YO! So the way the selection works is:

When the player is selecting a song (BY CLICKING), the bg of the song SELECTION turns blue.

And when the player’s mouse is NOT clicked on the song or is scrolling (it has to be clicked to turn blue, which means that’s the song they select), it will be a dark-ish orange. Or at random times, some songs will randomly be dark-ish pink.

The music of a song (that’s clicked on) also needs to always play no matter what, so maybe take out the space bar thing for Freeplay so the song always plays.

Also, it will need to play both Inst and Voices.

If a song is missing Voices (like many most likely will), make it play just the Inst. Or idk how you’ll do it so yea.

When the player does click on the different song, ofcourse make it switch to the other song they select.

To go into a song, when the player clicks on the song, they will need to click on the song again to play it. It basically displays on the first click and then on the second click, it opens the song and it is playable.

For the song lookalikes, make the text exactly like the one it’s shown in the screenshot. The only thing IS, Don’t add the stars, and the creator of the map/chart.

Make sure next to the difficulty it uses the (4k) showoff (cause yeah).

(Example)

Whitty Song

Musician

Insane (4k)

Do leave the icons be, just move the icons to the left side of the song that is chosen.

For the background (while selecting a song), dim it down at exactly 50%.

Make the backgrounds customizable, basically we can add any background picture in the files in the chart folder, and in freeplay it will show it.   
IF the image size does not match the FNF size (or say the Freeplay background size), make the image fill.

Basically any image would need to require editing the photo itself to fit.

This is exactly how Osu works btw.

If you don’t understand, you can look at Osu videos or downloading it yourself to see for yourself. Or i can screenshare for ya.