video before testing out your sound. When told to Make Some Noise, strum all six strings until the meter fills.

## TECHNIQUE CHALLENGES

From Power Chords to Pull Offs, all the techniques you need to know to master the guitar and bass are here. Use these challenges to improve a specific skill outside of a song.

**note** Rocksmith closely tracks your performance. Based on your playing, many of these Technique Challenges may be suggested to you in your Rocksmith Recommends options.

**note** Every song has its own set of skills required to master it. To view the Technique Challenges related to a specific song, select Associated Techniques from the song's menu or from a song's results screen.

## CHORD BOOK

Choose to view chords by the songs they appear in. When you head to the song selection screen, highlight a title to view the number of arrangements and chords and then select it to practice. Chord Book is only available when playing guitar.

## VIDEOS

Watch these easy-to-follow how-to videos for mini-lessons in dozens of different topics. Learn how tackle scales, bends, slides, picking, restringing, and more.

# OPTIONS

## SOUND AND DISPLAY SETTINGS

- Volume Settings** Adjust the volume for the music, your guitar, your mic, and crowd volume.
- Subtitles** Turn the game's subtitles on or off.
- Display Lag Correction** Adjust the input timing for note recognition during gameplay.

## VIDEO OPTIONS

- Screen Resolution** Adjust resolution to match your monitor settings.
- Full Screen / Windowed** Toggle between full screen and windowed settings.
- Visual Quality** Lower visual quality to improve performance. Increase visual quality to improve graphical detail. This, however, may decrease game performance or the frame rate.

## AUDIO OPTIONS

- Microphone** Enable or disable your systems default microphone.
- Audio Engine Settings** Use caution when adjusting this setting. This affects engine latency related to audio and only in rare cases should be changed from the default setting.

## GAME SETTINGS

- Difficulty Settings** Choose to set all songs to their highest achieved level or their lowest/initial level.
- Hand Selection** Select to set your guitar playing to left-handed.
- String Layout** Select to invert the view of your guitar strings in the HUD. This option is best for players used to reading music in tablature form.

## RESTORE DEFAULT OPTIONS

Return all your altered options to the default settings.

## CREDITS

Check out all the people who made this game happen.

## USER MANUAL

Access this in-game manual.

## CHANGE INSTRUMENT

Change between Guitar and Bass.

## EMULATE BASS

Bass arrangements can be played with a 6-string guitar. Choose Emulate Bass to take advantage of this feature.

# SHOP

Connect to Steam to access the Shop. Purchase new content directly from the in-game store. Choose from songs, packs, and gear.

# MULTIPLAYER



Play with another guitarist locally. In multiplayer, the screen is divided in half and each musician's options appear in his or her section of the screen. When a selection is shared it appears in the center of the screen and both players have navigational and selection control.

Upon starting Multiplayer mode, each musician has several options to choose from:

**note** Progress is tied to your profile. Any advances made during a multiplayer session are retained in your single-player game.

## CONTINUE

Choose to move forward with playing multiplayer. After selecting Continue, you are taken to the Song Select where you can choose to play songs together.

## HAND

Select the hand you use to strum the guitar.

## INSTRUMENT

Choose between Guitar or Bass. Each player may choose to play Guitar or Bass. Players are still able to Emulate Bass with a Guitar in Multiplayer.

## STRING LAYOUT

Determine your type of string layout.

## DIFFICULTY SETTINGS

Choose your phrase levels. Each player may select to set all songs to their highest level achieved thus far or to set all songs to their lowest level.

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## SPECIAL THANKS

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David Januar

Bobby Halim

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To all family and friends who've supported us throughout the production. Love you all!

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### Best Coast - "When I'm With You"

Written by Bethany Cosentino.

Published by Bratty BC (SESAC). Courtesy of Mexican Summer.

### Blur - "Song 2"

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Written By: Chris Lee

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**RapScallions – “California Brain”**

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**Seth Chapla – “Jules”**

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Published By: Seth Chapla

**Sigur Ros - “Gobbledigook”**

Written by Jon Thor Birgisson, Orri Pall Dyrason, Georg Holm and Kiartan Sveinsson.

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**Stone Temple Pilots – "Vaseline"**

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**Taddy Porter - "Mean Bitch"**

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**The Dead Weather - "I Can't Hear You"**

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**The Rolling Stones - "I Can't Get No) Satisfaction"**

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**The Rolling Stones - "Play With Fire"**

Written by Nanker Phelge.

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**The Rolling Stones - "The Spider and The Fly"**

Written by Mick Jagger and Keith Richards.

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**The Strokes – "Under Cover Of Darkness"**

Written by Julian Casablancas, Nick Valensi, Albert Hammond, Jr. and Fabrizio Moretti.

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**Versus Them – “Six AM Salvation”**

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Published By: Matt Montgomery

**White Denim – “Burnished”**

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**Yellow Moon Band - “Chimney”**

Written by D. Carroll, J. Bartlett, D. Hagan and M. Priest.

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**ORIGINAL MUSIC FOR ROCKSMITH**

Arrangement Title	Written By
Technique Challenge - Slides	Chris Lee
Technique Challenge - Double Stops	Brian Adam McCune
Technique Challenge - Palm Mutes	Brian Adam McCune
Technique Challenge - Bends	Seth Chapla
Technique Challenge - Tremolos	Seth Chapla
Technique Challenge - Power Chords	Brendan West
Technique Challenge - Barre Chords	Brendan West
Technique Challenge - Harmonics	Matt Montgomery

Technique Challenge - Hammer-Ons and Pull-Offs . . .Matt Montgomery  
 Technique Challenge - Open Chords . . . . .Matt Montgomery  
 Technique Challenge - Sustains . . . . .Matt Montgomery  
 Technique Challenge - Anchor Zones . . . . .Matt Montgomery  
 Space Ostrich (Quick Pick Dash) . . . . .Nicholas Bonardi  
 Ducks . . . . .Nicholas Bonardi  
 Super Ducks . . . . .Nicholas Bonardi  
 Scale Runner . . . . .Nicholas Bonardi  
 Baseball . . . . .Nicholas Bonardi  
 Dawn of the Chordead . . . . . Zhang Xin  
 Harmonically Challenged . . . . . Zhang Xin  
 Super Slider . . . . . Zhang Xin  
 Bass Palm Mute Challenge . . . . .Brendan West  
 Bass Slap and Pop Challenge . . . . .Brendan West  
 Bass Syncopation Challenge . . . . .Brendan West  
 Bass Slides Challenge . . . . . Brian Adam McCune  
 Bass Bends Challenge . . . . . Greg Barr  
 Bass Double Stop Challenge . . . . .Jarred McAdams  
 Bass Sustains Challenge . . . . .Jarred McAdams  
 Bass Power Chord Challenge . . . . . Jason Kocol  
 Bass Tremolo Challenge . . . . . Jason Kocol

Bass Basics Challenge . . . . .Matt Montgomery  
 Bass Harmonics Challenge . . . . .Matt Montgomery  
 Bass Hammer-Ons and Pull-Offs Challenge . . . . .Matt Montgomery  
 Bass Octaves and Fifths Challenge . . . . .Matt Montgomery  
 Bass Plucking Challenge . . . . .Matt Montgomery  
 Bass Shifting Challenge . . . . .Matt Montgomery

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# Rocksmith PC Configuration and FAQ

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*September 26, 2012*

*Contents:*

- *Rocksmith Minimum Specs*
- *Audio Device Configuration*
- *Rocksmith Audio Configuration*
- *Rocksmith Audio Configuration (Advanced Mode)*
- *Rocksmith Video Configuration*
- *Rocksmith Video Configuration (Advanced Mode)*

## ***Rocksmith Minimum Specs***

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Rocksmith is built to run well on a majority of PCs released in the last 2-3 years. Our minimum PC specification is:

- Intel Core2Duo E4400 @ 2.00 Ghz or AMD Athlon64 3800+ @ 2.0 Ghz
- 2 GB
- 256MB NVIDIA GeForce 8600GT or AMD Radeon HD 2600XT video card
- USB 2.0
- Windows Vista or Windows 7

Our recommended PC specification is:

- Intel Core2Duo E6750 @ 2.6GHz or AMD Athlon 64 X2 6000+ @ 3.0GHz
- 4 GB Memory
- 512MB NVIDIA GeForce 200-series or AMD Radeon HD 3000-series video card
- USB 2.0
- Windows Vista or Windows 7

Our PC specifications are intended as rough guideline, and are based on mainstream desktop PCs using these specifications. Very often laptop or budget PC manufacturers may carry the same specifications but won't have nearly as good performance, so your experience running Rocksmith on a laptop or budget PC may be less than optimal.

## *Audio Device Configuration*

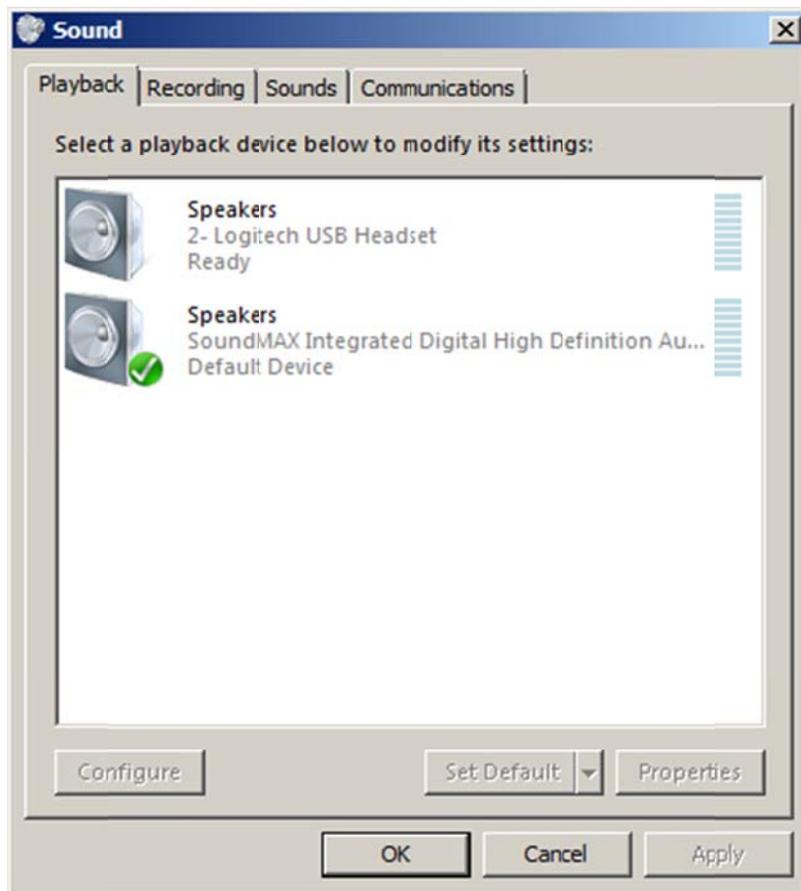
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Proper configuration of your audio hardware is important for achieving the best performance and gameplay experience with Rocksmith on your PC. If the audio system isn't configured correctly, you may experience a significant amount of lag or latency between strumming your guitar and hearing the sound.

For best results, you'll need to configure both your output device and the Rocksmith Real Tone Cable. Both devices should be set to operate using a sample rate of 48 kHz using a 16 bit sample size. Audio output should also be set for 2 channel playback. Finally, configure both devices to allow applications to take exclusive control of the device.

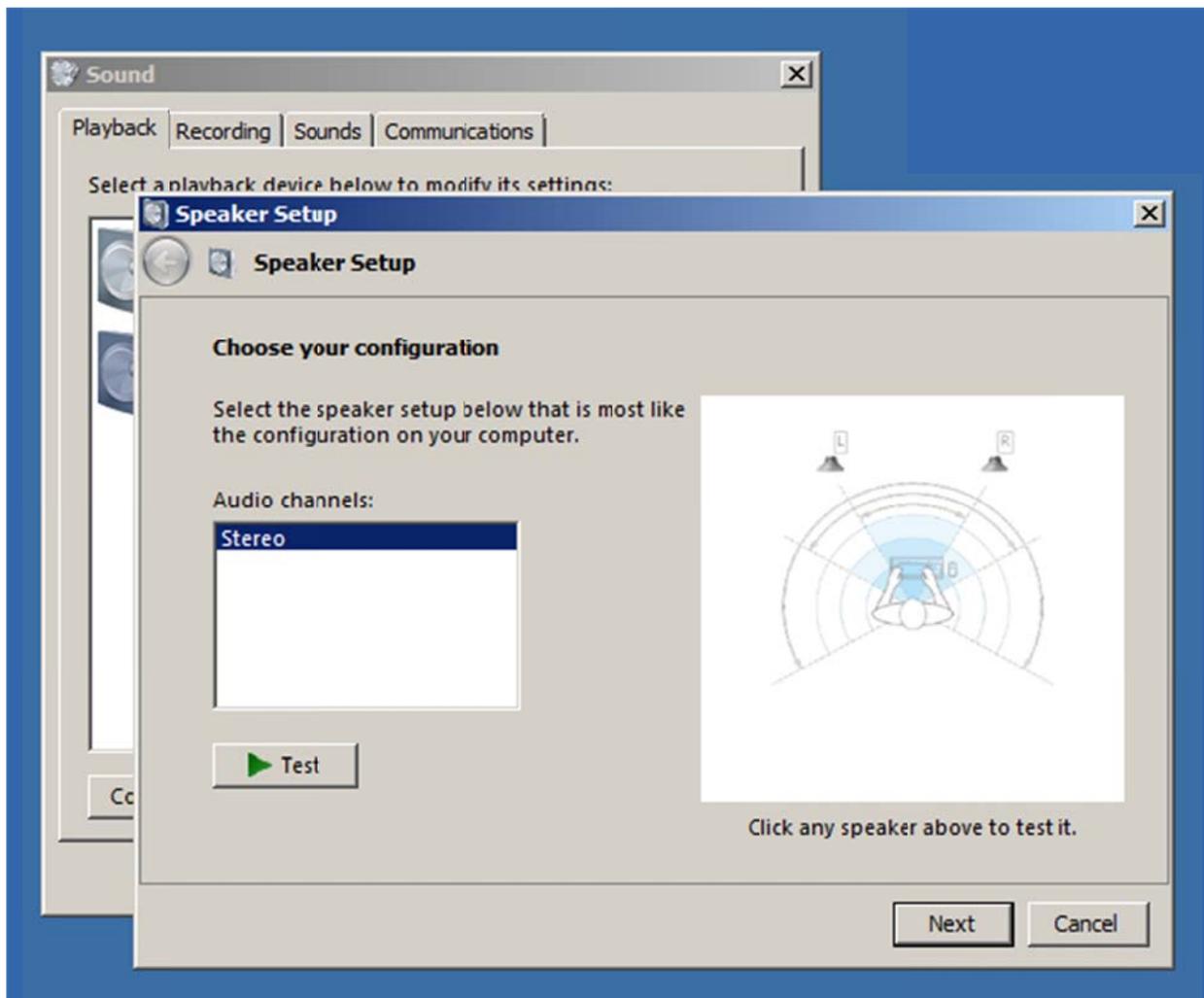
### *Configuring Audio Output*

Open your Sound control panel, and select the "Playback" tab. Though different audio drivers provide a variety of configuration software, here's an example of what it should look like:



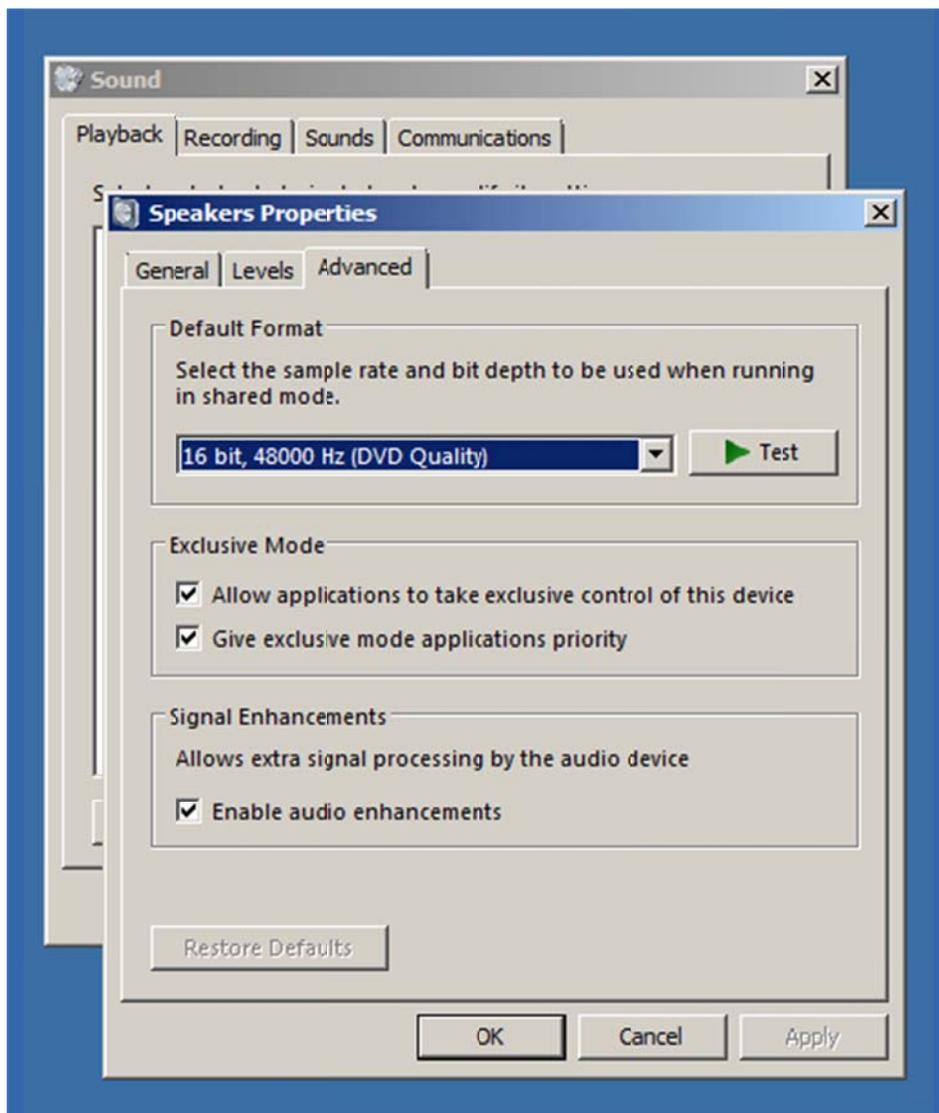
Your desired output device should be set as the "Default Device". Select that device and click the "Configure" button.

This will open the speaker configuration dialog. Use these dialogs to set your output device to 2 channel stereo. Here's what that dialog box might look like:



Once you have the output set to stereo, and you're back at the "Playback" tab of the Sound control panel, select the device again and click the "Properties" button.

In the Properties dialog, select the “Advanced” tab. In this dialog, you should set the output to 16 bit, 48000 Hz output. You should also set the device to allow exclusive mode to applications. If you have the option, set your audio device to give exclusive mode applications priority.



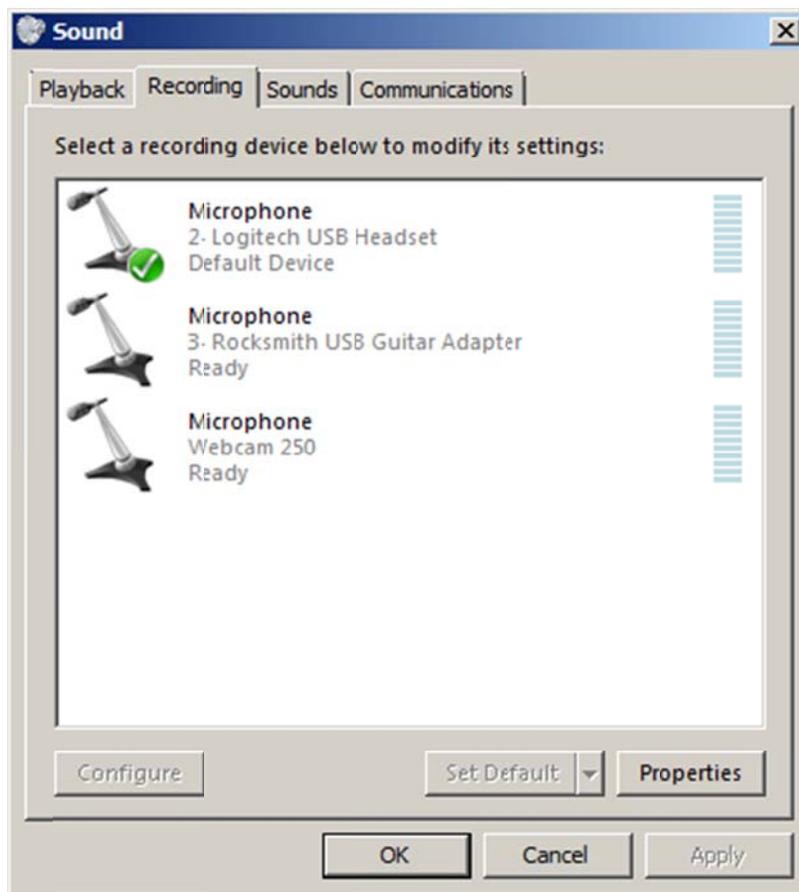
Once you've configured your audio output device, you'll need to configure your Rocksmith Real Tone cable.

### *Configuring Your Rocksmith Real Tone Cable*

The game requires you to have a Rocksmith Real Tone Cable in order to play. Although other guitar input devices will take audio from your electric or bass guitar, Rocksmith only supports the Real Tone Cable.

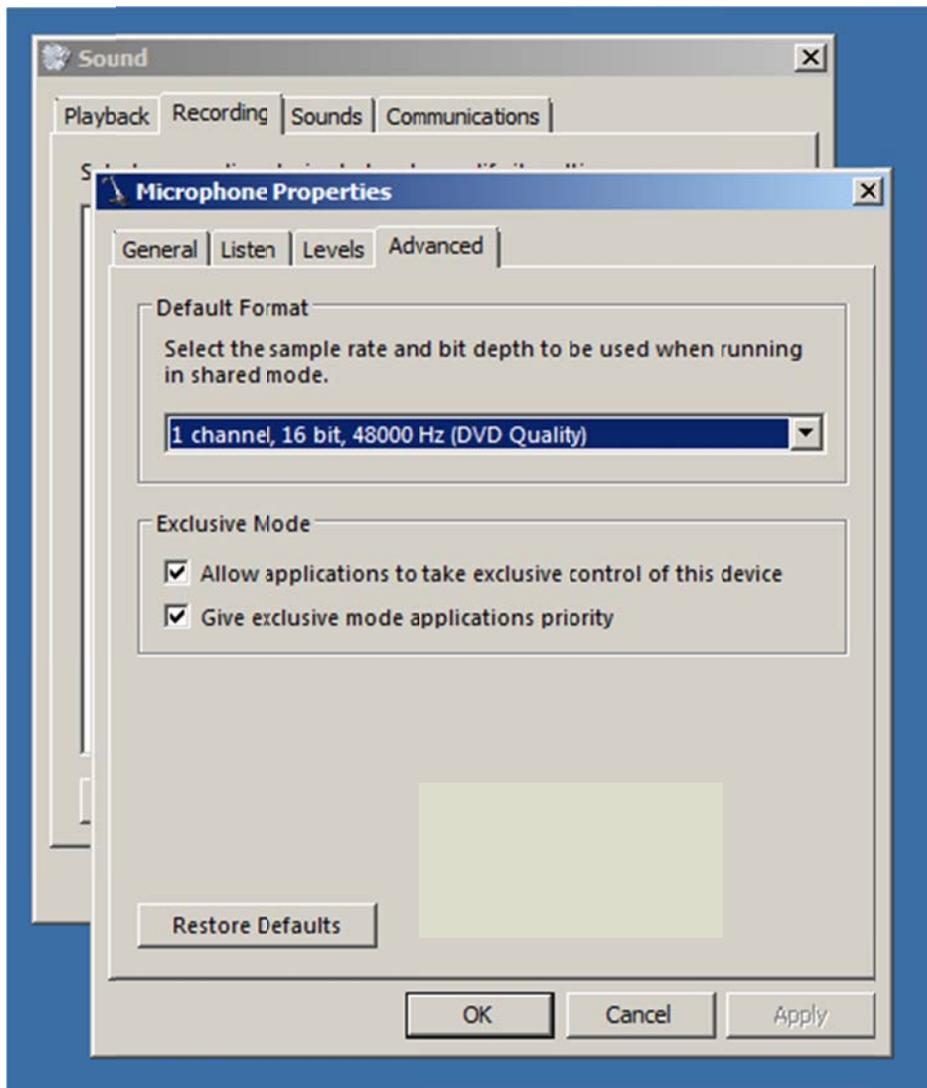
From the sound control panel, select the “Recording” tab.

Here's an example of what it should look like:



If you have more than one Rocksmith Real Tone cable, you'll want to repeat this procedure for both cables. Select the device and then click the “Properties” button. In that dialog, select the “Advanced” tab.

Here's what that dialog should look like:



In that dialog, set the audio format to 1 channel, 16 bit, 48000 Hz. You should also set the device to allow exclusive mode to applications. If you have the option, set your audio device to give exclusive mode applications priority.

That should configure your audio hardware for best results. Next, we'll configure Rocksmith audio settings.

## Rocksmith Audio Configuration

---

Next up is configuring Rocksmith for the best results. You should be able to adjust the most important audio settings inside Rocksmith itself. Settings pertaining to audio are found under the Options tile of the main menu:



From there select the Sound & Display Settings tile:



In the Sound & Display Settings menu, you have two settings you can adjust. The first is Audio Engine Settings. This lets you adjust the size of one audio buffer the game uses. A smaller value will use a

smaller buffer. Smaller buffers mean lower latency, but increase the demands on your PC to avoid audio crackling. Most recent high performance PCs can handle a setting of 2. The fastest PCs might be able to run reliably at 1.



The other setting you have access to is Audio Exclusivity. This switch will tell Rocksmith whether you want the game to grab exclusive access to your audio devices. In general, exclusive access will allow the game more control over audio settings and allow the audio to run better. However, you will not hear any other sounds while the game is running. Additionally, some other applications may need to be restarted before they will play sounds again. If you're only playing the game, and can give exclusive access to Rocksmith, set this to "true". This is the default value. If you turn off Audio Exclusivity, you may need to increase the Audio Engine Settings value to get the best audio performance or to get rid of crackling.



## *Rocksmith Audio Configuration (Advanced Mode)*

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Although some audio options are accessible through the Rocksmith menus, for complete control, locate the **Rocksmith.INI** file. It's located in the same folder as the Rocksmith application. This will be **C:\Program Files\Steam\SteamApps\Common\Rocksmith** for the full game and **C:\Program Files\Steam\SteamApps\Common\Rocksmith Demo** for the demo. Open that file in a text editor, and we'll walk through each of the options.

When changing these settings, change one setting at a time then launch the game and test out the audio in Amp Mode. If you hear crackling or other audio issues, back out your most recent change.

For more information on why you'd want to change these settings, check out the Troubleshooting section later in this document.

### *Rocksmith INI File Details*

There are two major sections to the Rocksmith.INI file. The first controls the audio settings of Rocksmith:

- EnableMicrophone [default: 0] - Set this value to 1 to enable the use of voice microphone. This is duplicated in the Rocksmith menus.
- LatencyBuffer [default: 4] - This value allows you to adjust one of the audio buffers used by Rocksmith. A smaller value will use a smaller buffer. Smaller buffers mean lower latency, but increase the demands on your PC to avoid audio crackling. Most recent high performance PCs can handle a setting of 2. The fastest PCs might be able to run reliably at 1.
- ExclusiveMode [default: 1] - Set this value to 0 if you want to have other audio programs running at the same time as Rocksmith. You may need to increase your LatencyBuffer setting to avoid audio issues.
- ForceWDM [default: 0] - Set this value to 1 if you've tried the fine tuning configuration options and still cannot get good audio latency or have audio issues you cannot resolve. This will force the game to use the previous Windows mechanism to control your audio devices. It can impose higher latency than the default system, but is a good fallback.
- ForceDirectXSink [default: 0] - Set this value to 1 if you've tried all other configuration options and still cannot get good audio. This forces the game to use an old Windows mechanism to control your audio devices. It will almost always impose high latency, but should allow you to run the game. Use this as your last option.
- DumpAudioLog [default: 0] - Set this value to 1 if you need to send debugging information to Ubisoft. It will create a text file called audiodump.txt, located in the same directory as the Rocksmith application. Once you have run the game with this switched on, be sure to set the value back to 0. Leaving the audio log enabled can degrade performance so leave it set to 0 for normal gameplay.
- MaxOutputBufferSize [default: 0] - A few audio devices have been found to have very large output buffers. In this case, the game does its best to choose a reliable audio buffer size. However, you might find that setting this variable will help to resolve audio issues. In its default setting of 0, it leaves the configuration of this value up to Rocksmith. Most audio cards end up using an audio buffer size of 1024. Fast PCs can usually run with this at 512. If you have disabled ExclusiveMode, you may need to use a higher setting for this. We haven't run into any specific issues regarding the choice of values for MaxOutputBufferSize, but you have better luck using multiples of 8 or 32.

## *Audio Devices*

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While Rocksmith does support using USB speakers and headphones, we've noticed that some PCs need to use more conservative Rocksmith.INI values in order to keep the audio output from crackling. Several computers we've tested the game on have been able to use more aggressive latency settings when they use the analog audio ports than when they use USB-based audio output. The settings that needed to be increased were LatencyBuffer and MaxOutputBufferSize.

## **Rocksmith Video Configuration**

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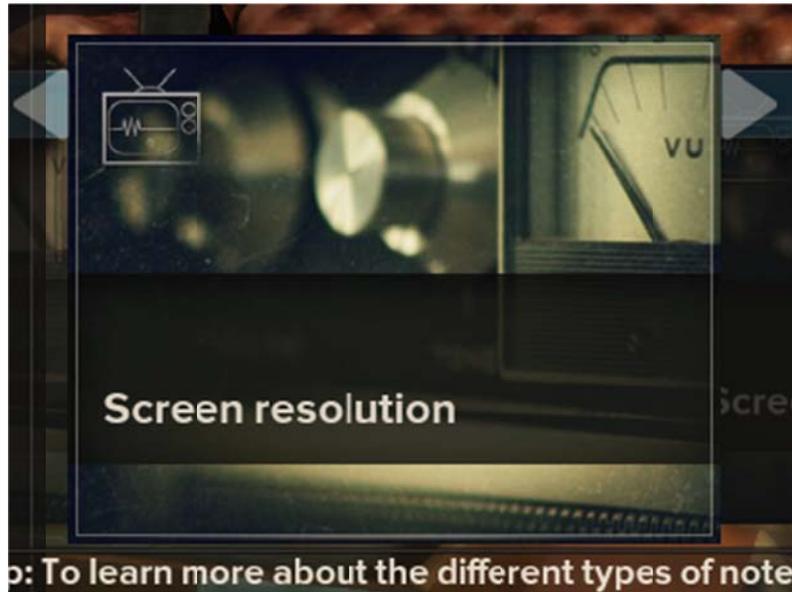
There are a few video settings in the Options menu to let you tune your Rocksmith experience for best results. You have access to change the screen mode, screen resolution, and video quality settings. Adjusting these settings will let you change the balance between image quality and performance. You may need to try a few different combinations of Quality and Resolution to find the best balance for your PC.

The first option is Visual Quality. This is a simple control to adjust the detail of items being drawn. More recent and higher-end video cards can choose to switch to High quality, while older machines will probably want to use the Low quality setting. If you play the game and the gameplay is not smooth, consider changing to a lower quality setting, or a lower resolution for your screen. The default setting is Medium, and most of the computers should be able to run smoothly with the default settings.

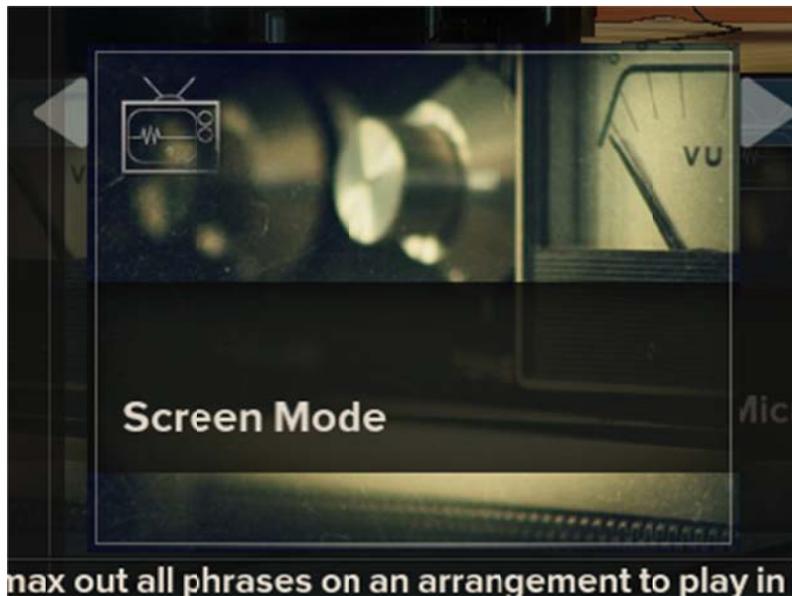


The next option is Screen Resolution. Selecting this option will show you a list of the screen resolutions that your system can support. The default video setting for the game is 1280x720. Faster computers with more capable video cards will be able to run smoothly at higher resolutions. If your computer is not running smoothly at the resolution currently selected, you can drop the screen resolution down to improve performance.

The lowest resolution supported by Rocksmith is 800x600. If you choose a resolution that's not in the widescreen (16:9) aspect ratio, Rocksmith will letterbox the image in order to maintain its presentation proportions.



Finally there's Screen Mode. This lets you switch the game between fullscreen and windowed modes.



## Rocksmith Video Configuration (*Advanced Mode*)

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Although most video options are accessible through the Rocksmith menus, for complete control, locate the Rocksmith.INI file. It's located in the same folder as the Rocksmith application. Typically this is either C:\Program Files\Steam\SteamApps\Common\Rocksmith or C:\Program Files\Steam\SteamApps\Common\Rocksmith Demo. If you happen to get your Rocksmith into a state where it won't load correctly, we've provided access to these settings just in case.

For more information on why you'd want to change these settings, check out the Troubleshooting section later in this document.

The second section Rocksmith.INI file controls video settings.

ScreenWidth [default: 1280] – Screen horizontal resolution, in pixels.

ScreenHeight [default: 720] – Screen vertical resolution, in pixels.

MinScreenWidth [default: 640] – Not currently used.

MinScreenHeight [default: 480] – Not currently used.

Fullscreen [default: 1] – Set this value to 0 if you want Rocksmith to run in windowed mode. Set it to 1 for fullscreen mode.

VisualQuality [default: 4] – Set this value to reflect the visual quality setting you'd like to use. The values correspond like this:

- 2 – Low Quality
- 4 – Medium Quality
- 8 – High Quality

## ***Rocksmith™ Real Tone Cable***

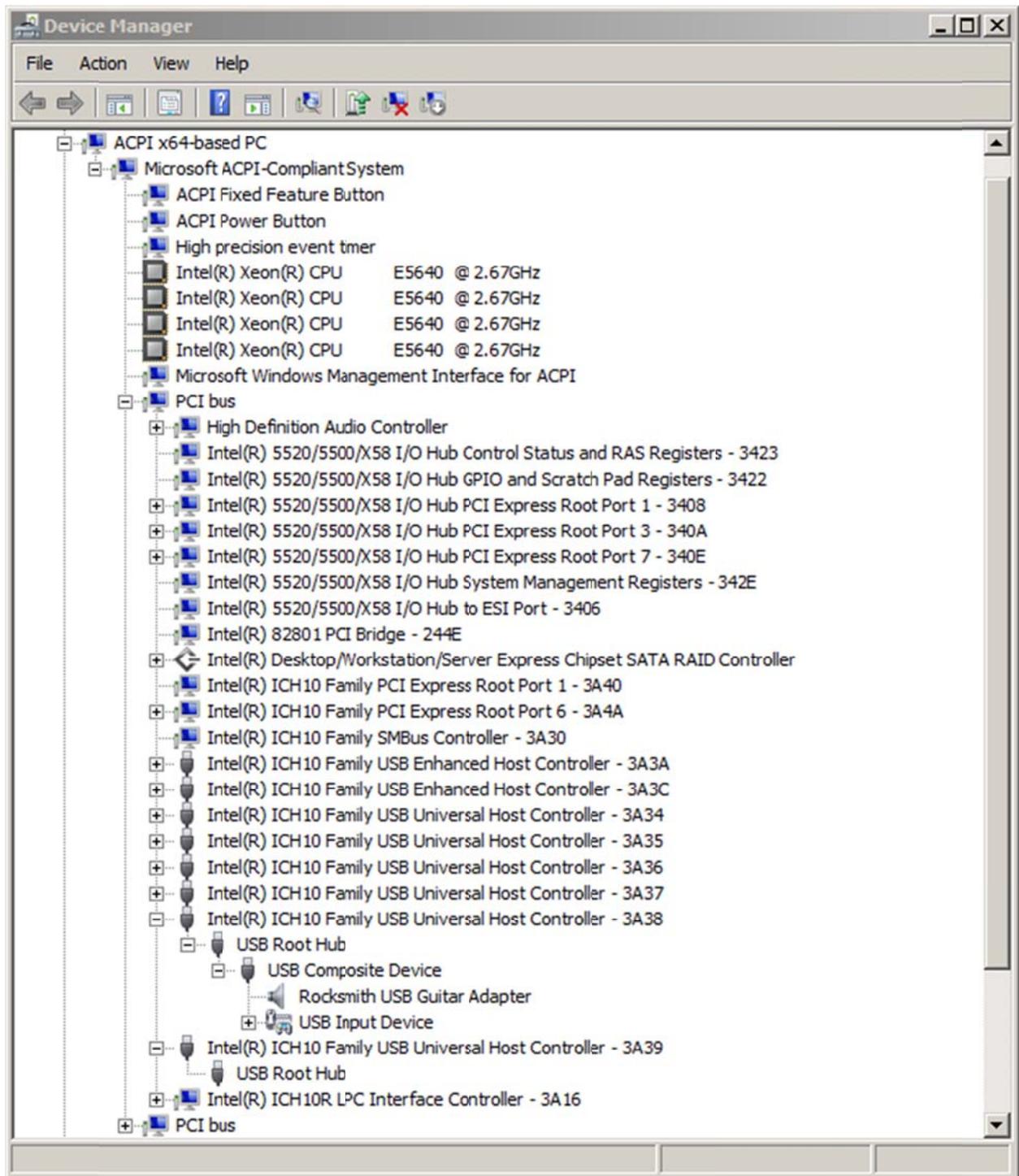
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The Rocksmith™ Real Tone Cable is designed to be an easy-to-use device that “Just Works”. Its extremely low latency audio circuitry provides excellent audio quality.

The cable is rated at 12 mb/second and needs a USB port that is configured for that speed or more. Most PCs these days should be equipped with USB ports that handle that transfer rate correctly, but it's possible that you have a mixture of fast and slow USB ports on your PC.

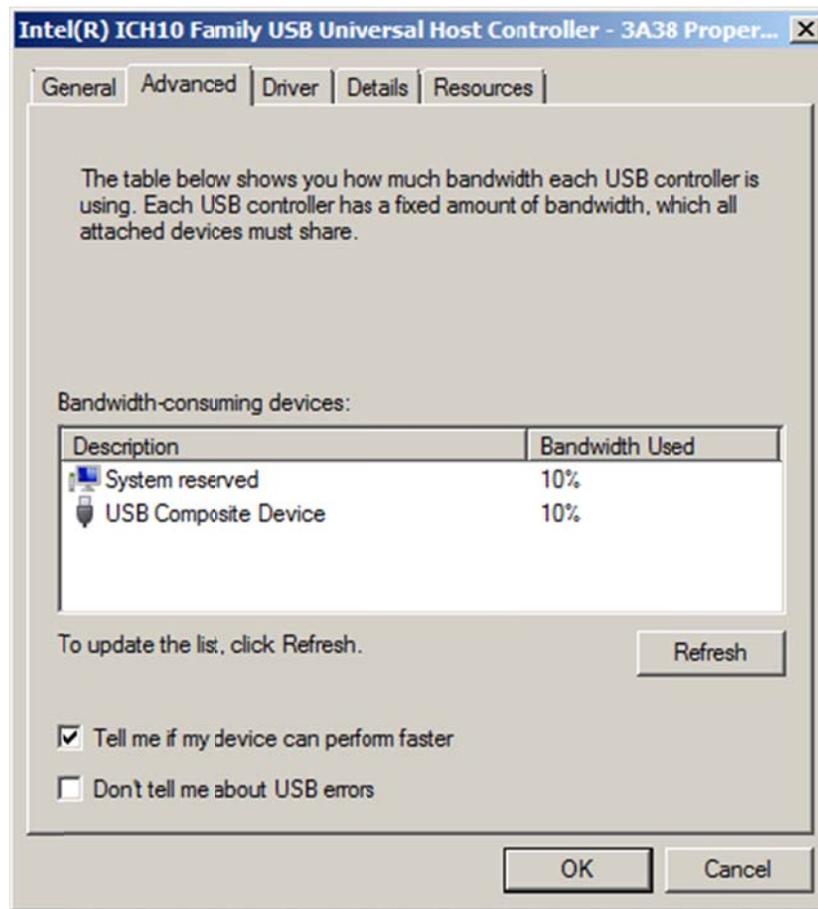
The cable also requires 100mA of power from the USB port. Some USB ports or hubs only provide 100 mA. For example, a popular computer manufacturer's keyboard has two USB ports on it. The whole keyboard is rated for 100 mA, and the keyboard part is using 20 mA of that amount.

For best results, plug your Rocksmith cables directly into a powered USB port on your PC. If you need to use a USB hub, make sure it's a good quality, powered hub. To check the status of USB devices on your system, open the System control panel and select “Device Manager”. This will bring up a dialog box showing the devices that make up your PC. Under the “View” menu, select “Devices by connection” and it should bring up a listing similar to this one.



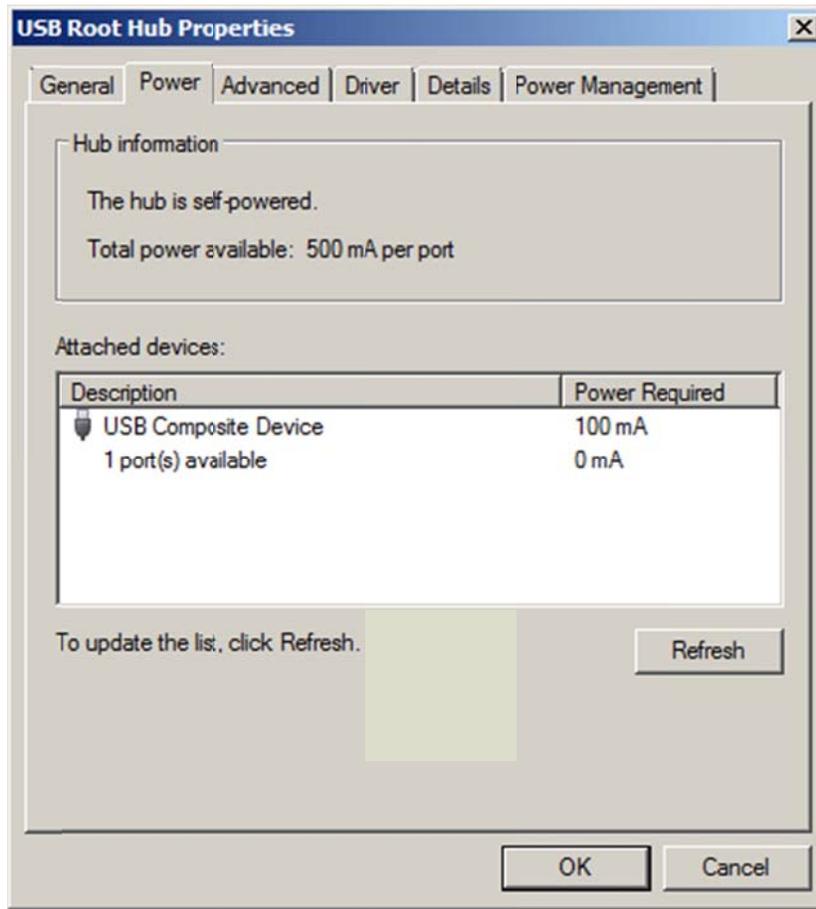
You may need to expand the device tree by clicking on the small boxes with + signs in them. Look for your USB devices and expand them. If your Rocksmith cable is detected, you should see it listed in this screen as "Rocksmith USB Guitar Adapter". If it doesn't show up, try different USB ports until you find one that works; just give your PC a moment to recognize the device.

First, check the bandwidth available for your Rocksmith cable. Find the host controller that your cable is connected to. Mine is listed as “Intel® ICH10 Family USB Universal Host Controller – 3A38”. Right click on the host controller and select “Properties”. Under the “Advanced” tab, you should see how the bandwidth for that USB port is being allocated.



Looking at this PC, we see that the Rocksmith cable (listed as a “USB Composite Device”) is only consuming 10% of the bandwidth available. That port will be fine for handling the input from your guitar. Close the properties dialog for your host controller and return to the Device Manager.

Next, check the power availability and usage for your USB port. Locate the USB root hub listed under the host controller that your Rocksmith cable is connected to. In the Device Manager picture above, it's listed as “USB Root Hub”. If you right-click on that root hub and select “Properties”, then select the “Power” tab, you'll see the power information.



This dialog shows that the USB root hub that I've connected my Rocksmith cable to is rated for 500 mA. That's plenty for the Rocksmith cable.

One final note--when plugging in Rocksmith cables, give your PC a chance to recognize the cable before plugging in another one. We've noticed that if you plug in more than one Rocksmith cable at the same time, Windows can fail to recognize one or more of the cables.

## *Troubleshooting*

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*Problem:* My framerate is too low.

*Solutions:* Check your system specifications against the ones listed at the top of this document. One thing that we've noticed is that although some laptop computers fit the specs on paper, performance is lower than we would expect.

In general, you'll need to adjust the quality and resolution settings to reduce the processing load on your system. Rocksmith gives you access to change the screen resolution as well as the visual quality. Some machines might be able to handle lower quality at a higher resolution, or vice versa. In the worst case, you can reduce both the quality and resolution settings. If your computer meets our specifications and you can't get decent performance, contact Ubisoft support for more information.

*Problem:* When I plug in my Rocksmith Real Tone Cable, it doesn't show up or Windows has trouble starting the device.

*Solutions:* Make sure that the USB port that you're plugging the cable into is providing enough power to the cable and configured for Full Speed (12Mbit/s) or faster. Make sure that the Rocksmith cable is being listed in the "Recording" tab of the Sound control panel. If the cable is being recognized by Windows, then the game should be able to access it.

For best results, plug the Rocksmith cable directly into a powered USB port on your PC.

*Problem:* My audio crackles badly.

*Solutions:* The problem is that your PC is not keeping up with the audio demands of both the guitar input as well as the game audio output. The audio input and output streams are like buckets. For example, the output buffers are constantly being emptied by your sound card. As long as your PC gets back around to filling that bucket before the sound card empties it, you're fine. If the bucket goes empty, you get crackling audio. Input works in a similar manner, except the guitar input is filling the bucket and the game is emptying it. Getting the best audio performance from Rocksmith is about balancing the size of the buffers. Larger buffers are able to handle longer stretches of time between being emptied/filled by the game, but increase the latency between strumming the guitar and hearing the sound from your speakers.

First, check your "Audio Engine Settings" value in the game and try a higher setting, like 3 or 4. See if using a slightly higher setting will get rid of the crackling.

Check the MaxOutputBufferSize value in the Rocksmith.INI file and make sure it's set to 0. If that value is set to something other than 0, we trust you and we're capping the output buffer at that size. If it's set too low and your PC isn't keeping it full, you'll experience crackling.

Experiment with dialing back the video settings. If your framerate is too low, you might experience crackling.

Try setting the "ForceWDM" value in the Rocksmith.INI file to 1. This setting tells Rocksmith to use an older audio interface provided by Windows. If this is set, the audio settings for "Exclusive Mode", "LatencyBuffer" and "MaxOutputBufferSize" will be ignored.

If you've tried all the settings and still encounter crackling, contact Ubisoft support.

*Problem:* I contacted Ubisoft support and they are asking for the Audio log. How do I generate this?

*Solutions:* Check the “DumpAudioLog” value in the Rocksmith.INI file. Set it to 1 and run the game. This tells the game to generate a log file of all the interactions between Rocksmith and your audio hardware. A text file called AudioDump.TXT will be created in your Rocksmith folder that you can email to Ubisoft support. From that information we should be able to figure out what's going wrong and what your next steps should be.

However, do not leave this value set to 1. When it is keeping the audio log, there will be a slight drain on performance. If you're not actively tracking an issue, turn it off so your machine runs at its best.

*Problem:* Does Rocksmith support Windows XP?

*Solutions:* Rocksmith was designed to work with Windows Vista and Windows 7. Windows XP is not supported by Rocksmith at this time. However, you may have good luck with it.

*Problem:* Does Rocksmith support Windows 8?

*Solutions:* We developed Rocksmith on Windows 7 and Windows Vista. We are working on expanding our official support for Windows 8 at this time. Rocksmith will officially have Windows 8 support in a future update of Rocksmith.

If you are running Rocksmith on Windows 8, we'd like to hear about your experiences and problems.

*Problem:* Does Rocksmith support other guitar input devices?

*Solutions:* Rocksmith only works with the Real Tone Cable. This way we can guarantee the user experience matches our expectations.