StepF2 Manual

The game is based on StepMania 5. PayMode is disabled to prevent its wrong use.

The game is a simulation of the Pump It Up Fiesta 2 interface.

This game doesn't include Battle Modes, and some other Arcade Modes.

Note: The *Scoring* and *Timming* are based on the real game, but might not be fully accurate.

Set Up Steps

1. Extract the file **"StepF2_V1_0.rar".**
2. Add songs to the songs folder (included with the game) or **activate** them! (check page 2)
3. Execute "STEP_F2.exe".

To see all the credits of the game, you can check: Options ->StepMania Credits.

Manual version: 1.0

I - Frequently Asked Questions

*1_* How do I install **Songs and BGA Videos**?

*2_* How do I create **Groups** or **Channels**?

*3_* How do I add more **NoteSkins**?

*4_* Which are the game buttons?

*5_* What is **HomeMode**, **FreePlay** and **EventMode**?

*6_* What is **BasicMode** and **FullMode**?

*7_* How do I change from **BasicMode** to **FullMode**?

*8_* How can I open the **Command Window**?

9_* How can I join another player?*

*10_* What is **SD** and **HD** modes*?*

*1_* How do I install **Songs and BGA Videos**?

A **Song** is a folder which contains:

- 1 sound file.
- 1 simfile (.SM, .SSC or .SMA files).
- Might contain 1 or more images.
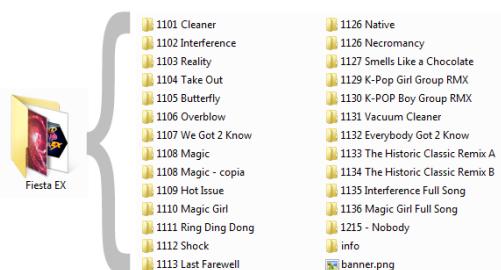- Might contain 1 or more video files.
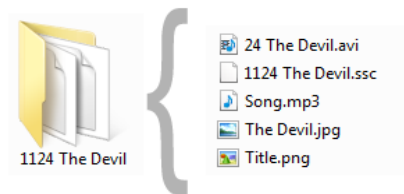
StepF2 comes with pre-installed stepfiles for the songs in the channels folders. They are already organized into categories in same order like the arcade. To activate these songs, download the media packs containing music and videos available on the game page in Facebook, and install these files in the channel folders insode the "Songs" folder.
Some songs will automatically be enabled in Basic Mode when you activate them.

To activate **BGA Videos** for songs during gameplay, download the videos on the game page, and install them into the "SongMovies" folder in StepF2. They will automatically activate into gameplay, for both Video modes, Widescreen (HD) and Normal (SD)

2_ How do I create **Groups** or **Channels?**

A **Group** is a folder which contains **Songs.**

1101 Cleaner	1126 Native
1102 Interference	1126 Necromancy
1103 Reality	1127 Smells Like a Chocolate
1104 Take Out	1129 K-Pop Girl Group RMX
1105 Butterfly	1130 K-POP Boy Group RMX
1106 Overblow	1131 Vacuum Cleaner
1107 We Got 2 Know	1132 Everybody Got 2 Know
1108 Magic	1133 The Historic Classic Remix A
1108 Magic - copia	1134 The Historic Classic Remix B
1109 Hot Issue	1135 Interference Full Song
1110 Magic Girl	1136 Magic Girl Full Song
1111 Ring Ding Dong	1215 - Nobody
1112 Shock	info
1113 Last Farewell	banner.png

Groups must be in the /**Songs** folder, which is in the game root.

StepF2 comes with the Fiesta 2 default group channels folders configured with song folders properly organized.

3_ How do I add more **NoteSkins***?*

NoteSkins must be in "*NoteSkins/pump"* folder.

When a noteskin is added, it's will automatically show an icon of the new skin inside the **command window** in the **noteskin** subsection.

4_ Which are the game buttons?

Player 1   **Player 2**

Escape: the game goes back to the previous screen.
F3: Debug Menu.
Scroll Lock: Operator screen (Options menu)

5_ What is **HomeMode**, **FreePlay** and **EventMode**?

HomeMode: This shows the Main Menu (including the Editor, Options, etc).
FreePlay: Hides the Main Menu.
Event: Timer disabled and no hearts are consumed. You can play songs infinitely.

6_ What are **BasicMode** and **FullMode?**

Like the Arcade, basic mode doesn't have all the game commands and must be used for basic songs. While full mode allows the access to the Command Window, Channel selections, etc.

7_ How do I change from **Basic Mode** to **Full Mode**?

Inputting the sequence:

Basic mode can be disabled in: *Options -> Interface Options -> Basic Mode.*

8_ How can I open the **Command Window**?

In Full Mode, open Command Window to control various gameplay options using the sequence:

9_ How can I join another player?

Pressing the center button of the new player.

10_ What is **SD** and **HD** modes*?*

       Like the modern versions of PIU, StepF2 supports SD and HD display modes. HD displays the game in 16:9 widescreen format, while SD displays the game in 4:3 format.

       The game will automatically adapt the song titles and background videos.

       For more information on how to properly configure this feature, check **Page 12**.

II- New Features

Questions and answers

*1_ How do I set a step as **Single Performance** or **Double Performance**?*

 Single Performance: Steps must be Single type. Must add "**SP**" to the steps description. For example: "hard steps SP".

 Double Performance: Steps must be Double type. Must add "**DP**" to the steps description. For example: "double per. DP".

*2_ How do I edit the **Double Performance** multiplayer steps?*

 Creating multiplayer Double type steps. Selecting the "TapNote: Tap" and using the "**H**" and "**J**" keys, you can change the player noteskins. *After placing the first taps, restart the editor to allow the game to load and show the new noteskins.*

 Note: There are only 3 DP noteskins available, plus the Default noteskins.
 Note: This can be made also for **Single** type steps.

3_ How do I change the level step to Lv 00, Lv ?? or Lv !! ?

 Level 00: must set the Meter = 0.
 Level ??: must set the Meter writing ?? or 99.
 Level !!: must set the Meter writing !!.

4_ *How do I label a step like **"New", "Another", "Pro", "Quest", "Train", "Hidden", "UCS"** or **"HalfDouble"**?*

Adding to the description (using the editor, changing the "Steps Description") of the steps the words "**new**", "**another**", "**pro**", "**quest**", "**train**", "**ucs**" or "**halfdouble**" respectively. Labels must be used for:

- **New**: indicates the chart as a new chart.
- **Another**: indicates an alternative chart that is different from the main ones.
- **Pro**: Indicates that the chart belongs to Pro/Infinity series.
- **Quest**: Indicates that the chart originated from Mission Zone, World Max, etc.
- **Train**: Indicates that the chart is part of a MusicTrain.
- **Hidden:** Indicates a chart that is not selectable in real game except with unlock codes.
- **UCS**: Indicates that the chart is a User CustomStep (SM format), not official. This will automatically add the song to the UCS Channel.
- **HalfDouble**: Indicates a Double chart that only plays on the 6 middle steps. This will show inside the chart ball where the "Double" text would be. If a chart game mode is "pump-halfdouble", StepF2 will automatically show this label.

Example: Writing "DP another" in the chart description, will make it appear as a Double Performance and label it as an "Another" chart.
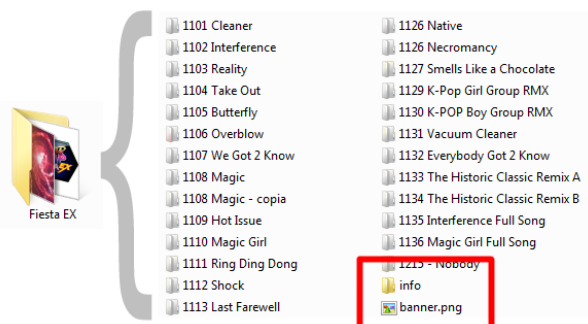
Note: A whole group can be set as "new" for all the songs in the group (read the next question).

5_ *How do I change the group information?*

A group can count with an image file to represent the group in the game and a sound.

Image: must be an image file with the name "banner" in the group folder.

Sound: must be a sound file with name "sound" and must be inside the "info" folder.

## 6_ *How do I set the **type** of a song?*

The song type defines how many hearts the games takes (depending of the grade that the player got). Also it helps to sort the song in the different channels.

- **Shortcut** = Costs 1 heart to play. Shows automatically in "Shortcut" channel.
- **Arcade** = Costs 2 hearts to play if last song grade was B or less; 1 heart if A or better. Shows automatically in "All Tunes" channel.
- **Full Song** = Costs 4 hearts to play if last song grade was B or less; 2 hearts if A or better. Shows automatically in "Full Songs" channel.
- **Remix** = Costs 3 hearts to play if last song grade was B or less; 2 hearts if A or better. Shows automatically in "Remix" channel.
- **Music Train** = Costs all the hearts.
- **Special** = Costs hearts like "Arcade" type, but doesn't show automatically in other channels besides the one which the song belongs to.

Note: Only the songs with ShortCut, FullSong, or Remix type will appear in those channels. AllTunes channel only shows Arcade songs type.

**7_** *How do I set the **category** of a song?*
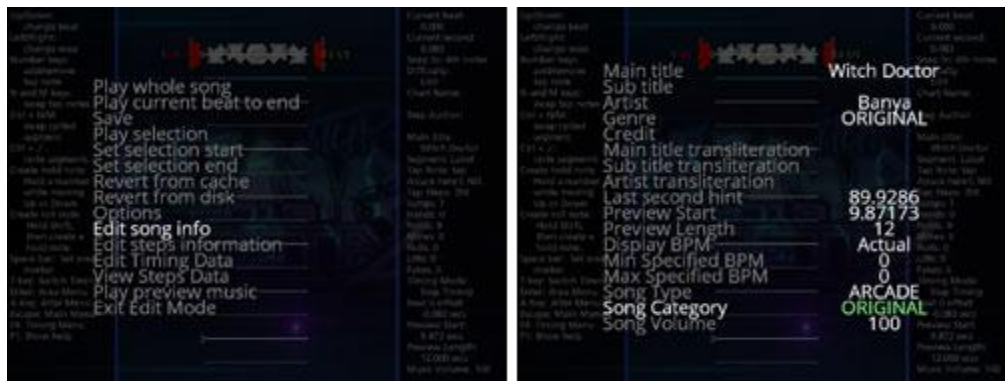
Song's categories are:

- **New Tunes.**
- **K-pop.**
- **Original.**
- **WorldMusic.**
- **Use genre** = Uses the text in "Genre" parameter.

Song categories allow the game to automatically group and organize the song types in same order of real game inside channels: New Tunes -> Original -> K-Pop -> World Music.

Categorized songs also appear automatically in the **Category Channels**.
Category Channels are optional. To enable them, go to Options -> Interface Options
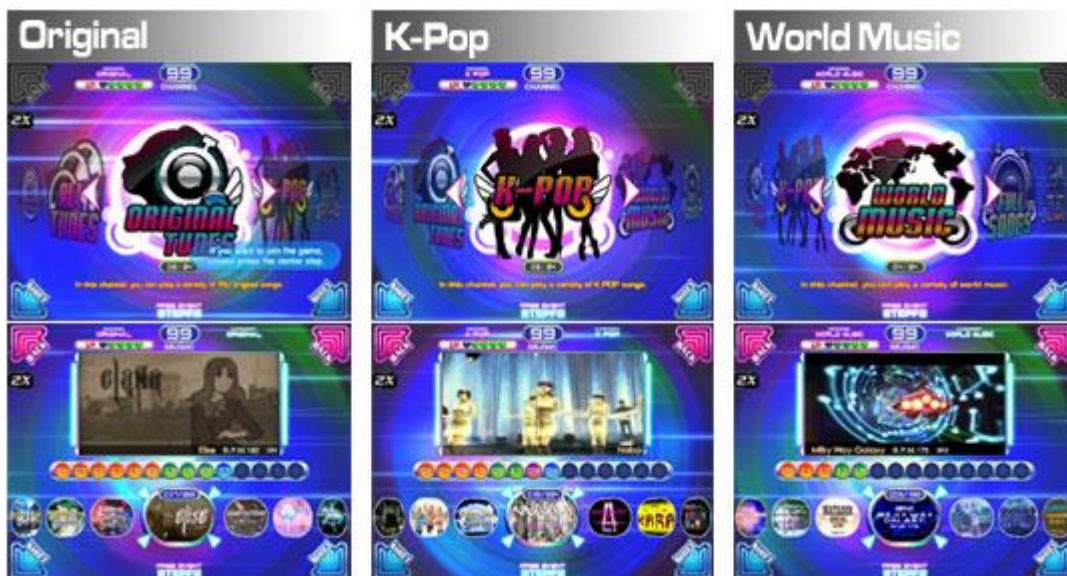
8_ *How can I use* ***Autoplay****?*

Player 1 = Holding Right Shift + F8.
Player 2 = Holding Left Shift + F8.

Note: Pressing F8 you can change the AutoPlay options for both players.

9_ *How can I make a* ***Profile*** *and set an* ***Avatar*** *for it?*

First, make sure game is in "home" mode, for the main menu to appear. Then choose *Profiles -> Create Profile*, and type your profile name.

To add or change a profile's avatar, go to *Options Menu -> Avatar Selection*. Then choose your profile and an Avatar.
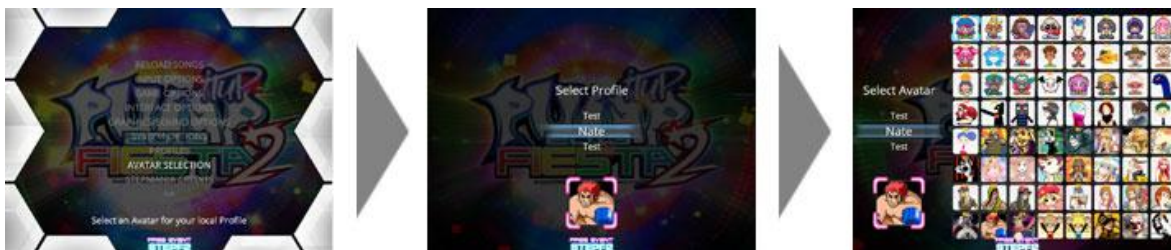
A profile can be selected before beginning the game. Press center to begin, and then down left or down right to choose a profile. Confirm it with center step again.

Profiles will store your high scores separately from the standard machine scores.

10_ *How can I set up **invisible steps** or **bonus steps**?*

To set invisible steps, press "N" or "M" inside song editor until you see TapNote: Tap Hidden and add notes normally.

To turn steps into bonus steps, press "F4" inside song editor and select "Edit Combo".
Change the default value "1/1" to "1/0". All steps below this point will count one perfect if hit, and zero miss if lost. If you want more perfects, raise the first number.

These 2 features can be combined for bonus steps that are secret/invisible. Some PIU songs have these secret bonus steps, try to find them.

10_ *Extended Steps List*

StepF2 can show up to 14 charts on the song charts bar. Some of the songs that comes with the game use that amount.

To show only 12 charts, like in the arcade, go to the *Options Screen -> Interface Options,* and change the **Steps List** to **Normal.**


11_ *Volumen Control*

StepF2 counts with volumen control for songs. In the editor hold "V" and press Up or Down to increase or decrease the volumen. Volume can go from 1 to 140, where 100 is the normal volumen of the song.
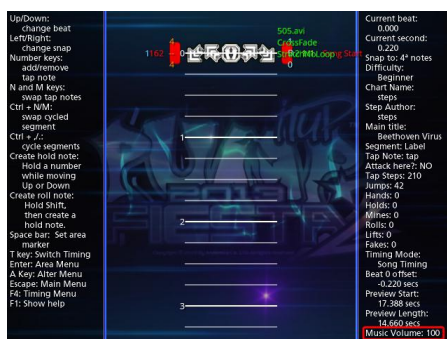
12_ *Video Mode and Stretch Background*

StepF2 can be displayed in different resolutions and aspect ratios. Adjust it in *Options Screen -> Graphic/Sound Options*.
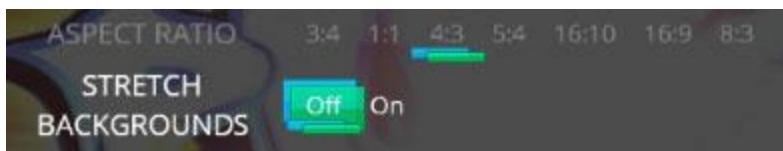
Aspect Ratio: Choose the aspect ratio of the display. To correctly emulate the real PIU game, use "4:3" for normal screen like most PIU games, or "16:9" for widescreen like recent PIU games.

Stretch Backgrounds: Adjust if the game will stretch the video backgrounds to screen size if it's not in same aspect ratio of display mode. **To correctly emulate the real PIU game, set it to OFF when you play in 4:3 mode, or set it to ON when you play in "16:9" mode**.

Widescreen mode - StretchBG ON
Wide background video playing croped

Widescreen mode - StretchBG ON
Wide background video playing resized

Note: On Real PIU game, when played in 4:3 mode, some songs movies gets resized to fit screen, adding black bars to them, while others are cut on sides to fit screen. StepF2 song files come configured to make the song movies repeat that behavior, if you set Aspect Ratio and Stretch BG like recommended. (OFF in 4:3 ratio / ON in 16:9 ratio)

13_ *Automatic Channels*

The game includes some automatic channels (**so it's not necessary to create them**)

- **All Tunes**: Contains all the installed songs of Arcade type.
- **Full Songs**: Contains all the installed songs of FullSong type.
- **Remix:** Contains all the installed songs of Remix type.
- **ShortCut**: Contains all the installed songs of ShortCut type.
- **UCS:** Contains a collection of all charts with "UCS" label in other channels.

14_ *Routine* steps *as DP??*

You can play/edit routine steps as DoublePerformance Lv?? type. This steps type now will appear in the selection of steps as DP?? and can be edited using the editor.

III - Observations

- **Timer** in the song selection adds extra time when it's over. It also blocks the access to a previous state selection.