User Custom Step

(U.C.S.)

User Manual

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1. U.C.S. (User Custom Step) Introduction

A. Features

a. In PRIME, this new function is provided, now you **can make your own step charts** with MP3 sound sources of Original Tunes in PRIME.

b. After making your step charts, putting *.ucs files on the USB root, and then inserting the USB into the machine of PRIME, you **can see User Custom Step channel** and **play your own step charts** in the game.

c. U.C.S. supports 4 mode types (Single, Double, Single Performance, and Double Performance), and you can play the maximum of 5 step charts per one USB ID regardless of the mode type.
Also, you can see **the maximum of 10 step charts** if you and another player who set 5 U.C.S. join the game together.

   ※ If the number of *.ucs files on USB root exceeds 5, only 5 U.C.S. charts will be coming out in the game in ascending order.

d. You can make only 1 step chart for a song. If both 1P and 2P make step charts for the same song, there will be both 2 step charts in the game.

e. User Custom Step does not influence EXP, PP, High Score of each song, and the number of the total step in the result menu.
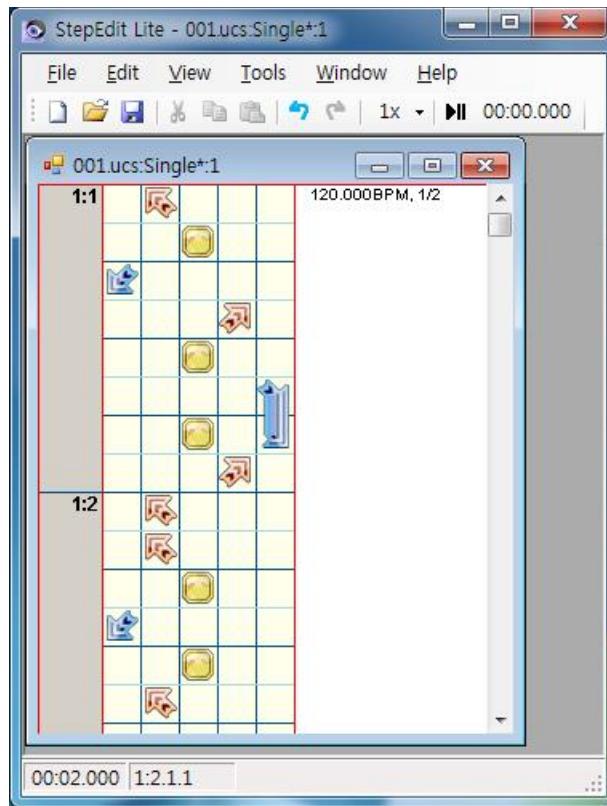

User Custom Step Channel

Maximum of 10 step charts (1P & 2P)
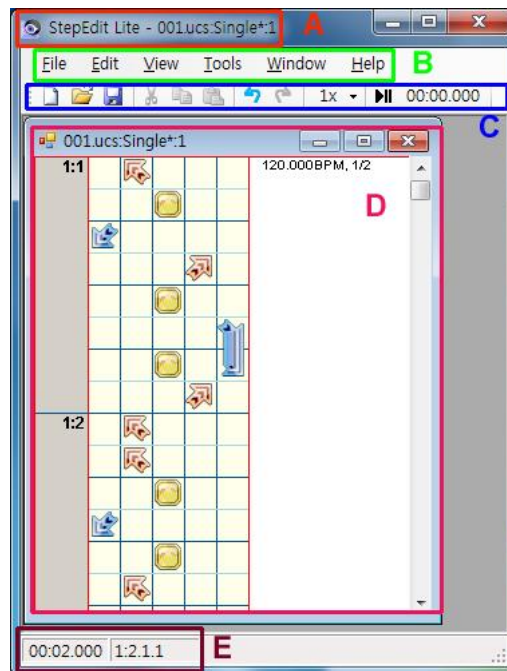
2. Step Editor Lite

A. Features

a. Step Editor Lite is the separate program for users to make and enjoy User Custom Step contents.

b. Step Editor Lite has some necessary functions for users to make basic step charts

c. Beginners can readily create their own step charts by using **the provided *.ucs files, in which we preset BPM and Delay(sync)**.

d. Some numerical values in the sample *.ucs files are equally applied to the actual PRIME step chart files, so you must set the original values after making your own step chart.

B. Caution

a. The filename extension is saved as *.ucs and if there is no U.C.S. file on the USB root, U.C.S. channel does not appear in the game.

※ If you remove your USB during the game, the game will not be processed ordinarily. So, please keep the USB connection.

3. Step Editor Lite Menu

A. Title Bar	There are program name, filename, and mode in sequence.
B. Menu Bar	There are several basic menus of Step Editor Lite.
C. Tool Bar	This part is made up of some menus that are frequently used by users.
D. Step Edit Window	This part is composed of Block Property section, Edit section, and Division Property section, and users can make or edit their own step charts in this part.
E. Status Bar	This part shows information about play time and steps.

Detail function of Menu Bar

① File

Menu	Description	Keyboard Shortcut
New	Create a new Step Edit window.	[Ctrl + N]
Open	Open *.UCS file.	[Ctrl + O]
Close	Close the file you are editing.	[Ctrl + W]
Save	Save the file you are editing.	[Ctrl + S]
Save As	Save the file you are editing as another name.	[Alt + F + A]
Load Audio	Load Mp3 you want to use.	[Ctrl + 3]
If In a folder the names of *.ucs file and mp3 file are the same, Step Editor Lite automatically loads the mp3.		
Exit	End Step Editor Lite.	[Alt + F + X]

② Edit

Menu	Description	Keyboard Shortcut
Undo	Cancel the function that was already applied. (Possible to cancel repeatedly)	[Ctrl + Z]
Redo	Carry out the function again which was already canceled.	[Ctrl + Y]
Cut	Cut	[Ctrl + X]
Copy	Copy	[Ctrl + C]
Paste	Paste	[Ctrl + V]
Insert Copied Blocks	Paste both copied steps and Division Property in the Blocks. ※Limited to the copied Division unit.	[Right key of the mouse + S + I] or [Alt + E + S + I]
Insert Copied Blocks With Offset	Paste both copied steps and Division Property in the Blocks, changing the place of each step.(- : Left / + : Right) ※Limited to the copied Division unit.	[Right key of the mouse + S + O] or [Alt + E + S + O]
Delete	Delete steps within the selected section.	[Delete]
Undo	Cancel the function that was already applied. (Possible to cancel repeatedly)	[Ctrl + Z]
Merge Blocks	Merge Divisions.	[Right key of the mouse + B + M]
Delete Blocks	Delete the selected Division.	[Right key of the mouse

		+ B + D]
Transform ↓	Change the place of steps in the selected section.	-
Flip Horizontal /	Left / Right Reverse	X
Flip Vertical /	Up / Down Reverse	Y
Mirror	180 degrees Reverse	M

③ View

Menu	Description	Keyboard Shortcut
Toolbar	Toolbar on / off	[Alt + V + T]
Status Bar	Status Bar on / off	[Alt + V + S]
Zoom	Step Edit Window zoom in / zoom out (1x ~ 32x)	[Ctrl + Mouse scroll]

④ Tools

Menu	Description	Keyboard Shortcut
Play / Pause	Music play / pause	[SPACE]
Note Sound	During the play, note sound on / off	[Alt + T + N]
Beat Sound	During the play, beat sound on /off	[Alt + T + B]
Play Speed	Play speed setting	-

⑤ Window

Menu	Description	Keyboard Shortcut
1 : [Filename]	Select the currently opened Step Edit window.	[Ctrl + TAB]
		By entering repeatedly, rotate the Step Edit windows.

⑥ Help

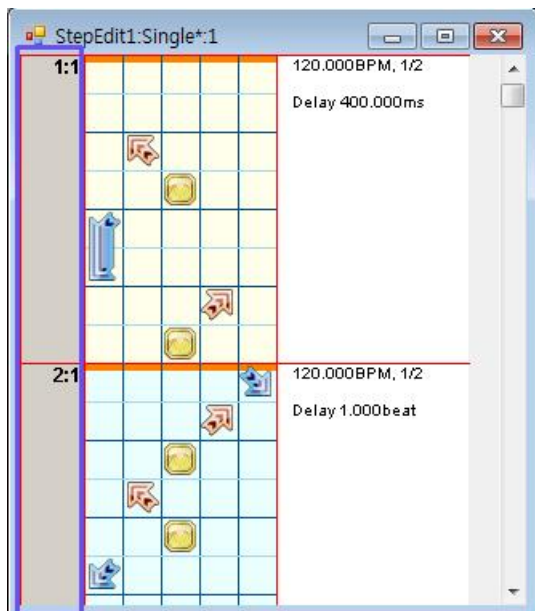| Menu	Description	Keyboard Shortcut
About Step Edit	Check information about Step Editor Lite	[Alt + H + A]

Detail function of Toolbar

① **New =** Create a new Step Edit window.

② **OPEN =** Open *.UCS file.

③ **SAVE =** Save the file you are editing.

④ **CUT =** Cut

⑤ **COPY =** Copy

⑥ **PASTE =** Paste

⑦ **UNDO =** Cancel the function that was already applied. (Possible to cancel repeatedly)

⑧ **REDO =** Carry out the function again which was already canceled.

⑨ **ZOOM =** Step Edit Window zoom in / zoom out (1x ~ 32x)

⑩ **PLAY / PAUSE =** Music play / pause

⑪ The current play time of music.

4. Step Edit Window

A. Block Property Section

a. Description

- Of the numerical value 2:1 on the left picture, the left number 2 indicates the Division number, and the right 1 Measure number.
- When a Division is added, the left number rises.

b. Keyboard Shortcut

Key	Description
[Shift + left key of the mouse]	Select a Division
[Shift + hold the left key of the mouse and drag]	Select one or more Divisions.
[ESC]	Deselect

B. Edit Section
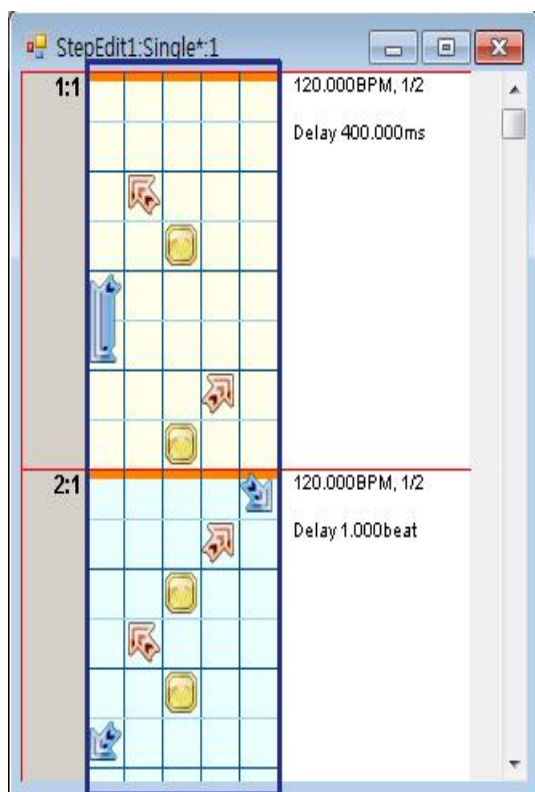
a. Description

- You can make or edit your step chart in this section.
- By clicking the left key of the mouse, you can put arrows.
- Hold the left key of the mouse and drag, and you can put long arrows.

b. Keyboard Shortcut

Key	Description
[Shift + left key of the mouse]	Select a block
[Shift + hold the left key of the mouse and drag]	Select the dragged blocks
[ESC]	Deselect
[Alt + hold the left key of the mouse and drag]	Put some successive arrows

Tip.

If you enter the ZCSQE(1P) or 13579(2P) keys on the keyboard during the play, each arrow is put on Edit Section.
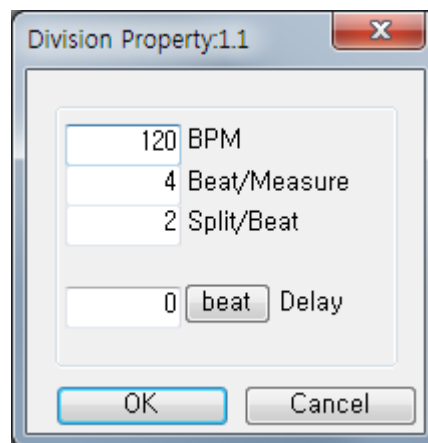
C. Division Property Section

D. Division Property Setting Window

(Right key of the mouse on the section 'C',)
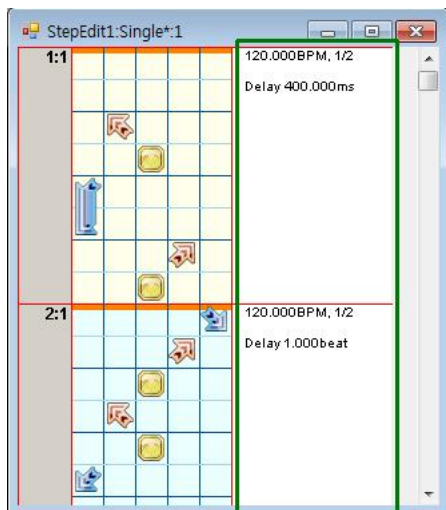
a. Description

● These numbers indicate each numerical value of
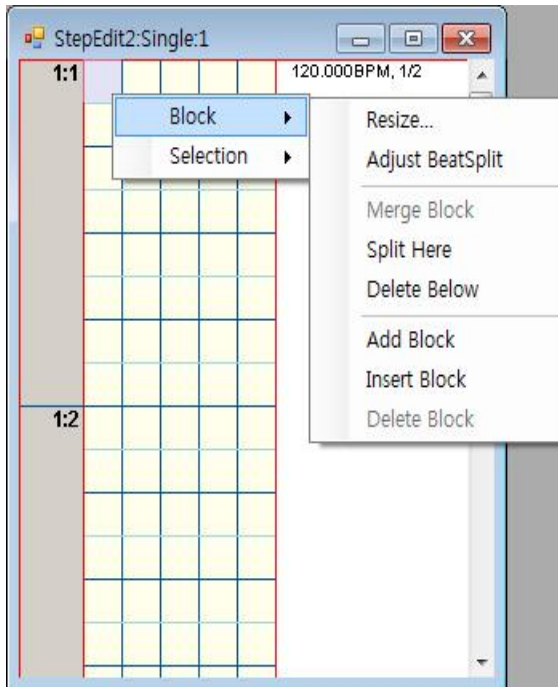
BPM, Beat/Split and Delay.

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a. Description

● You can change Division Property settings.

※ What is Split? One beat is divided into several

sections and each section is named Split.

In short, Split is a subordinate concept of Beat.

| BPM	Beat Per Minute
Beat/Mersure	Beat / Measure
Split/Beat	Split / Beat
Beat/ms Delay	Sync value

E. Block Menu

a. Description

● By clicking the right key of the mouse on Block Property Section or Edit Section, you can call the menu.

b. Menu Description

| Menu	Description
Resize	Resize the property of selected Division.
Adjust Beatsplit	Adjust Split value.
Merge Block	Merge two Divisions
Split Here	Create a new Division
Delete Below	Delete all lower Blocks within a Division.
Add Block	Add the same Division as the last Division.
Insert Block	Insert the same Division immediately above the current Division.
Delete Block	Delete the current Division.

E. Selection Menu
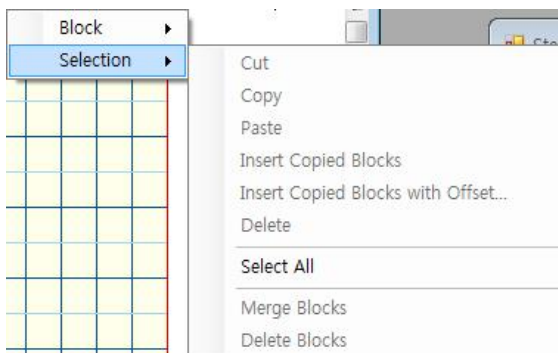
a. Description

● By using this menu, you can readily access the submenu.

● You can use this menu, after selecting Block or Division.

b. Menu

| Menu	Description
Cut	Cut
Copy	Copy
Paste	Paste
Insert Copied Blocks	Paste both copied steps and Division Property in the Blocks. ※Limited to the copied Division unit.
Insert Copied Blocks with Offset	Paste both copied steps and Division Property in the Blocks, changing the place of each step.(- : Left / + : Right) ※Limited to the copied Division unit.
Delete	Delete steps within the selected section.
Select All	Select All
Merge Blocks	Merge Divisions.
Delete Blocks	Delete the selected Division.

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5. Status Bar

A. Description
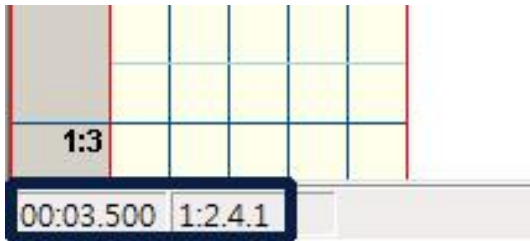
- This part indicates the time, Division, Measure, Beat and Spilt information on the mouse cursor.

6. How to apply U.C.S. to the game
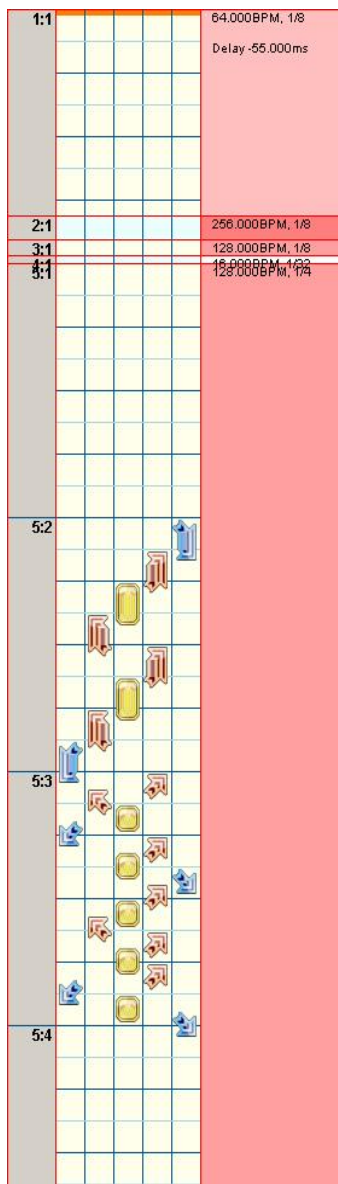
Access **U.C.S. site** menu in **www.piugame.com**, and click the "**StepEditor Lite" button.** Then, download in your computer.

1. Unzip the file and run the StepEditor_Lite.exe.
2. Download the mp3 you want in the official site..
3. Load the sample file you want to edit in StepEditor_Lite.

Caution
※ The sample files have the same Delay values as the official step charts.
Once you load the sample file on StepEditor_Lite, you can fine the sync of the file discordant with the song. So, when making your step chart, you are recommended to apply -100(ms) to the sample file.
After finishing making your step chart, you must reapply the original delay value to your step chart.
We attached the list of the original Delay values of each song for your reference in the last part of this manual.

ex) We Got 2 Know (filename : CS121.ucs / BPM = 128, Delay = 55.000ms(Original value))

- After loading the file, press the right key of the mouse in Division Property section to open the Division Property setting window.
  Enter the numerical value, in which -100 has been applied, in the left box of ms Delay.   (55 – 100 = -45.000)

※ Please check not Beat but ms before you enter the Delay value.

After entering -45 in the box, press OK.

Tip.

- If you want to make a specific part fast or slow, you can do that by using 'split here' menu and adjusting BPM.

- If you want to change the Split value within Division, you can readily do that by using 'Adjust BeatSplit' menu.

- You can adjust the size of a section by dragging the red horizontal line in Division Property section.

After finishing making your step chart,

Save the filename as **CS000.ucs (000 is each song's number.)**

※ You must check the list below and save your file as the same name as designated.

The U.C.S. files must be with PIU PRIME Access code files on the USB root.

- The End -