

GUITARFUN PC v2.6

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Program Request:

- One Wii with Homebrew Channel (or some similar loader) installed. One SD memory for the datas
- Needs to use 'Frets On Fire' songs (you can find it from Internet)
- Keyboard, Wiimote/Nunchuck or Guitar device for Wii (you can play with two guitars or two keyboards)

You must add the songs in the directory **guitarfun/songs/** in the SD memory

You can add folders with 'Frets on Fire' songs directly or you can create packs

The packs are formed when you create a folder starting with the words **pack** or **PACK**, and you put the songs inside this folder. By default the pack name is the folder name but you can customize it if you put a **title.txt** file inside the pack folder. The game reads 32 chars to use it as pack name.

A basic example:

```
guitarfun/songs -> pack1--> 4.1 Paranoid – Black Sabbath
|                               | --> 4.2 Anarchy in the U.K. – Sex Pistols
|
-->pack2-->AC-DC -Back in Black [FOF.Spain]
|         |----->Avalanch - El angel caido
|         |----->title.txt (file content “1. Misc”)
|
|----->Helloween-I want out
```

The result in the program:

1. Misc

AC-DC -Back in Black [FOF.Spain]
Avalanch - El angel caido

pack1

4.1 Paranoid – Black Sabbath
4.2 Anarchy in the U.K. – Sex Pistols

Helloween-I want out

You can see as pack2 take from title.txt text the name and it is ordered alphabetically on the first position.

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Wiimote/ Guitar functions

Wiimote

Up/Down: To select one option in the menu

In the menu:

A -> F1 o Green
B -> F2 o Red
HOME -> SELECT
HOME+B -> START

In the game without Nunchuck:

Conf ig 1: 

Conf ig 2: 

Conf ig 3: 

In the game with Nunchuck:



Pause the game:

HOME+B

Define Guitar 1/ Define Guitar 2:

Config 1: Guitar Hero II Wii -> Wireless Wii Guitar

Config 2: From Gamecube Adaptor -> PS2/Gamecube Adaptor

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Keyboard basics functions:

This functions are used in the menus:

Up/Down Arrow: Select option.

F1/ Return : Accept, Increase, Enter

F2/ Esc : Decrease, Exit

TAB: Select, special option

Playing Keyboard default options (re-defineable):

Key #1 (Green): F1 Key

Key #2 (Red): F2 Key

Key #3 (Yellow): F3 Key

Key #4 (Blue): F4 Key

Key #5 (Oranje): F5 Key

Pick : Return Key

Overdriver: Backspace Key (<---)

Esc: Esc Key

Up/Down Up/Down Arrow keys

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First Menu

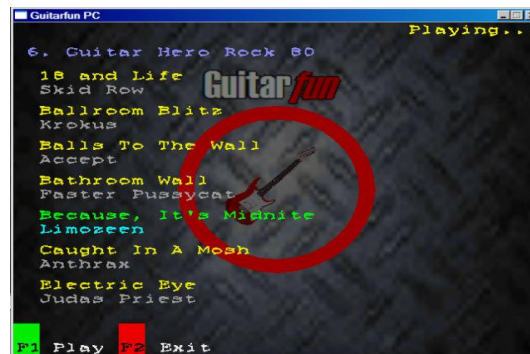


- Single Player: Playing with one player
- Multiplayer: Playing with two players
- Refresh Songs: Refresh the songs list
- Input Options: To define the input (keyboard, guitar, pad) for the two players.
- Sound Options: Of course, sound options :)
- Greets: Hello! xDDDD
- License Agreement: A little license agreement extract
- Program Exit: Go Home.
- Select/Tab: Video options

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Single Player

When you can see a song list when you enter:



Use up/down arrow to select the song and press F1 or the button pad/guitar assigned to play. Some songs can display this screen to select the instrument to play. Press F1 again:



Select the difficult level:



Press the Select button or TAB to training the song.

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Playing:

When it start you can see this screen:



If you never play to a similar game, you must 'pick' the descending notes when they touch the coloured fret symbols (the pentagons, to you understand to me) . For it you must press the guitar color button (or the F1 to F5 keys) before and when the note arrive to the fret line, pick it with the key/button/axe assigned.

If it is a large note (with tail), press the color button (or F1 to F5 key) to the end to increase your score.

A special note exist with an upper coloured point (very near of a normal note, commonly). You can pick this note pressing the color button (or F1 to F5 using the keyboard) only.

Yo can use the Overdrive key (keyboard input) or Wah-Wah bar as you want, in order to emphasize the guitar.

The start notes are equal to the normal notes except when you complete the sequence, you obtain special points to increase the score.

If you fail in one note the instrument sound is silenced or attenuated waiting you play the notes

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correctly.

If you use a input PAD device, the notes are picked when you press the color button assigned, directly. You must wait the opportune moment before to press the button,

The indicators

The right indicator is used in order to measure the people acceptance of the piece that we are touching: if it is in the green extreme, you will hear the approval of the people, but if it descends to the red side you can hear booings and the concert can be suspended. Obviously, also it controls the number of points that we received per note.

The left indicator, displays the accumulated score. In the center zone you can see the light bar that indicates the number of notes played to change the multiply factor of the song. When you play 10 notes the multiply factor is increased and if you fail one note, it lets 1 to multiply factor.

Special Options:

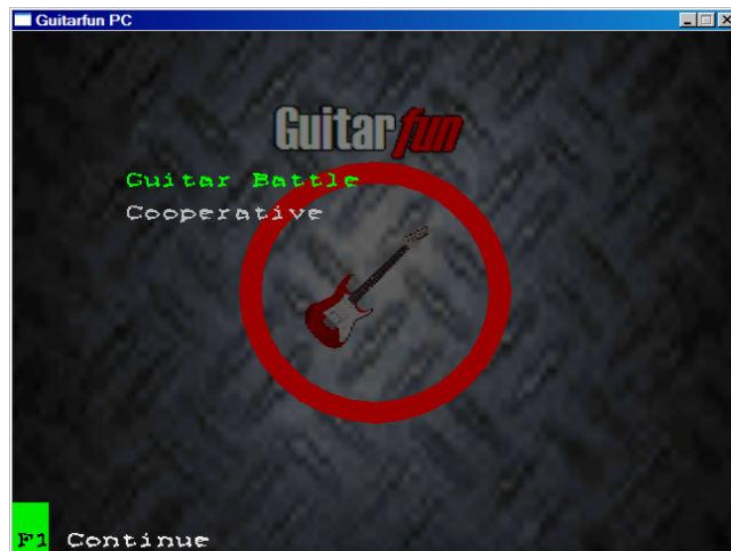
Instrument secondary sound suppressor: When the game starts, during the regressive count, you can pick the Orange note (F5+Return using the keyboard) to turn off the sound of the secondary instrument (the bass if you are playing with the guitar or the guitar if you are playing with the bass). It only works if the song has a rhythm track)

Pause: Press ESC if you are using the keyboard, START (HOME+B) if you are using the PAD or green, red, yellow and blue buttons in combination with START if you are using the guitar (it is a little security mechanism to avoid the game paused pressing the START or SELECT button when you are playing as it happens in the game Guitar Hero). To continue or exit press F1 key or green button.

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Multiplayer

Two modalities exist :



Guitar Battle: Versus mode where the player with the best average/score wins.

Cooperative: You can play with the song have a rhythm track. The player one play the guitar and the player two play the bass in a cooperative game.

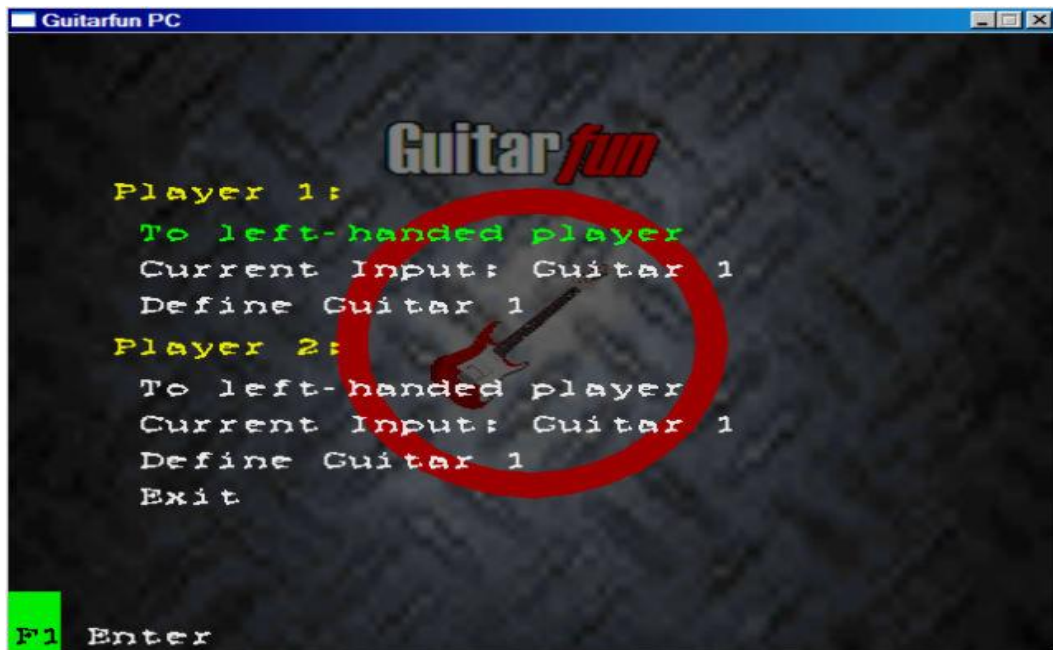
This modes don't save the scores.

Playin in the Guitar Battle mode:



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Input Options

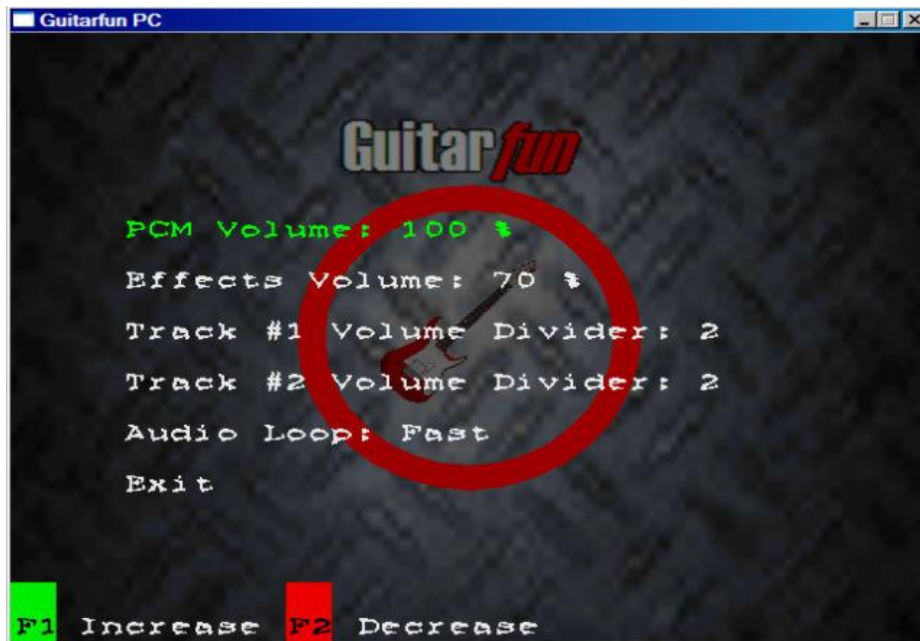


To left/right- handed player: Option to change the order of the buttons color for left-handed or right-handed persons

Current Input: Select the input device: Guitar 1, Pad 1, Keyboard, Guitar 2 o Pad 2

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Sound Options



PCM Volume: Music volume adjust (disabled on PC)

Effects Volume: Effects volume control (mixed by software on PC)

Track #1 Volume Divider: Mix control divider for the track 1

Track #2 Volume Divider: Mix control divider for the track 2

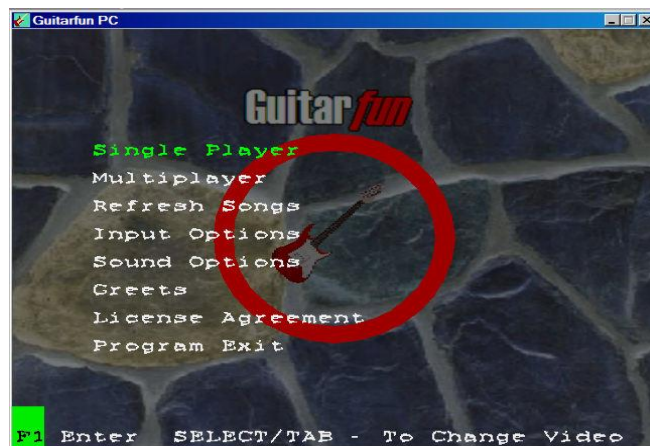
Audio Loop: Buffer sound size control. Use Fast to the best time stability when you are playing a song, if you PC don't pause the sound because it is too slow or use Slow option in other case. Slow represent a sound loop of 93 ms and Fast a sound loop of 42 ms. The graphic timer count about 20ms (50 FPS) and the global timer is corrected using the sound loop. So, you can see little jumps to display the notes if you uses Slow as option.

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Customizing the game

You can change the background bitmap and customize your neck, creating a folder named **bitmaps** in the same directory level of guitarfun.exe :

```
guitarfun/bitmaps/  
-> background.bmp
```



background.bmp is a uncompressed bitmap of 4,8 or 24 bits colors, resized to 256x256 pixels and 15 bits colors internally.

The necks are .bmp uncompressed bitmaps of 4, 8, 24 bits colors, resized to 64x256 pixels and 15 bits colors internally. You can add one or more necks so:

```
guitarfun/bitmaps/  
|---- neck.bmp or neck0.bmp  
|---- neck1.bmp  
|---- neck2.bmp  
|---- .....
```

