Joalor64 Engine: All You Need to Know

Modding

This engine takes modding one step further with winning icon support and some new mod folders:

* Menu Difficulties
* Stages
* Notestyles
* Credits
* Pixel UI
* Main Menu Assets

For your custom menu difficulties, make sure it is in the form of a .png. The file MUST be 314 by 104. The stages folder is for when your custom stage needs to be in the path, “mods/images/stages”. Your custom notestyles go in the notestyles folder. For the credits, draw your credit icon and put it in mods/images/credits. Then, put your credits in a .txt file. The format used is:

Heading

name::description::link::color

Be sure to put your credits in mods/data.

Also, put your custom pixel notes in mods/images/pixelUI.

For winning icons, make your icon file 450 x 150.

Make sure to put your custom Story Mode, Freeplay, Mods, Awards, Credits, Donate or Options assets in mods/images/mainmenu.

Changelog

The changelog is where recent changes in the engine will be recorded.

[V1.0.0] 2022-4-14

Added

* Uhh…everything. This is literally the engine’s release. That’s all lol.

[V1.0.0e-beta] 2022-4-17

Added

* 3 New Difficulties: Noob, Expert and Insane
* Achievements
* Winning Icon Support
* Noob Chart for Test (All other charts are unfinished)
* Changed Stuff in Project.xml
* And a tiny bit more.

Scripts

Note: Credit goes to everyone on the Psych Engine Discord Server who made these scripts.

The scripts included in this engine are:

* Watermark
  + Appears at the bottom left corner during gameplay.
* Health Counter
  + 100% - 0%.
* Space to V-Pose
  + No further explanation needed.
* Ratings during Gameplay
  + Appears in the top right corner. S+, S, A, B, C, D, F.
* Dave and Bambi Styled Icon Bopping
  + I forgot where I found this, but it wasn’t on the server lol.
* Rank Screen at the End of a Song
  + Displays your rank after a song. It counts your Sicks, Goods, Bads, S\*\*\*s and Misses, along with an S, A, B, C, D or F. Press space AFTER everything is displayed.

Extra Keys

This is a guide on how to use extra keys.

Controls

* 1 Key: Space
* 2 Keys: ←, →
* 3 Keys: ←, Space, →
* 4 Keys: Your Choice
* 5 Keys: ←, ↓, Space, ↑, →
* 6 Keys: S, D, F, J, K, L
* 7 Keys: S, D, F, Space, J, K, L
* 8 Keys: A, S, D, F, H, J, K, L
* 9 Keys: A, S, D, F, Space, H, J, K, L

How to Use

Open chart editor, go to events and do activate extra keys, type in key amount and place event (you can also add a script that runs the event on create post).

Charting: Now this is one annoying limitation of using lua for this, you have to use note types to place the extra colors, the note type called extras will place the other colored directions, and the space note type will place the space note, it doesn't matter which direction you place on, use the charter zoom to place duplicate directions.

Some Notes about how it works: So with the way extra keys are added, it creates an entirely new set of strums, seperate from the original 4k ones, you switch between them with the activate/disable extra keys events

This new set of strums are accessed differently, there's no playerstrums or oppenentstrums you have to access with get/setpropertyFromGroup they are now just lua sprites, the name of the sprites are the numbers 0-17, all strums should be available at all times due to mania changes the 0-8 are the opponent strums, 9-17 are player strums, note that if you are using 6k or 7k, the in game strums are ordered differently, imagine if all the strums are 9k at once, but the other strums that are not used for that key amount are hidden, because that's how it works, it still uses the same ordering as 9k, just useful to know if you try to do modchart stuff with arrows.

Another thing to note, goodnotehit function on other scripts will NOT work, because everything had to be rewritten for the input, and I don't think its possible to directly call a function on all scripts (I don't know psych that well maybe you can??????), so any note types you add, you have to add its goodnotehit code into the extra keys script.

On the topic of note types, to get them to work on the extra notes, you have to make a duplicate note type with either "extra" or "space" in the name, there's not much that can be done about it lol.

There's currently no notesplashes or rating/combo popups when using extra keys, though they could be added in the future (plz make these available through lua ShadowMario)

Also if you're on the latest build from GitHub, copyX is disabled cuz of note directions so idk if notes might sometimes glitch out idk lol.