AFT FOR DUMMIES

Document written by ManMan with help from the community.
Thanks to somewhatlurker, nas, and Thatrandomlurker for assistance with the minimum spec sheet, along with general suggestions. Additional thanks to SupaHas for providing images and writing the online part of this document, Mikudaze for additional images, Holiday for writing the song addition section and the UPDC shortcut section, and Brogamer for making the song list. All tools and tutorials described here belong to their respective creators listed. (Last edited 12/11/2020)

Preface

Before we begin, I would like to emphasize the fact that you should ***READ THE WIKI BEFORE ASKING ANYTHING IN #help***. Any mistakes that stem from not reading the wiki are entirely your fault. Additionally, make sure you meet the prerequisites for your computer, may that be getting all dependencies and/or getting the appropriate software to make AFT run properly on your computer. This document is meant to be a FAQ hotspot, meant to decrease traffic to **#help** from people with issues that could be very easily solved. This will be updated as more questions of that caliber are brought up. I would like to also use this to remind people to read the rules of the servers before asking anything. Questions regarding piracy and where to illegally obtain a dump of [Insert game here] are banned and will not be answered here. Use Google. And to end this off, a reminder to edit every single .txt/.ini file associated with this game using Notepad++, otherwise the encoding will break and the file will not work. Unless you know what you're looking for, read the entire document. Thank you.

Hardware prerequisites (minimum)

Aka, "Can my PC run this game?". This assumes the latest usable drivers are installed, and that you have Windows 10. You can probably run it on lower specs, just don't expect good FPS. This is the minimum for 720p 60 FPS. **Keep in mind the game does not run on VMs**. If something isn't listed in the other GPU categories, you can assume it's the same as the Nvidia category. Note that this will probably be updated as time goes. (Last updated 09/26/2020)

Nvidia GPUs (recommended option)

CPU: Intel Core Duo, or any i3, (3220 3.30 GHz recommended.) or a Ryzen 3 1200
Memory: 2GB RAM
HDD: 30GB

GPU: GTX 650 1GB DDR5
Drivers: 446 (if you want movies to not crash.)

[AMD](#) GPUs (More CPU intensive when running 3D, some songs may not perform as well, despite meeting minimum requirements.) (Now natively in PD-Loader unstable.)

This is due to a bottleneck uploading textures.

GPU: RX 560, or RX 5300+ [(movies don't work properly on navi)](#)
Memory: 4GB RAM
Drivers: Latest

[Intel](#) GPUs (Warning: **HAS NO 3D,** requires [patching](#) for 2D.)

HDD: 30 GBs (4.5 GBs, if you delete every 3D asset in the game)
GPU: Intel HD 4400
Memory: 4GB RAM
CPU: Core i3 4005 or later
Drivers: Latest
[DivaImgui](#) (64x, unless on PDA) and [BC5Begone](#)

Install process

1) Get a working dump of AFT 7.10, preferably with the official mdata included (M215 - M270)
2) Download [PD-Loader](#), preferably the latest [unstable release](#). (Ensure you have all dependencies listed in the wiki) **DO NOT USE DIVA LOADER.**
3) Install PD-Loader by dragging and dropping its contents into your root AFT folder (the one where diva.exe is)
4) Download and install whatever patch is built for your GPU
   [AMD](#) (3D patch, now native in PD-Loader unstable.)
   [Intel](#) (2D patch, 3D patch not currently available for Intel users)
5) Open AFT using diva.exe, and wait until the game finishes installing the extended data. (May take 1 - 15 minutes, depending on hardware.)

   Q: I got [this message](#)! What does it mean?

A: It means you downloaded the PD-Loader source code, instead of a compiled release. Please only download from the 'Releases' page, or in the 'Artifacts' section of the Appveyor link.

Q: How do I patch for Intel GPUs?
A: Install BC5Begone and Divaimgui unstable (64x), set intel = 1/ set disableSprShaders = 1 in graphics.ini, and then use the BC5Begone patch.

―FAQ―

Common Errors

Error: Error 126
Solution/Cause: Caused by not having the necessary dependencies stated in PD-Loader's Quick Start. Please give the wiki another look and make sure you have all the prerequisites met.

Error: Error 0800 (Online)
Solution/Cause: Caused by not running start.bat in administrator mode. You can do so by right clicking it, and then clicking on "Run as Administrator". Keep in mind you will need admin privileges on your computer.

Error: Error 0949 (Keychip not found)
Solution/Cause: This is due to you not having PD-Loader installed or plugins giving error 126. Please do so as stated in the install process section.

Error: Error RTFM (See README.txt)
Solution/Cause: Caused by downloading PD-Loader's source code. Please only download the stable compiled release in the 'Releases' section, or the unstable compiled release in the 'Artifacts' section of the Appveyor page.

Error: 0000 (NO ERROR)
This has literally no cause or fix. How the fuck did you get here? Simply restart the game and hope it doesn't boot you back to this screen.

Common Errors (Online)

Error: NET PARAM NG
Solution/Cause: The server IP is invalid. To fix this, open "segatools.ini" with any text editor and change the IP address to properly fit the desired server. In case you would like to play

on akasaka's server, which is by far the most feature complete in regards to official arcade, change "allnet.ddns.net" to 135.181.30.129. To play on sam_nyaa's server, change "allnet.ddns.net" to "ea.msm.moe".

Error:" * 前回のプレイが正常に終了していませんしばらく待ってから、もう一度お試しください"
Solution/Cause: The online session ended unexpectedly. To "unlock" yourself, head to your profile setting on Aqua Net, and hit the "Unblock me!" button. Alternatively, wait five minutes. The text translates to "The last play session did not end normally. Wait a little then try again." This might also be due to the server having connection issues.

Error: Error 8005 (Network type error[WAN]):

Once again, no real cause or fix to this error. Simply restarting the game should have it boot normally.

Error: TOUCH PANEL NG
Solution/Cause: Open segatools.ini and make sure it's set like the example below. Doing this means you may have to launch 'start.bat' as an administrator every time you want to play with proper touch panel functionality.

```
[vfs]
amfs=.\
appdata=.\
enable=0
```

General Issues

Q: Why does my game stay on a white screen and then crash?
A: This is normal, save for the crashing part. Just wait, and the game should boot to a screen similar to this one.

Q: What do I do on this screen?
A: Tap the screen to play the game. If this does not work, make sure emulated mouse input is turned on in the PD-Loader settings. Additionally, pressing Enter should work as well.

Q: Why do movies in songs like Catch The Wave (part of M39's song pack by SwigS-27) play slower than the character animations?
A: Disable 'Framerate Manager'.

mdata

Q: Can you play the game without the official mdata? (M215 - M270)
A: Yes, but you will be missing songs and modules added by said mdata, such as Sand Planet and 1925.

Q: How do I disable mods installed using mdata?
A: Either rename them to something that does not fit the criteria of 'Four ascii characters, starts with a capital M' (like by adding an _ to the start of the folder name), delete the corresponding mdata folder for the mod, or move it out of the mdata folder.

Q: What is mdata?
A: They're folders that tell the game what assets to use. Think of it as giving the game LEGO pieces, and then telling it how to assemble them. They're useful for modding since they can be easily added and removed, without the need to constantly change files from rom.

Q: Why doesn't this mdata work?
A: mdata works on a hierarchy. The mdata with the lowest value will be used instead of the higher one, if conflicting information is present. The general rule of thumb is, though; (some) special characters, numbers, letters (uppercase), letters (lowercase).
Refer to this chart for more precise information.

Q: What does mdata stand for?
A: Despite what you may think, mdata does not stand for metadata. mdata means mount data.

Q: How do I install mods?
A: As is the case for most mods, they're installed usually by just dragging and dropping a folder into the mdata folder, and replacing your databank folder in ram by deleting it, and then dragging and dropping the one provided in said mod. Note not all mods are compatible with one another. Most mods are compatible with the M39's song pack by SwigS-27, however. It's generally a good rule of thumb to check if a mod you're interested in is compatible with your other mods, either by reading the provided entry, or by asking the creator. **(Note that Mix Edition is not compatible with any mods currently, and does not state so, which can lead to confusion. However, Mix Edition does add most of the songs in the M39's song pack, among a few other things.)**

Q: Does mdata work if it's outside of the same folder as diva.exe?
A: **No**, unless you patch the exe to do that, or use something like Link Shell to manually link to the mdata.

English Patches

Note

There are quite a few English patches out there, and **most of them aren't compatible with most popular mods**. It is because of that that you should not expect English patches to work with any mod, unless explicitly stated it will, in the mod's download page. It is also good practice to check what version the mod was in, when it was compatible with the English patch, as any further updates to the mod might have broken compatibility, unless the patch itself was updated to fix compatibility, or if someone made a mod that does. Only use an English patch if you are okay with possible errors stemming from usage, if you use mods compatible with your English patch, or if you play without any mods outside of the English patch. Renaming mdatas might fix compatibility issues but it is not guaranteed. If you need help with navigating the Japanese menus, refer to the Menu Navigation category.

Q: How do I install an English patch?
A: It depends on what type of English patch it is. The most common type is the mdata type however, which can be installed like normal. If there is a .p file however, you would add it to the 'patches' folder of your AFT installation, and enable/disable it in PD-Loader's settings.

Song Packs

Q: How do I install a song pack?
A: Add the song pack's mdata into your own mdata folder, and then delete the folder called 'databank' in your ram folder, where you will then replace it with the song pack's provided databank. **Note that if a song pack does not have a databank folder provided, then it most likely uses gm_pv,** *in which case, replacing your databank is not necessary.*

Q: Some/all songs from a song pack don't show up!
A: Press F1 and check if the song(s) shows up in 'PV Information'. You can find out the song's ID by reading the pv_db list provided by the song pack. If there is none, then that is the problem. If your song does not show up in 'PV Information', then it is an issue with the song entry in your song pack's pv_db. If it does show up, but is greyed out, then that means it's a databank/gm_pv issue. If the song shows up in 'PV Information' but with all difficulties as '00000000…', then this means the game could not find the chart file for said difficulty in the files— which implies a pv_db issue, or a naming issue, both of which should be easily fixable. Additionally, make sure you only have one set of databank PvList's (PvList0-4), and that you add your song difficulty to the right one.
PvList0 - Easy
PvList1 - Normal
PvList2 - Hard
PvList3 - Extreme
PvList4 - Encore (unused)

Q: How do I open PvList files?
A: You first need to change its format using korenkonder's PD_Tool, and then edit it using Notepad++. Make sure to change the format back once you're done.

Q: How do I make my own song?
A: Use samyuu's UPDC app (Comfy Studio coming soon :)) to make your own custom charts, and save them as a DSC file/AFT file in the "Save as…" menu.

Adding Custom Songs

If you need to convert a PPD chart to a .dsc script, please refer to PPDCancer or AFTCancer#. If you are creating an entirely *new chart*, then use UPDC/Project Autism, by samyuu. This can be found here. You can also find the shortcuts for UPDC here.

Converting databank (.dat)

1) Run PD_Tool. Press 6, then 3 (as of 09/26/2020). This will open up a tab for you to select a file.
2) Go to your diva.exe folder, open the ram folder, then open the databank folder. Here you will see PVList0 - 4
3) Double click on one of them (Except PVList4). This will create a .json text file.

Entering a PV entry (This tutorial uses the PV ID 900).

1) Open the .json file with notepad++
2) Scroll down to the bottom and insert in the entry.

```
"ID": 900,
"StartShow": 20200715
```

Make sure the end of the .json file looks something like this.

IMPORTANT: THE BRACKETS MUST LOOK LIKE THIS.

3) Save the .json file.

Converting .json back to .dat

Step 1: Remove the old PVList.dat (The one you converted into .json)
Step 2: Open PD_Tool again. Press 6, then 3. This will open up a tab for you to select a file.
Step 3: Go to your diva.exe folder, open the ram folder, then open the databank folder.
Step 4: Double click your .json file. This will convert the .json file into .dat again. (Check your entry again if it doesn't allow you to convert it to .dat)

Adding the song

Important notes before starting: The entries are in alphabetical order. Additionally, refer to the song pack section to help you get acquainted with database editing, and troubleshooting.

1) Open mdata_pv_db using notepad++ then scroll to the bottom.
2) Copy this entry and paste it there.

#(this doesn't matter)
pv_900.bpm=132
#(Change these to whatever SFX you want.)
pv_900.chainslide_failure_name=slide_ng03
pv_900.chainslide_first_name=slide_long02a
pv_900.chainslide_sub_name=slide_button08
pv_900.chainslide_success_name=slide_ok03
pv_900.date=202001001
pv_900.difficulty.attribute.original=1
pv_900.difficulty.attribute.slide=1
pv_900.difficulty.easy.0.edition=0
pv_900.difficulty.easy.0.level=PV_LV_01_5
pv_900.difficulty.easy.0.level_sort_index=50
pv_900.difficulty.easy.0.script_file_name=rom/script/pv_900_easy.dsc
pv_900.difficulty.easy.0.script_format=0x15122517
pv_900.difficulty.easy.0.version=1
pv_900.difficulty.easy.length=1
pv_900.difficulty.encore.length=0
pv_900.difficulty.extreme.0.edition=0
pv_900.difficulty.extreme.0.level=PV_LV_09_0
pv_900.difficulty.extreme.0.level_sort_index=80
pv_900.difficulty.extreme.0.script_file_name=rom/script/pv_900_extreme.dsc
pv_900.difficulty.extreme.0.script_format=0x15122517
pv_900.difficulty.extreme.0.version=1
pv_900.difficulty.extreme.length=1
pv_900.difficulty.hard.0.edition=0
pv_900.difficulty.hard.0.level=PV_LV_08_0
pv_900.difficulty.hard.0.level_sort_index=20
pv_900.difficulty.hard.0.script_file_name=rom/script/pv_900_hard.dsc
pv_900.difficulty.hard.0.script_format=0x15122517
pv_900.difficulty.hard.0.version=1
pv_900.difficulty.hard.length=1
pv_900.difficulty.normal.0.edition=0
pv_900.difficulty.normal.0.level=PV_LV_04_0

```
pv_900.difficulty.normal.0.level_sort_index=80
pv_900.difficulty.normal.0.script_file_name=rom/script/pv_900_normal.dsc
pv_900.difficulty.normal.0.script_format=0x15122517
pv_900.difficulty.normal.0.version=1
pv_900.difficulty.normal.length=1
pv_900.hidden_timing=0.3
pv_900.high_speed_rate=3
#(add your lyric(s) here)
pv_900.lyric.001=
pv_900.motion.01=CMN_POSE_DEFAULT_T
pv_900.movie_file_name=rom/movie/pv_900.mp4
#(change to BACK to have movie play behind characters)
pv_900.movie_surface=FRONT
# change to whatever character you want. (MIK, RIN, LEN, LUK, MEI, KAI)
pv_900.performer.0.chara=MIK
#(change this to the module ID that you want as the default for the pv)
pv_900.performer.0.pv_costume=1
#(change this if the character shows up in the song as a character or not)
pv_900.performer.0.type=VOCAL
pv_900.performer.num=1
#(how long it will play in the song select screen, in seconds)
pv_900.sabi.play_time=120
#(when it starts playing in the song select screen, in seconds)
pv_900.sabi.start_time=0
#(change this to whatever SFX you want)
pv_900.se_name=05_button5
pv_900.slide_name=slide_se13
pv_900.slidertouch_name=slide_windchime
pv_900.song_file_name=rom/sound/song/pv_900.ogg
#(display name)
pv_900.song_name=NAME
#(alphabetical sorting name)
pv_900.song_name_reading=NAME
#(credits)
pv_900.songinfo.arranger=NAME
pv_900.songinfo.illustrator=NAME
pv_900.songinfo.lyrics=NAME
pv_900.songinfo.music=NAME
pv_900.sudden_timing=0.6
```

3) Save the file.
4) Put your .dsc into the script folder (Create one if you don't have the folder), put your .mp4 into the movie folder (create one if you don't have the folder, put the .ogg into the song folder (inside the sound folder, create one if you don't have the folder)
5) Check the files name and make sure they match the name inside your mdata_pv_db. (eg: If your song name is pv_900.ogg in mdata_pv_db, the .ogg file inside your song folder MUST be named pv_900.ogg)

6) Look for the song ingame.

You'll add all of this information to the pv_db of the mdata with the highest priority. **MAKE SURE ID's DON'T CONFLICT, and _make sure you also do not use PV ID 999._**

Q: Does databank work with pv_db?
A: No, you will need to edit gm_pv_list_tbl to use pv_db. Databank uses mdata_pv_db.

Q: Will this work with [MOD]?
A: If you want this to work with [MOD], use the mdata_pv_db from [MOD]/rom.

Adding 2d Sprites to a Song

1) Go to rom/2d and get a spr_sel file
2) Open it in MMM
3) Go to 'Textures' and Export both the one with the song logo, and the one with the cover art/album art. (EXPORT NORMALLY)
4) Edit them to contain your song's art in the photo editing software of your choice
5) Make sure the art is upside down, or else the game will display them as upside down in-game.
6) Make a copy of any spr_sel file in rom/2d, and then replace the textures with your own
7) Drag your modified spr_sel file into your mdata's 2d folder
8) Rename it to have the id of your song
9) Download Skyth's DatabaseConverter

10) Drag and drop the spr_db of an mdata folder or of your rom folder into it
11) Edit the resulting file using Notepad++
12) Go to the bottom of the page and add the following;

```xml
<SpriteSetInfo>
   <Id>281000</Id>
   <Name>SPR_SEL_PV900</Name>
   <FileName>spr_sel_pv900.bin</FileName>
   <Sprites>
     <SpriteInfo>
       <Id>281001</Id>
       <Name>SPR_SEL_PV900_SONG_BG900</Name>
       <Index>0</Index>
     </SpriteInfo>
     <SpriteInfo>
       <Id>281002</Id>
       <Name>SPR_SEL_PV900_SONG_JK900</Name>
       <Index>1</Index>
     </SpriteInfo>
     <SpriteInfo>
       <Id>281003</Id>
       <Name>SPR_SEL_PV900_SONG_LOGO900</Name>
       <Index>2</Index>
     </SpriteInfo>
   </Sprites>
   <Textures>
     <SpriteTextureInfo>
       <Id>281004</Id>
       <Name>SPRTEX_SEL_PV900_MERGE_BC5COMP_0</Name>
       <Index>0</Index>
     </SpriteTextureInfo>
     <SpriteTextureInfo>
       <Id>281005</Id>
       <Name>SPRTEX_SEL_PV900_MERGE_D5COMP_0</Name>
       <Index>1</Index>
     </SpriteTextureInfo>
   </Textures>
 </SpriteSetInfo>
```

Make sure you add the right amount of spaces, and that you change the ID and the PV[NUMBER] of this entry to fit your song. The ID doesn't matter— it can be any ID, so long as it's not used by another song. The PV[NUMBER] has to match your song.

13) Recompile the file by dragging and dropping it into DatabaseConverter again
14) Delete the old spr_db file and place the new one in its place
15) If you did it right, it'll work!

Adding Lyrics to Songs

WebVTT Method

1) Download Nas' Script Editor and all its necessary dependencies (make sure to add them to the same folder as the .exe)
2) Create captions in VTT Creator (supports videos and audio files) and export as either SRT or WebVTT
3) Add lyrics to the same pv_db as the one your song is in
4) Open Script Editor and load in your song's .dsc file (using the correct dsc format for the game you're editing for)
5) Copy and paste the pv_db entry of your song into Script Editor's 'pv_db' tab
6) Go to 'Lyrics' and 'Import WebVTT…', and load up your exported caption
7) (Optional) Backup original .dsc
8) Export the .dsc (using the correct .dsc format for the game you're editing for)

MikuASM Method

1) Download MikuASM by akasaka
2) Set up your project files in MikuASM
3) Add lyrics to pv_db
4) Go to main.mia and erase everything in it
5) Use this template to add your lyrics to main.mia (Timestamps can be in normal time or divatime.)
```
@ 0
#binflt ONLY_CHART
#incbin charts/pv_467_extreme.dsc

@ 00:19.727
LYRIC 1

//output file
#sort!
#write pv_467_extreme.dsc
```
6) Click "Build project" on the top left of the screen

If you would like to learn more about MikuASM and Meekstudio, read akasaka's User Handbook.

If your game crashes while loading the chart, then you forgot to add something pertaining to your chart. Typically, charts with movies need this added to them at the start;
```
TIME(0);
CHANGE_FIELD(1);
MUSIC_PLAY();
MOVIE_PLAY(1);
MOVIE_DISP(1);
```

Manual Method

1) Download nas' Script Editor and all its necessary dependencies (make sure to add them to the same folder as the .exe)
2) Add lyrics to the same pv_db as the one your song is in
3) Open Script Editor and load in your song's .dsc file (using the correct dsc format for the game you're editing for)
4) Get the timestamp for where you want to place the lyric (in nanoseconds, in alphabetical order)
5) Add
   TIME([TIMESTAMP]);
   LYRIC[NUMBER], -[COLOR];
6) (Optional) Backup original .dsc
7) Once done, export .dsc (using the correct dsc format for the game you're editing for)

Notes

- The color for white would be -1. You are free to experiment with other numbers to see the different colors available, however.

- Make sure to end every command with a ';', otherwise the game will ignore it.

- The lyric number to make the last lyric on-screen disappear is 0, or you could just assign it to an empty lyric, or even use -1.

Controls For UPDC (Project Autism)

NOTE PLACEMENT MODE:
W - Triangle
A - Square
S - Cross
D - Circle
Q - Left Slider
E - Right Slider
Z - Move Left on Timeline
C - Move Right on Timeline
R - Switch between notes
I - Shuffle between notes
1 - Switch between tabs on the left
2 - Switch between tabs on the right
3 - Change to 1/12th Division
4 - Change to 1/16th Division
5 - Change to 1/24th Division

6 - Change to 1/32th Division
7 - Change to 1/48th Division
8 - Change to 1/64th Division
9 - Change to 1/96th Division
+ - Zoom in of timeline
- - Zoom out of timeline
Spacebar - Start/Stop song
F1 - Change song offset
F2 - Change song's bpm at selected point
F3 - Change time signature at selected point
F4 - Set song end at selected point
F5 - Quick save
F8 - Switch to playtest mode/note placement mode without stopping
F9 - Playtest from beginning/Stop playtest
F10 - Playtest/Stop playtest at selected point
F11 - Fullscreen mode
F12 - Debug Menu
Right Shift - Toggle movie
Enter - Confirm / Confirm pasted note(s)
Esc - Cancel
Shift + W/A/S/D - Hold Notes
Ctrl + Q/E - Create Long Sliders in highlighted timeline
Shift + Q/E - Create long sliders in real time
Ctrl + W/A/S/D - Create notes on every line in selected area

Special Notes (Hover over the note to apply):
Ctrl + Shift + F - Rainbow Note
F - Flip a Slider to Create Same-sided Slider/Toggle between Hold and normal note

CONTROL MODE (Press TAB to toggle):
W - Move selected note up
A - Move selected note left
S - Move selected note down
D - Move selected note right
Q - Move to note on the left
E - Move to note on the right
Z - Move left on timeline
C - Move right on timeline
R - Reverse the entry angle of the selected note(s)
H - Flip selected note(s) horizontally
J - Flip selected note(s) vertically
F - Move selected note(s) to cursor
Scrolling - ± the entry angle of selected notes
Holding middle mouse button - Change position of note(s) based on the previous note
Holding right click - ± entry angle to cursor

Shift + Hold Right Click - ±5 entry angle to cursor
Holding Left Click - Move selected note(s)
Ctrl + Mouse Scroll - ± Amplitude of selected note(s)
Shift + Mouse Scroll - ± Frequency of selected note(s)
Ctrl + Shift + Mouse Scroll - ± Distance of selected note(s)

PLAYTEST MODE (F8 F9, F10 to toggle):
Spacebar - Start/Pause song
Enter - Restart song
Right Shift - Toggle Grid
+ - Increase brightness of background
- - Decrease brightness of background
TAB - Show Infos
Scroller/Left Mouse Button on bottom bar - Change the starting point of playtest mode

Menu Navigation

Q: What do I do on [this screen]?

A: Pressing square will take you to the 'Guest Play' mode. This enables you to play as normal, however, player data such as scores and levels will not be saved to a server. They will instead be saved to your 'plugins' folder, if you have 'Score Saving' on. Additionally, you will not level up in this mode. You can however change your level by editing playerdata.ini using Notepad++. It should be fairly intuitive. Pressing triangle will take you to the card swipe screen; ***this will do nothing unless you are playing AFT online using Segatools.*** Hold down the Enter key for around a second, if you are indeed using Segatools and are online, to connect to your player account, which is stored in DEVICE/felica.txt. (back this up somewhere, otherwise you'll lose access to your account. It can be restored by talking to an admin of the server you're connected to, but this is inconvenient, so try to avoid it.) Playing online means you level up, and that all your player data is stored on a server, along with letting you have access to features like 'Rivals', and leaderboards. After this (regardless of whether you selected guest or card) the [next menu has two buttons]. Clicking triangle will take you into protected mode where you only have one play which you can't lose and can view PVs. Clicking Square will take you to regular mode where you have 2 or 3 plays (which can be expanded with 'Number of stages' in PD-Loader) which you can fail and you cannot view pvs. (Note that using 'Number of stages' in PD-Loader's settings while in Card Play mode (online) means that ***any song you play after the server's default song play count***

will not be uploaded to the server.)

[Song List (English/Japanese)](#)

Names from Project DIVA Future Tone, information from the [DIVA Wiki](#).
Only includes base game + mdata + M39, sorted by name.

How to play online

(Colored text to indicate buttons)

1) Have a fresh copy of AFT 7.10 with a clean executable. This means that this will not work if you used the pre-patch that comes with Diva Loader/old PD-Loader. You will also need a copy of PD-Loader with Segatools, which can be found [here.](#) (Note that PD-Loader can be updated once online installation is finished.)

2) Just like PD-Loader, drag and drop the contents on your AFT directory. **Run start.bat as admin.** (This is only required for a first time install.)

3) To set up a profile, hold down Enter on your keyboard. If the above steps were followed correctly, [you should be brought to a page that will ask you to create an account](#). Press the button on the right. [You will be brought to another page.](#) Press triangle, on the left. [Next page](#), press the button on the right. Hit the right button again,[on the next page, as well as the next page,](#) and finally you will be allowed to set up a player profile. Setting up a player profile is fairly straightforward, so you can most likely navigate it yourself.

   Additionally, you could look at the translated procedure menu [here.](#)
   Note that the only required thing here is grabbing your access code, which is required to view your profile from [Aqua Net.](#)

Viewing your online profile (assumes AquaNet)

With reference from the above link, navigate to the [procedure menu](#). It should be in between the GUEST and CARD PLAY option on the first menu. Then, hit the button

on the top right corner. You will be presented with your access code. Then, head on over to Aqua Net: Login and paste in the access code, no spaces. **This process will vary depending on the server.**

As of now, only the MEGA39s song pack by SwigS-27, F2nd song pack by CoolChar, and ~~the PPD song pack by ホイップクリーム~~ are officially supported in sam_nyaa's server.

In addition to this, song packs that receive updates will either have their new songs added to the online list prior to release day, within 2-3 days, or a few hours after release.

Q: How do I know what skins and plates are available in Aqua?
A: Check this doc here for skins, and this doc here for plates.

Custom Models

Q: How do I make a custom model move in-game?
A: Refer to Salt's guide to skinwrapping in Blender, transcribed by Brogamer.

Q: How do I extract models from the game to use as a base?
A: Using Skyth's MikuMikuModel. Be sure to set up the proper settings, as stated in the MML wiki.

Q: How do I edit my model's skinwrap so their lips move properly?
A: Read Nas' guide. (PDF)

Q: Do I need to make my model be separated into various parts?
A: No. You can make it be only one part, but you would need to disable the other parts from spawning in, either by removing/deleting their farcs, or by manually editing gm_chritm_tbl.

Q: How do I add my custom model in the game?
A: It depends. If you want a custom slot, then read this guide by Stewie. If you want it to replace another model, then open said model in MMM, right click the model name on the right, click 'Replace…', then replace it with your model, and save. If the game crashes when you do this, then simply save your farc somewhere **(DO NOT OVERWRITE THE ORIGINAL MODEL'S FARC IN THIS INSTANCE)**, open the original model's farc, then replace the model (in MMM) with your farc, and then save.

Custom Model Mishaps

Featuring images from ManMan on what NOT to do with a custom model!

Q: My model looks like this! What did I do wrong?
A: This can be easily fixed by simply removing the vertex paint. You can find tutorials on how to do this using Google, but it should be a 4/5 click endeavor.

Q: My model doesn't show up at all!/My model crashes while loading a song using it!
A: You do not have the model be assigned to Diva armature. If it outright crashes the game, you do not have it use Diva bones.

Q: What the fuck.
A: You most likely have unweighted vertices. Each vertex group should have a minimum weight of 1.00, regardless of if they move or not

Q: Why is my model so shiny?/Why are my model's textures weird?
A: The materials of the model are either wrong, or you imported the textures incorrectly in one way or another. You can fix both fairly easily in MMM. In the case of the materials being wrong, all you need to do is go to modelname/Meshes/Materials and then change the material.

Q: Why does my model not grab things correctly?
A: Probably because you didn't set the rest pose to an A-pose, which means their arms are not where they are supposed to be animation wise. This is easily fixed by just making the model's rest pose be an A pose, around the same as any other AFT model's.

Q: Why do the physics of my custom model break in edit songs?
A: This is caused by osage play data. Osage play data is essentially pre-baked animations that are used in edit songs. It works fine with AFT models, but it might break if you use custom ones. To fix this, install Skyth's No OPD patch.

Q: My model has weird lips…?
A: The mouth is not rigged properly. Refer to Nas' guide on how to fix it.