**Tempest Wave**

Developer: NoMansLand (a.k.a thiEFcat)

Version based on: 2.0.5

This is a document about how to use Tempest Wave.

Ways to add songs have been changed in 2.0 update, so please read this carefully!

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**1. Adding data**

**1-1. Root folder**

Tempest Wave uses custom data. Data is loaded from designated folders. Directory(Folder) where these folders are located is called root folder. Path of the root folder is this:

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| **Root folder**  Windows PC   * Folder where Tempest Wave (x..).exe, Tempest Wave (x..)\_Data folder locates   Android:   * Internal storage: storage/emulated/0/TempestWave * External storage(external SD card): storage/sdcard1/TempestWave   iOS   * Tempest Wave Documents directory shown in iTunes File Sharing or Files app |

**1-2. Adding songs**

To add songs there should be ‘Songs’ folder inside the root folder. (It is called Song folder.) You can add songs to in-game by creating song data folder you want in song folder.

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| **Note**  - The name of the song data folder becomes the name of the song in game.  - The list will be sorted according to the name of the song data folder. |

There are two ways of adding song data. One is the **Simple adding**; the other is the **Sophisticated adding**. Tempest Wave 2.0 recommends **Simple adding**.

**1-2-1. Simple adding**

**Simple adding** is a feature which is new in 2.0. To do **Simple adding**, you should prepare some files for it.

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| **Essential file**   * One or more beatmap file(s) **which include(s) metadata**   (Format: TWx [tw2, tw4, tw5, tw6], Deleste [txt], SSTrain [json])  *In TWx, version of the TWx should be 2 or higher.*  **Selective file**   * Music file (Format: wav, ogg, mp3) * BGA file (Format: mp4) * Song jacket image (Format: jpg, png. Name: jacket) * Ingame background image (Format: jpg, png. Name: background) * Note sound effect files (format: wav, ogg. Name: *see below*)   : Add files with these names, inside the ‘se’ folder in song data folder.  : tap\_perfect, tap\_bad, flick\_perfect |

Standard of deciding if it is **Simple adding** or **Sophisticated adding** is the existence of info.txt. If there is NO info.txt in song data folder, Tempest Wave recognizes its adding method as **Simple adding**. In **Simple adding** method, Tempest Wave only cares about the extension of the files, not caring about its name. Because of that, beatmap files should contain its metadata when they are loaded.

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| **Metadata list**  TWx   * “level”: Level of the beatmap.   (1 = EASY, 2 = NORMAL, 3 = HARD 4 = APEX)   * “artist”: Artist of the song. * “mapper”: Mapper of the beatmap. * “density”: Density(Level value) of the beatmap.   Deleste   * #Difficulty: Level of the beatmap.   (DEBUT, REGULAR = EASY, PRO = NORMAL, MASTER = HARD, MASTER+ = APEX)   * #Composer: Composer(Artist) of the song. * #Mapper, #Author: Mapper of the beatmap. * #LV: Density(Level value) of the beatmap.   SSTrain   * “difficultyName”: Level of the beatmap.   (Debut, Regular = EASY, Pro = NORMAL, Master = HARD, Master+ = APEX)   * “composer”: Composer of the song. * “lyricist”: Lyricist of the song. * “difficulty”: Density(Level value) of the beatmap. |

**1-2-2. Sophisticated adding**

If there IS info.txt in song data folder, Tempest Wave recognizes its adding method as **Sophisticated adding**. **Sophisticated adding** is a legacy adding method using info.txt, which was essential in 1.5.5 and older version. But in 2.0, loading two or more beatmap with dame level and same format is impossible in this method, so in this case please use **Simple adding**.

Description which is used in 1.5.5 is below.

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| **Rules to follow** (when the song’s name is ‘Music is great’)  - Name of the information file: info.txt  - Name of the beatmap file: Music is great\_(Level).(Extension according to format)  - Name of the audio file: Music is great.wav  - Name of the BGA file: Music is great.mp4 |
| **Additional information**  About the information file ‘info.txt’: *Written specifically under this box.*  About the beatmap file:   * Tempest Wave now supports six beatmap formats  1. SStrain-compatible format (extension: .json, format text: sstrain) 2. DelesteSimulator-compatible format (extension: .txt, format text: deleste) 3. 2Lane TWx Beatmap format (extension: .tw2, format text: tw2) 4. 4Lane TWx Beatmap format (extension: .tw4, format text: tw4) 5. 5Lane TWx Beatmap format (extension: .tw5, format text: tw5) 6. 6Lane TWx Beatmap format (extension: .tw6, format text: tw6)  * There are four levels, ‘Easy, Normal, Hard, Apex’. Write ‘easy, normal, hard, apex’ in (Level) according to its level.   About the audio file:   * Tempest Wave currently supports WAV and Ogg Vorbis file. In Android version MP3 file is also supported.   About the BGA file:   * Tempest Wave now officially supports MP4 file format encoded in H-264 codec. In Android version it is guaranteed to work in Android 5.0 or higher. |

info.txt is the information file which Tempest Wave checks when preparing song list. In info.txt there should be (1) The name of the song, (2) The artist of the song, (3) Format of the beatmap file, (4) Level of the beatmap file, (5) Tags of the song and (6) Start point of BGA file. Way to define them and information about them are written below.

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| **Explanation**  = Name of the song:   * Define using #title (Name of the song). Ex) #title Music is great * *Must be defined.*   = Artist of the song:   * Define using #artist (Name of the artist). Ex) #artist Various Artists   = Level of the song:   * Define using #easy (Sentence), #normal (Sentence) and #hard (Sentence).   Sentence should be like this: (Format text)=(Density):(Author).   * *Density and format must be defined.* * In the part of author, underbar( \_ ) will be replaced to space. * Ex1) #normal sstrain=20   Ex2) #hard deleste=28:author tw6=29:name\_with\_space  = Tags of the song: Define using #tag (Tag). Ex) #tag Blues  = Start point of BGA file:   * Define using #bgastart (milliseconds). Ex) #bgastart 300 * 1000 milliseconds are 1 second. * Start point means start location of BGA file when the game starts. |

Tempest Wave will load the song’s information correctly if you took all steps needed and if there is no mistake.

**1-2-3. Trivia**

Game mode supported in Tempest Wave is STARLIGHT and THEATER. Supported beatmap list for game mode is this:

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| 5L STARLIGHT – TWx [tw5], Deleste [txt], SSTrain [json]  2L THEATER – TWx [tw2]  4L THEATER – TWx [tw4]  6L THEATER – TWx [tw6] |

**1-3. Adding language data**

To add language data there should be a ‘Languages’ folder inside the root folder. (It is called Language folder.) Download the language data sample which is distributed in public, translate it to your best-fitting language and put it in language folder. You can select your external languages in the first run or change language button.

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| **Caution**   * External languages are loaded in sorted state. Index of the language may be changed by adding new external languages (Tempest Wave loads language using saved index number). |

**1-4. Adding music file for Creator**

Tempest Wave Creator lives on the ‘Creator’ folder inside the root folder. (It is called Creating folder.) Creating folder will be created when you enter to the Creator.

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| **Caution**   * In Android version, the creating folder will be created in internal storage regardless of the setting. Also, Creator does NOT use external storage(SD card). |

Put your music file (supported in Tempest Wave) to the creating folder, then Creator will recognize them and make a list for them in the metadata screen.

**2. Frequently happening errors and their solution**

Errors predicted to occur frequently when using Tempest Wave and their solution are written here.

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| **It says it can’t find the song folder.**   * Please check whether ‘Songs’ folder locates in correct location. |
| **Yellow exclamation mark box is blinking in select screen.**   * This occurs when there are errors while loading song list. Check the files as message box says and reload it. |
| **It says there is no beatmap file.**   * This occurs when (only in Sophisticated adding) Tempest Wave can’t detect beatmap file. Please check that format of the beatmap file is correctly defined in info.txt, and please check the name of the beatmap file once again. |
| **It says there is a syntax error in beatmap file.**   * This occurs when a beatmap file ‘really’ has a syntax error. Please check the beatmap file about the typos and incorrect syntax. If you assume there should be no syntax error, please report it to e-mail or official Twitter account. * On the other hand, DelesteSimulator-compatible format is more vulnerable in this error since Tempest Wave doesn’t perfectly support this format. If this error occurs in this format, please report it actively. * TWx format file created with TWx Creator is guaranteed to work. If it gets error, please report it to e-mail or official Twitter account. |