StepPrime Manual for 0.92 Version

General Information

Based on StepMania 5, with a lot of features/changes and a Pump it up Prime Graphic/Style/Score/Timming. This manual was released for 0.92 StepPrime version.

Minimal Requirements System:

SO: Up to Windows 7 SP1
VGA: GeForce 7200GS (512mb ram)
CPU: Anyone up to 1.6 Ghz
RAM: Up to 1 GB

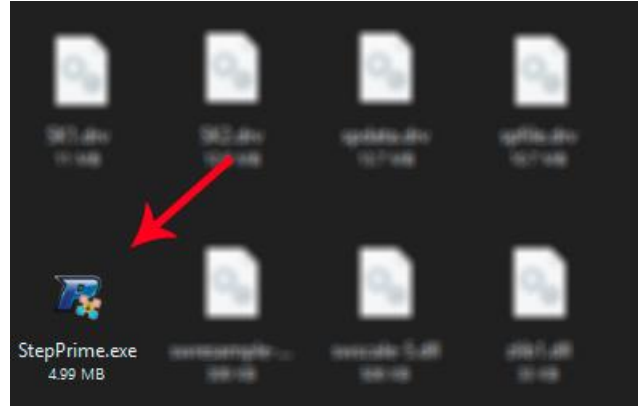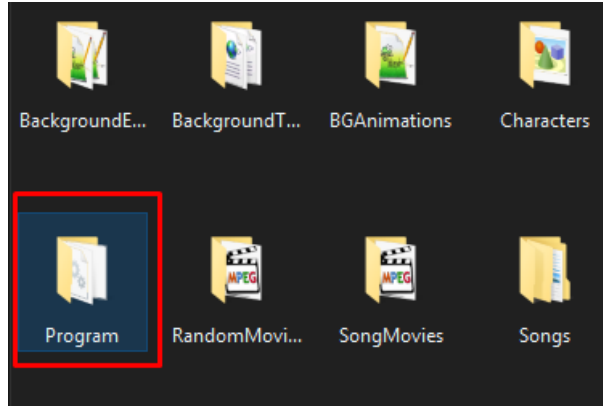Recommended Requirements System:

SO: Windows 10
VGA: NVidia GT210
CPU: Anyone up to 2.4 Ghz
RAM: Up to 2 GB

BOOKMARKS:

How to Install and Play

- Unzip/Unrar Game Base
- Add Songs to the game ("Songs" Folder)
- Execute the Game from "Program" Folder: StepPrime.exe

Windows 7 non SP1 support?

Windows 7 NON SP1 is deprecated and we will NOT give support for this service pack. But we are aware that some users still want to run it. If that's your case, just copy every dll from runtime folder to Program folder. After that, just run the game, StepPrime.exe

Crash at start?

- Re-Download the game again and do a clean extract.
- Install DirectX Redist 2010
- Install Visual C++ 2015 Redistributable RC3 (Windows 7 SP1 or Above).
- Extract the game in another disk Partition or Path.
- Be sure you have songs installed.
- Delete Preferences.ini from Save Folder
- Install your lastest drivers. Video or Audio.
- You are running the game under an incorrect operative system.

Troubleshooting and Help

If program cannot start because MSVCP140.dll is missing, [Install Visual C++ 2015 Redistributable.](#)
If program cannot start because 0x000007b error , [Install Visual C++ 2015 Redistributable.](#)
If program cannot start because the d3dx9_35.dll is missing, [Install DirectX RunTime Jun 2010.](#)
If program cannot start because there is "no audio driver", install the latest audio drivers.
In order to avoid Crash before selecting music, you must have at least 1 Song in BasicModeFolder and 1 Song for FullMode.

The Game is available in minimal 720p Resolution with a 16:9 aspect Ratio, another aspect ratio below this will give you graphics issues.

•Configuration:

Press F1 to open the *Service Menu* or SHIFT + F1 to open the *Configuration Menu*
Use F1 to navigate on *Service Menu* and F2 to select the option
Video Configuration is on Low Settings, but you can edit it from the *Configuration Menu*
You can see your devices connected entering into I/O test from *Service Menu* and pressing F2

•Profile:

To create a new profile to save your stats, Go into *Configuration Menu* > Profiles > Create New
To select your profile, use the *DownLeft* and *DownRight* Key in the Title Screen

•Language:

Change the Language from the *Service Menu* in the LANGUAGE section

•Calibration/Sync:

Use the Calibration/Sync from *Configuration Menu*
If you think you choose the wrong offset, delete the Preferences.ini from Save Folder
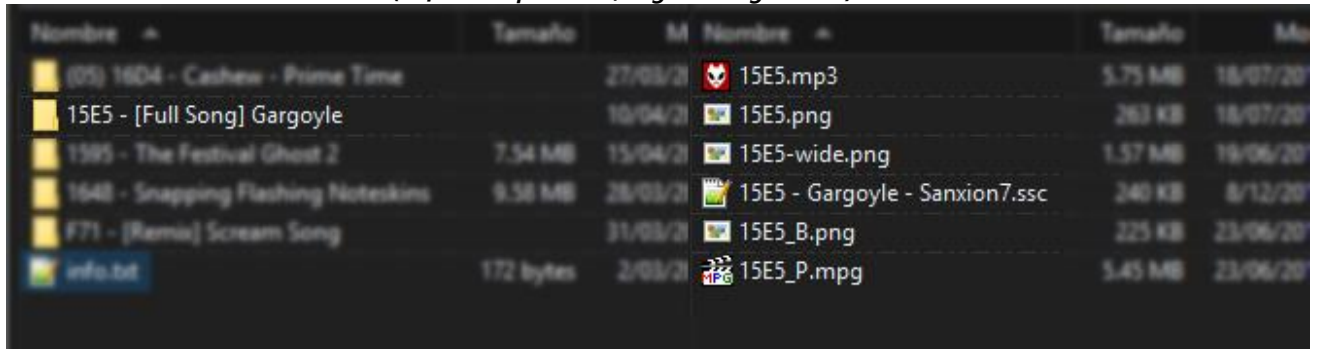
Frequently Asked Questions

How can i install songs?

R: You should put the song (including the audio,simfile,image) into a Group Folder

(Left: Group Folder, Right: Song Folder)

What is a Group Folder?

R: Group folder can contains many songs; you should put the Group Folder into /Songs/ Folder. it will show in the game as a "Channel". To set a banner channel, sound and a description, you should add a picture (512x512), a sound file (mp3), and a text file; they should be in the group folder. This channel information should be located in a "info" folder.

Text File with a description from your channel.
Sound File as a reference.
Banner Picture to show in the Game.
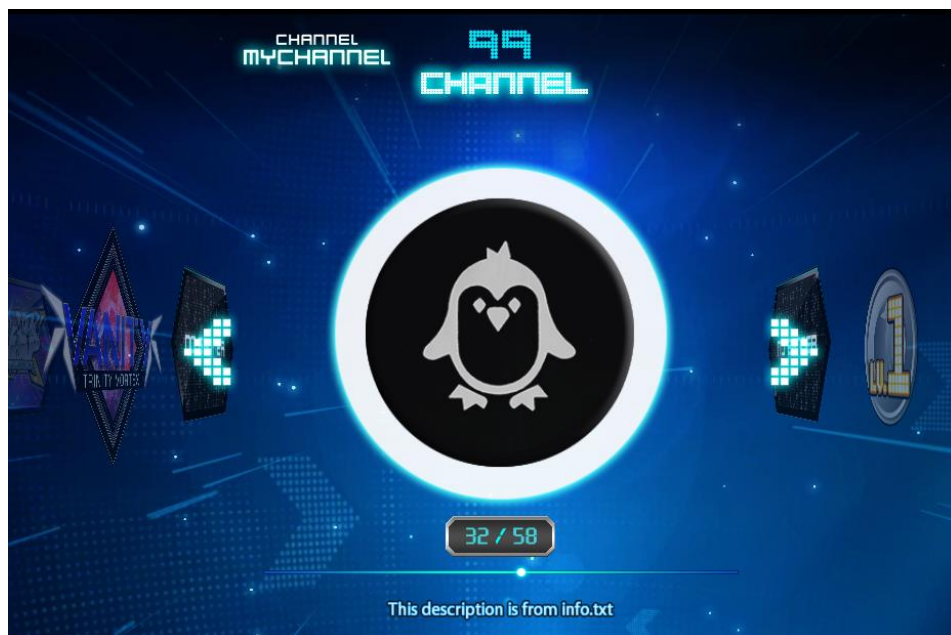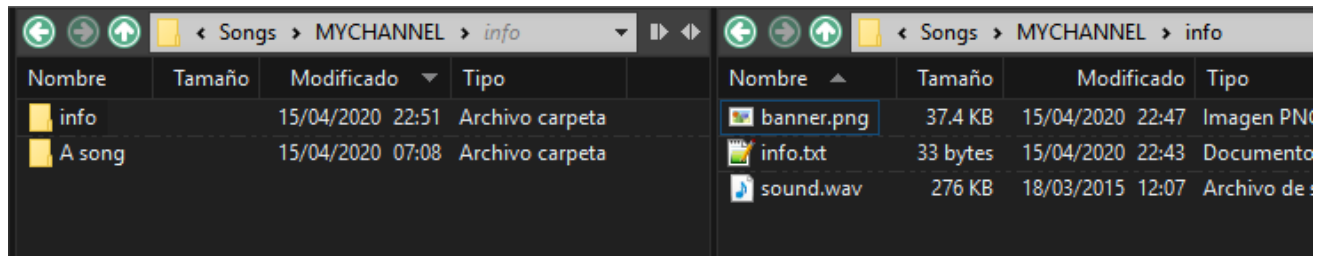
What keys should I press to play and navigate?

Q, Z, S, E, C = Player 1
1, 7, 5, 9, 3 = Player 2 (Numeric Pad)

What is a Basic Mode and Full Mode?

R: Basic Mode will show only a basic interface and low level songs, for beginner users. Full Mode show all the songs, channels, level channels, command window, categories. If you want to join into Full Mode, you should use this combination:

(Left, Basic Mode; Right, Full Mode)

What does EVENT Mode means and how can I activate it?

It will disable StageBreak and will always use Full Mode, you can also play Songs infinitely. You should activate it from the *Service Menu* (GAME SETTING)

How can I open the Command Window in Full Mode?

Command Window is only available under Full Mode, and you should use this combination.

HOW TO PLAY WORLDMAX

Before playing WorldMax Mode, you should download all the media (WORLDMAX MEDIA.rar).
You can find it here:
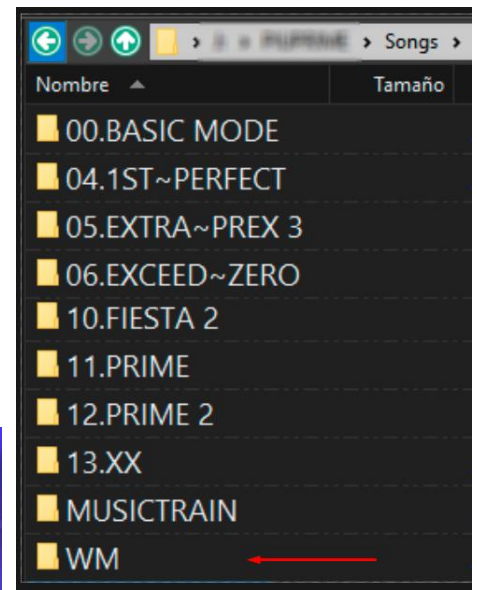https://stepprimeofficial.blogspot.com/p/songs.html

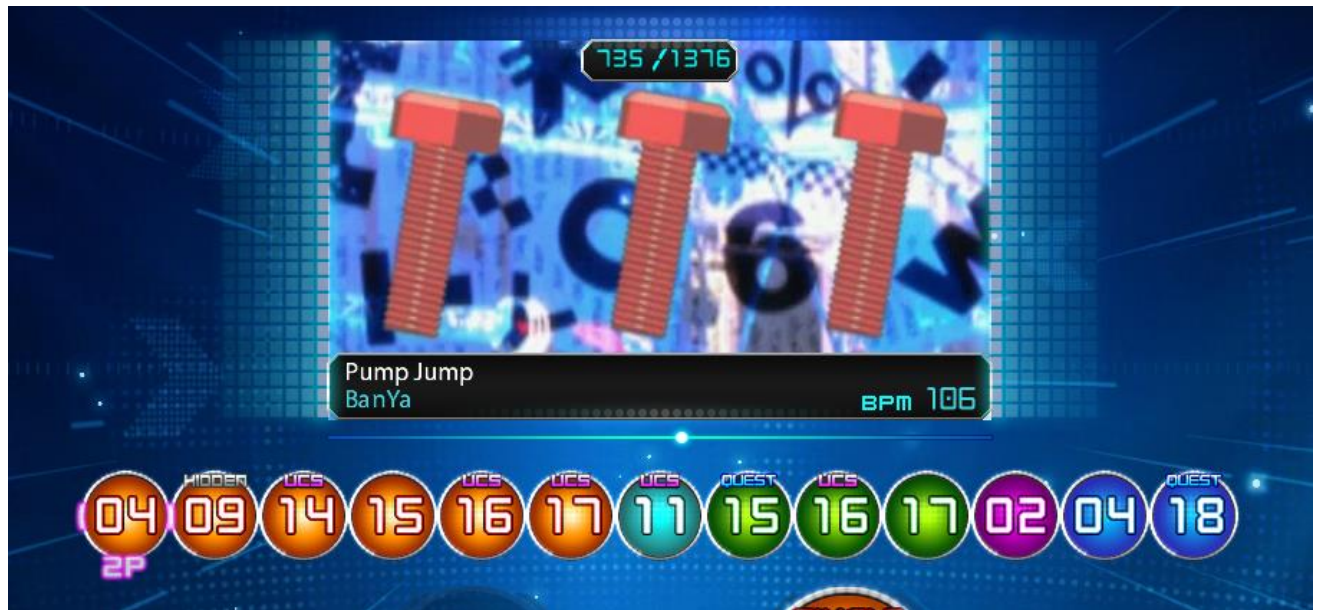Extract the Folder "WM" in Songs Folder.
Open the game and wait until the Title Screen
Select your profile, and press "UpRight" two times.
If you did everything good, the game will load WorldMax

Interface Information

Steps (Balls) have:

Types:
Single Level: Orange
Single Perfomance Level: Purple
Half Double: Cyan
Double: Green
Double Perfomance: Blue
Coop: Yellow

Labels:

NEW: Marked as a new chart
UCS: Unofficial Chart, aka User Custom Step
QUEST: Mission Chart (Without Goal) from Pump It up Game Series
ANOTHER: Another Chart, different from normal step
PRO: Chart from PRO Series
INFINITY: Chart from INFINITY Game.
HIDDEN: Chart Hidden from Pump it up Game Series
JUMP: Chart from JUMP version
TRAIN: Chart used in MUSICTRAIN
UCQ: Unofficial 'Mission' Chart (Without Goal), aka User Custom Quest

In Full Mode, you can select a channel and categories, using UpLeft or UpRight

System Channels:

ALL TUNES: It will show all songs from every group folder except FullSongs, Remix or Shortcut
RANDOM: Picks a Random Song based on every group.
ORIGINAL TUNES: Shows Original Music.
K-POP: Shows K-POP Music.
WORLD MUSIC: Shows World Music.
J-MUSIC: Shows J-Music.
XROSS: Shows Various Licensed Music.
FULL SONGS: Shows Full Songs (Cost 4 Hearts)
REMIX: Shows Remix Songs (Cost 3 Hearts)
SHORTCUT: Shows Shortcut Songs (Cost 1 Heart)
UCS: Shows only UCS Labels.
MISSION ZONE: Shows only Quest/UCQ labels.
RANDOM TRAIN: Picks 4 Random Songs from every group.
MUSIC TRAIN: Preloaded List with songs that are going to be loaded consecutively

TYPE/ZONE Filtering

StepPrime included a new feature based in a new custom sorting; press three times UpLeft or UpRight to change the sort.

UpLeft (Type): Filter to only Single/Double or All
UpRight(Zone): Filter to only Channels/Category/Level

Favorite Channel

In this channel, your favorite's songs are saved. To set a song as a favorite, you need to keep holding the Center button when choosing the song. After that, you will see a label (Red or Blue). To delete a song from favorites, you need to repeat the sequence.
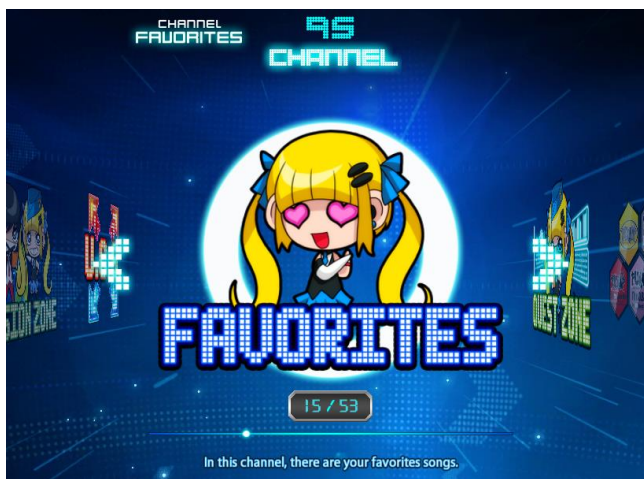
UCS EXT System

You can now create new steps and share only your step with your friends. This only works if you are using our SongPack (JUMP, MOBILE,RIO,PRO,PRO2,INFINITY,1STPERFECT,EXTRA-PREX3,EXCEED-ZERO,NX-NXA,FIESTA,FIESTAEX,FIESTA2,PRIME,PRIME2,XX,STEPPRIME), once you create the step from the editor, the game will create a file in the SongTitle folder with an extension file (*.SSC.EXT) that you can send to your friends. Your friends should also use our SongPack.

For example:
If you created a Single 15 Cleaner from Fiesta EX based in our SongPack, the step file (d15.ssc.ext) is located in "Songs/09.FIESTA EX/1101 – Cleaner/"

https://youtu.be/eDMihsiyMM0

MUSICTRAIN

Creating MusicTrain list is easier than you think; remember to follow these steps to make it work properly:

Requirements:
-Preview Banner file: Resolution (464x264), PNG/JPEG Format
-Preview Audio File: MP3/WAV/OGG Format, 12 sec length or less
-Preview Video File: MPG/MP4 Format (Optional) Max Resolution(640x360)

-Our SongPack (Recommended) or the Song Pack that you are sharing with the current musictrain.

Steps:
1- Create a folder in MUSICTRAIN folder (The folder name will be shown in the game)
2- Put your files (Banner,Audio, Video) in this folder
3- Create an INI file called MUSICTRAIN with a suffix in the MUSICTRAIN folder (IE: musictrain_First.ini). If you dont know how to create an INI File, open notepad and save the textfile with ini extension.
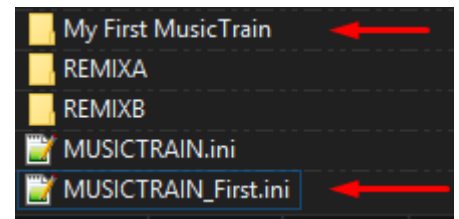
MUSICTRAIN_* INI STRUCTURE (open your Musictrain_First.ini):

-Your folder name should be between "["and "]", this is the section that will be read in game (CASE SENSITIVE)
-The key "SONGS" will store every song folder that you want to show in the Train
-The key "STEPS" will store every step from the songs that you stored in SONGS key

To add more songs and steps, you should use a comma to split:

SONGS must have GroupFolder and the SongFolder to work properly. IE, if you want to add Desaparecer from XX, then you should write: 13.XX/16D0 – Desaparecer.
If you are using a custom folder or custom song, then you should write the path from it.

STEPS must have the step type, meter, and the label from the step (optional)
For example, if you want to use the Double 23 from Desaparecer, you should write, D23.
If you want to use an UCS, then you should add D20 UCS

Songs and Steps Lists are sort manually, if the first song value in SONGS is Latino Virus, then the First value in STEPS must be a valid step from Latino Virus Song only. Same with the rest of the songs and steps.

This is the result of the first music train, if everything is good, you will be able to play it.
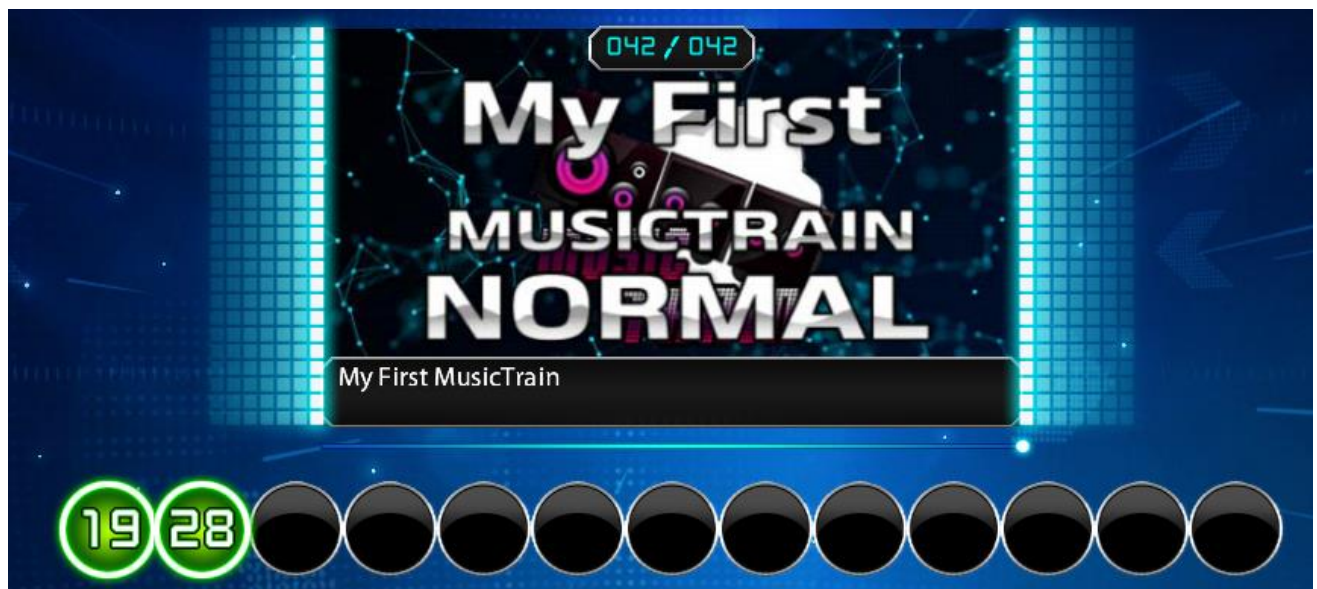
QUEST CHANNELS

Quest channels needs Stepmaking knowledge, and LUA coding if you want advanced functions.

Requirements:
-SSC File (Song and Steps)
-Media Files (Audio, Preview Video, Banner)

First at all, you should create a GroupFolder in Songs, and create a textfile called quest on it, after that you should create your songs under this groupfolder:
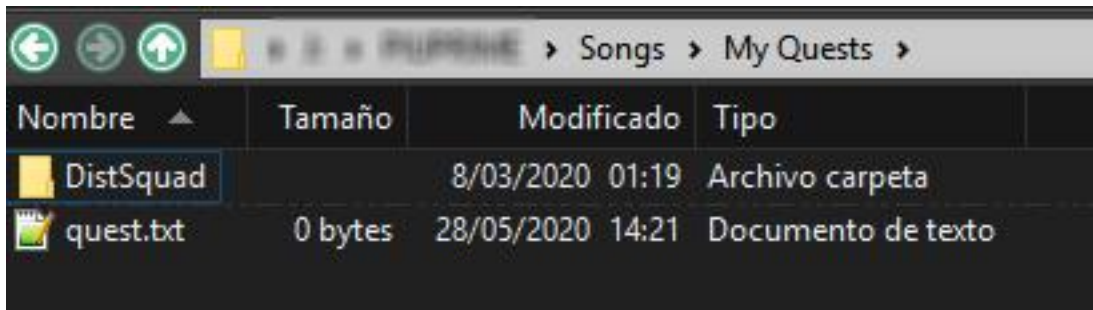
The game will detect this GroupFolder as Quest because quest.txt

Your steps should have the LabelType based on the Quest: S1, S2, S3 and S4. They are sorted automatically in game.
Under Quest Channel, you should be able to modify the LifeBar and what mods are going to be applied before the song started.
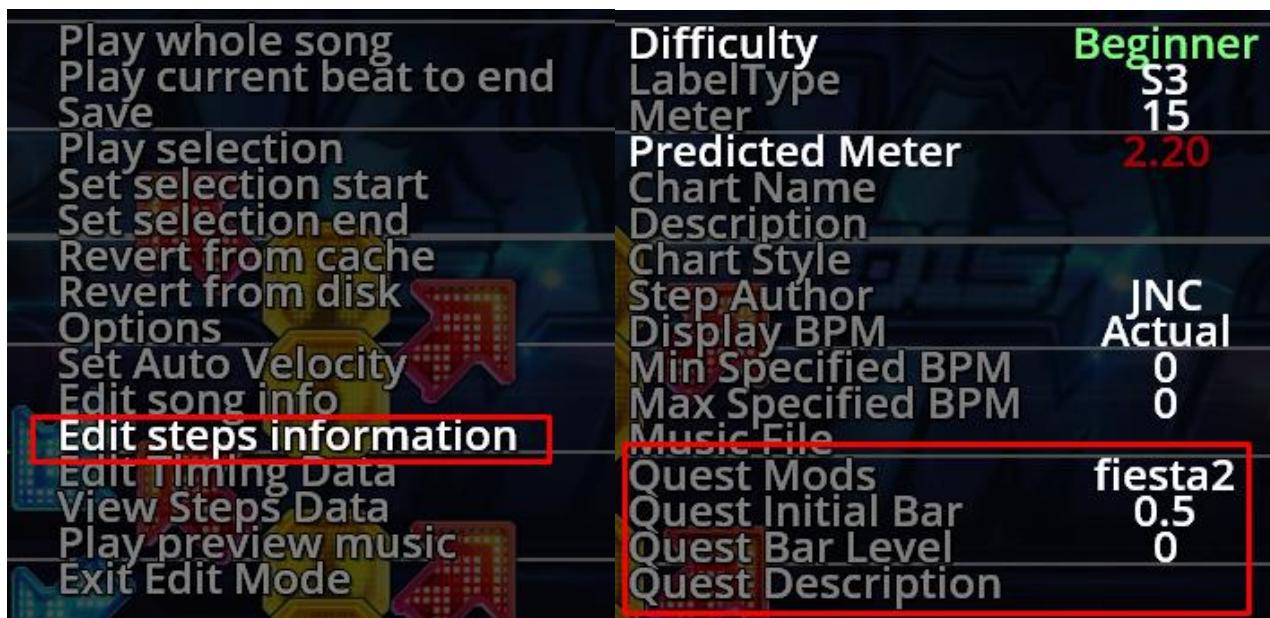
Quest Mods should be separated by comma; this is the available list of mods:

NoteSkins:
aadmb,aadmr,aadmy,flower,old,easy,slime,canon,poker,music,nx,sheep,horse,dog,girl,fire,ice,wind
,nxa,nx2,lightning,drum,missile,rebirth,basic,fiesta,fiesta2,prime2,xx

Mods available (you can also use #Attacks instead)

Boost, Brake, Wave, Expand, Boomerang, Drunk, Dizzy, Confusion, Mini, Tiny, Flip, Invert, Tornado, Tipsy, Bumpy, Beat, XMode, Twirl, Roll, Rise, Hidden, HiddenOffset, Sudden, SuddenOffset, Stealth, Blink, RandomVanish, Reverse, Split, Alternate, Cross, Centered, Dark, Blind, Cover, RandomSpeed, Mirror, Backwards, SuperShuffle, Wide, Big, NXMode, UnderAttack, LeftAttack, RightAttack, Drop, Snake, ZigZag, ExtraJudgement, HardJudgement, VeryHardJudgement, UltraHardJudgement, JudgeReverse, HideJudge, breakoff

Quest Initial Bar must be set from 1.0 to 0.01. Default is 0.5

Quest Bar Level it's the lifebar difficulty, negative value means harder fill.

Quest Description, Set a custom description for your quest, IE: "Survive until the end".
In case you want a Multilanguage description, add @ for splitting:

Example: "Survive until the end@Supera hasta el final de la cancion"

Extra Information, Set an extra information, IE: "Floor 1" using the Artist field .

Quest Goal:

EveryStep from Quest Channels must have a goal. If you don't create one, you will always get a "Quest Failed" message at Evaluation Screen. There are two ways for goal creation: INI and LUA. You can use them simultaneous or just one.

<u>INI SYSTEM:</u>

You should create an INI file in your SongFolder called: BasicGoal.ini
(You can also open notepad and save the text file as BasicGoal.ini)
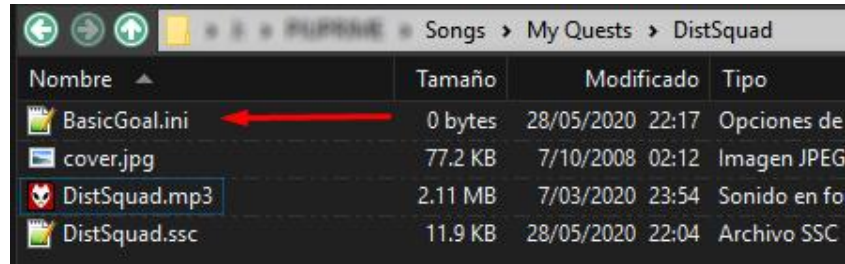
The structure of the INI FILE it's splitted in 4 sections (based on the 4 steps), S1, S2, S3, S4

```
[S1]
PERFECT=500

[S2]
LIFEBAR=10

[S3]
MAXCOMBO=1000

[S4]
MISSCOMBO=50
```
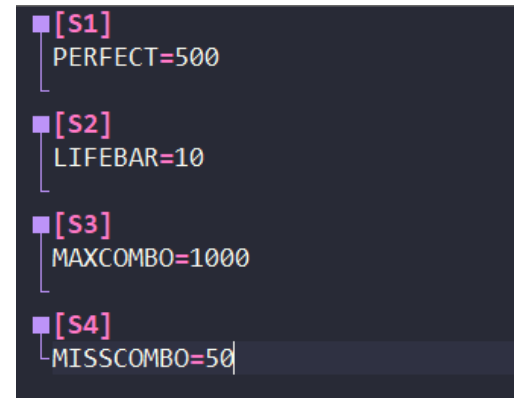
Keys available (Always UpperCase):
The Keys are available for everysection, it means the requeriments to pass the step quest, you should only add the key if you want it as requeriment.

FLAG   : The only Value available is BREAKOFF, it means that allow the goal with breakoff.
PERFECT   : How many perfects it requires to pass.
GREAT   : How many greats it requires to pass.
GOOD   : How many goods it requires to pass.
BAD   : How many bads it requires to pass.
MISS   : How many misses it requires to pass.
HEART   : How many hearts you need to tap to pass.
POTION   : How many potions you need to tap to pass.
MINE   : How many mines you need to tap to pass.
ITEMS   : How many total items you need to tap to pass.
VELOCITY   : How many velocity items you need to tap to pass.
HIDDEN   : How many hidden taps/items you need to tap to pass.
MISSCOMBO : How much MissCombo you need to do to pass.
MAXCOMBO : How much MaxCombo you need to do to pass.
LIFEBAR   : What percentage the lifebar should be at the end of stage to pass.
SCORE   : How many total score you need to have to pass.
GRADE   : What Grade you need to do. (SS,S,SBLUE,A,B,C,D,E,F)

Most keys allows 'more (>) or less (<)' statement. If you want, for STEP1, get Blue S or less, More than 4 potions, 10 Velocity Items and get less than 65% lifebar. And for STEP2, get more or equal to 100 Hearts, Grade B, and 0 Greats but the breakoff is enabled on this. The final result on INI is:

[S1]
GRADE=SBLUE,A,B,C,D,E,F
POTION=>5
VELOCITY=10
LIFEBAR=<64

[S2]
HEART=>100
GRADE=B
GREAT=0
FLAG=BREAKOFF

[S3]

[S4]

In case you just want a "Survive until the end" requirement, just leave the Section with no keys (Like S3 and S4 above).

LUA SYSTEM:

This is for advanced users, and in case you want to count ie: noteskins or count GREAT+PERFECT. First at all, you should create a LUA File called Goal. In addition, you must have a Foreground Change in your SSC Song Header redirecting the Goal Lua.

#FGCHANGES:-100.000=Goal.lua=1.000=0=0=1=====,;

The Lua file must contain an ActorFrame and a handle event from GameplayFinish.

```
local t = Def.ActorFrame {
        GameplayFinishMessageCommand=function(self,params)
                local pnStageStats = STATSMAN:GetCurStageStats():GetPlayerStageStats(params.Player);
                pnStageStats:SetSuccess(true);
        end;
};
return t
```

Functions available from pnStageStats:
pnStageStats:GetFailedAux();
pnStageStats:GetTapNoteScores("TapNoteScore_Heart");
pnStageStats:GetTapNoteScores("TapNoteScore_Potion");
pnStageStats:GetTapNoteScores("TapNoteScore_HitMine");
pnStageStats:GetTapNoteScores("TapNoteScore_Velocity");
pnStageStats:GetTapNoteScores("TapNoteScore_Item");

pnStageStats:GetTapNoteScores("TapNoteScore_W1")   <- Perfect
pnStageStats:GetTapNoteScores("TapNoteScore_W2")   <- Perfect
pnStageStats:GetTapNoteScores("TapNoteScore_CheckpointHit");   <- Perfect Hold

```
pnStageStats:GetTapNoteScores('TapNoteScore_W3');                <- Great
pnStageStats:GetTapNoteScores('TapNoteScore_W4');                <- Good
pnStageStats:GetTapNoteScores('TapNoteScore_W5');                <- Bad
pnStageStats:GetTapNoteScores('TapNoteScore_Miss')               <- Miss Tap
pnStageStats:GetTapNoteScores("TapNoteScore_CheckpointMiss");    <- Miss Hold
pnStageStats:GetTapNoteScores("TapNoteScore_Heart");
pnStageStats:GetTapNoteScores("TapNoteScore_Potion");
pnStageStats:GetTapNoteScores("TapNoteScore_HitMine");
pnStageStats:GetTapNoteScores("TapNoteScore_Velocity");
pnStageStats:GetTapNoteScores("TapNoteScore_Item");
pnStageStats:MaxCombo();
pnStageStats:MaxMissCombo();
pnStageStats:GetCurrentLife);
pnStageStats:GetScore();
pnStageStats:GetGrade();
pnStageStats:MaxComboSkin("NOTESKIN")
pnStageStats:MaxMissComboSkin("NOTESKIN")
pnStageStats:GetTapNoteSkin("NOTESKIN", 'TapNoteScore_XXXX')      <- Use the TapNoteScore from
above
```

"NOTESKIN" should be replaced for a noteskins that you set in the chart. But if you are using, ie: Prime2 as a noteskin from QUESTMODS, and you want to count them, use "default".

GetGrade() return:
Grade_Tier1   : SS Gold
Grade_Tier2   : S Gold
Grade_Tier3   : S Blue
Grade_Tier4   : A
Grade_Tier5   : B
Grade_Tier6   : C
Grade_Tier7   : D
Grade_Tier8   : E
Grade_Tier9   : F

For example,the requeriments from STEP1 is: Get PERFECT+GOOD+MISS = 100, Get Grade S Blue or More, 10 Heart Items, and for STEP2, count Old Skin more than 50 Bad and NXA Skin less or equal than 10 Miss .

```
local t = Def.ActorFrame {
        GameplayFinishMessageCommand=function(self,params)
                local pnStageStats = STATSMAN:GetCurStageStats():GetPlayerStageStats(params.Player);
                local fail = pnStageStats:GetFailedAux();
                local iPerfects = pnStageStats:GetTapNoteScores("TapNoteScore_W1")  +
                            pnStageStats:GetTapNoteScores("TapNoteScore_W2") +
                pnStageStats:GetTapNoteScores("TapNoteScore_CheckpointHit");
                local iHearts = pnStageStats:GetTapNoteScores("TapNoteScore_ Heart ") ;
                local iGood = pnStageStats:GetTapNoteScores("TapNoteScore_W4") ;
                local iMiss= pnStageStats:GetTapNoteScores('TapNoteScore_Miss') +
pnStageStats:GetTapNoteScores("TapNoteScore_CheckpointMiss");


                local iOld = pnStageStats:GetTapNoteSkin("old", 'TapNoteScore_W5');
                local iNXA = pnStageStats:GetTapNoteSkin("nxa", 'TapNoteScore_Miss') +
pnStageStats:GetTapNoteSkin("nxa", 'TapNoteScore_ CheckpointMiss');
```

```lua
            local Grade = pnStageStats:GetGrade();

        if params.Label == "S1" then
                local iTotal = iPerfects + iGood + iMiss;
                if (iTotal == 100 and (Grade == "GradeTier_3" or Grade == "GradeTier_2" or
Grade=="GradeTier_1") and iHearts == 10 and not fail) then
                        pnStageStats:SetSuccess(true);
                end;
        end;

        if params.Label == "S2" then
                if (iOld >= 50 and iNXA <= 10 and not fail) then
                        pnStageStats:SetSuccess(true);
                end;
        end;
    end;
};

return t
```

If you did everything correct, you should be able to play and get the quest system working