

Hacking

HACKER'S BEAT

Sound

Edit Mode Manual

v1.00



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1. Functions of the edit mode

Loading the music

You can load the music data.

Create your very own Song stage with your favorite music!

! However, please note the following.

: The music data must be placed in an exclusive folder.

: Music to be in .wav formats only.

(some .wav files might cause errors < Cause under investigation>)

: Music can not be over 3 minutes long.

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Creating and editing the Song

You can create, save and edit the Song.

Make it all at once, or just bit by bit.

The pace is your call.

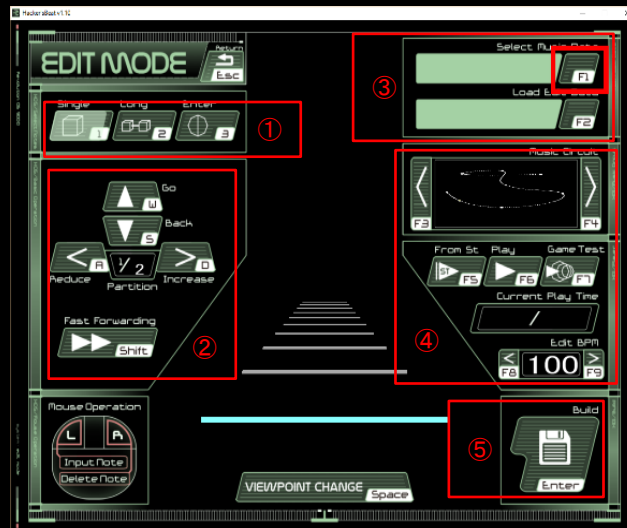
Importing to game

Upon creating a Song file, import the data to
play the game immediately.

Also, you can save the Song to share on the Desktop.



2. Screen layout



1) Note select button

You can select the note to place. (Refer to page 7)

2) Note placement, Note interval adjustment button

You can adjust the note location and intervals. (Refer to page 7)

3) Music selection, Song selection button

You can load the Music data and the Song data. (Refer to page 5,6)

4) Course selection, playtest, BPM Adjustment button

You can select the course, playtest and adjust the BPM. (Refer to page 8)

5) build button

This will open the file save menu. (Refer to page 9)



3. Loading the files

3.1 Loading the Music files

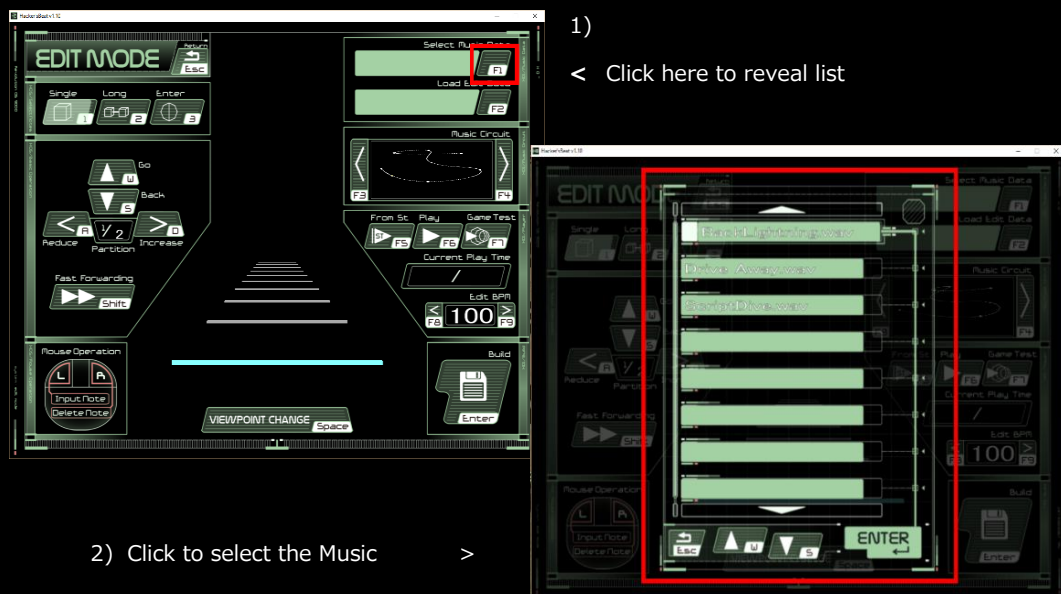
You can load the Music file that you wish to make a Song out of.
To load, place the Music file in (Hacker'sBeat/Edit/wav)

! Location example

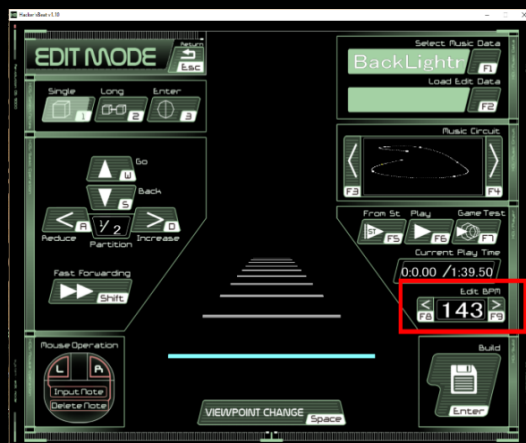
Hard copy : ~(User drive)/Hacker'sBeat/Edit/wav
PLAYISM copy : Same as above
Steam copy : C:/Program Files (x86)/Steam/
steamapps/common/Hacker's Beat/Edit/wav

! Folder location may differ from user to user

Once you place the music in the folder,
select the music file you wish to load.



After loading the music, set the correct BPM.



Clicking the <> will move the number by 1
Holding the Shift key, will move it by 10

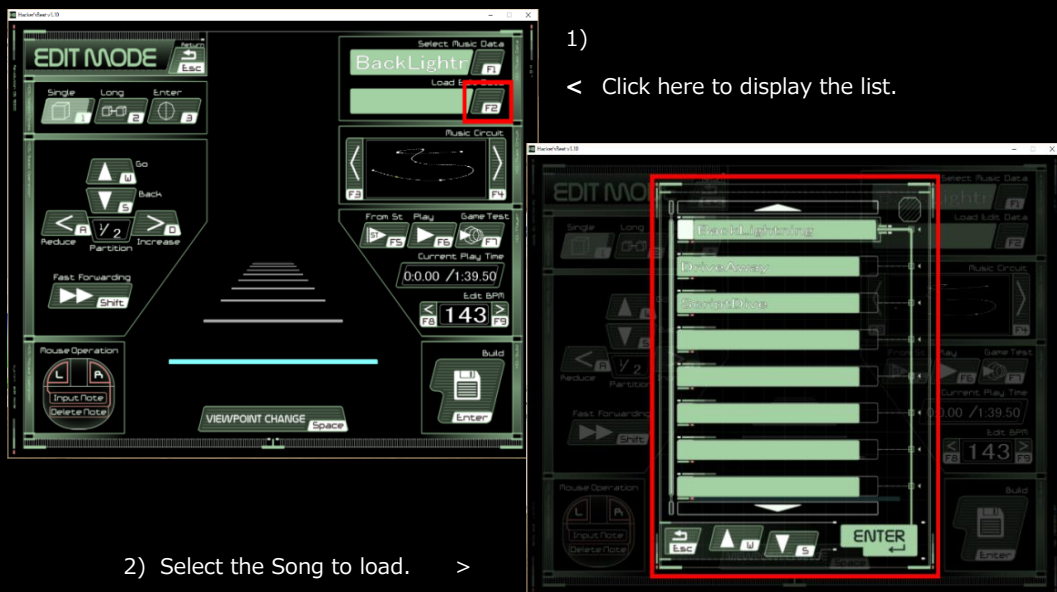


3. Loading the files

3.2 Loading the Song files

This action can not be done if you haven't already saved a Song data.
On how to save a Song data, refer to [6. Saving the files].

If a Song data exists, do the following to display the list.
Select the Song file you wish to load.



! Music data that can be used in Hacker'sBeat

The music format that Hacker'sBeat supports is as follows,

- | | | |
|------------------------|----|---------------------|
| 1) Music file type | -- | .wav formats only |
| 2) Length of the music | -- | Less than 3 minutes |



4. Placing the Notes

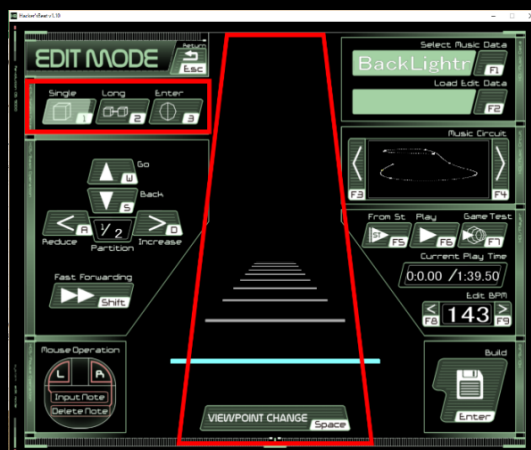
4.1 Single notes / Long notes / Enter Notes

- # [Left Clicking] the line at the screen center area will place a note.
- # [Right Clicking] the placed note will remove the note.

Click here >

To change the note type.

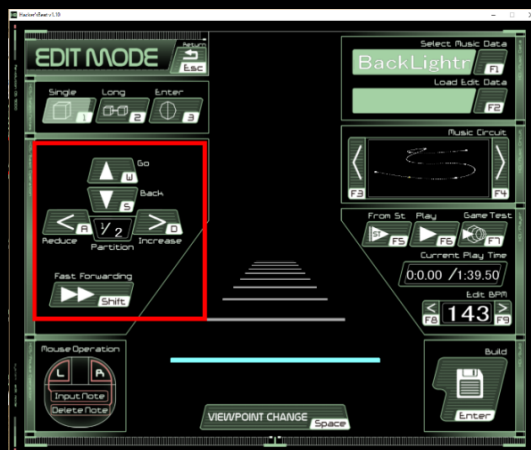
- # Single note
- # Long note
- # Enter note



^ Line area, Click to place and remove notes

- # To move the line, Press the W/S key (Also possible with clicking)
- # To adjust the number of Bars, Press the A/D key (Also possible with clicking)
- ! used when you wish to fit more notes at a shorter interval.

W/S /Forward/Back
A/D /increase/reduce



4.2 Placing notes during playtesting

You can place notes during playtesting.

- ! However, you can not place "rapid notes" during playtesting.
- Please refer to the [5. Playtesting] for the detail.



5. Playtesting

5.1 From the beginning / Playtest from current position

Enter playtesting from Edit mode

You can place notes during playtesting.



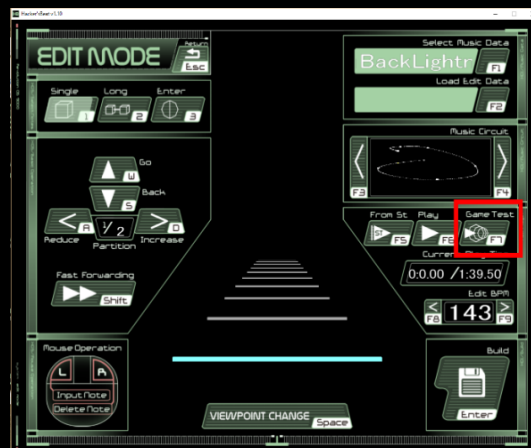
< Click here

F5 ... Play from the beginning

F6 ... Play from current position

5.2 Playtest from game screen

Entering playtesting from the game screen by clicking below.



< Click here

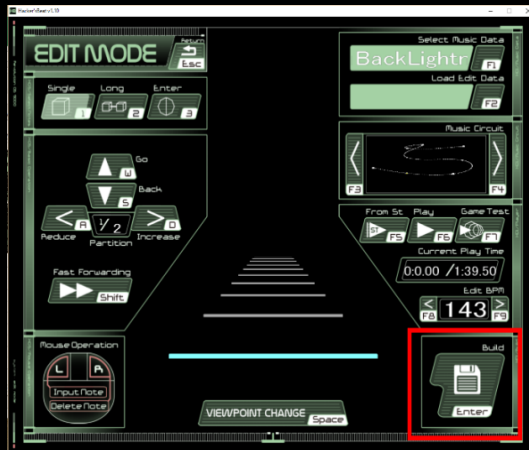
! To exit playtest press the Esc key.

The in-game Esc key displayed at the top does not function.



6. Saving the files

- # Pressing the Enter key at the bottom right of the screen in "Edit Mode" will open a save window.
- # Enter the "Song detail" on the left, and select the "Saving method" on the right.



1) Click here
To open the save window >

2) "Song details" on the left
"Saving method" on the right



<Song Detail> Input

Music Title

Artist Name

Difficulty

Music Model

<Saving methods>

DATA SAVE : Saving the Song

IMPORT : Import to game

EXPORT : Create data for export

6.1 Saving the Song edit data

- # Click the [DATA SAVE] button to save your current editing progress.
- This action will create an "Edit" data, and will not allow you to play the Song from this.

6.2 Saving the Song data to the game

- # Click the [IMPORT] button to make the Song playable, by saving the Song data to the game.
- This action will save the playable Song to the game, and will not save your editing progress.

6.3 Saving data for sharing

- # Clicking [EXPORT] Will save the Song data to share with others on the desktop.
- Due to copyright reasons, this feature will NOT save the .wav or model data.
- # Please transfer the data at your own responsibility.
- Team Tands+ will not take responsibility for any issues or harm caused in the process of transferring the data.

