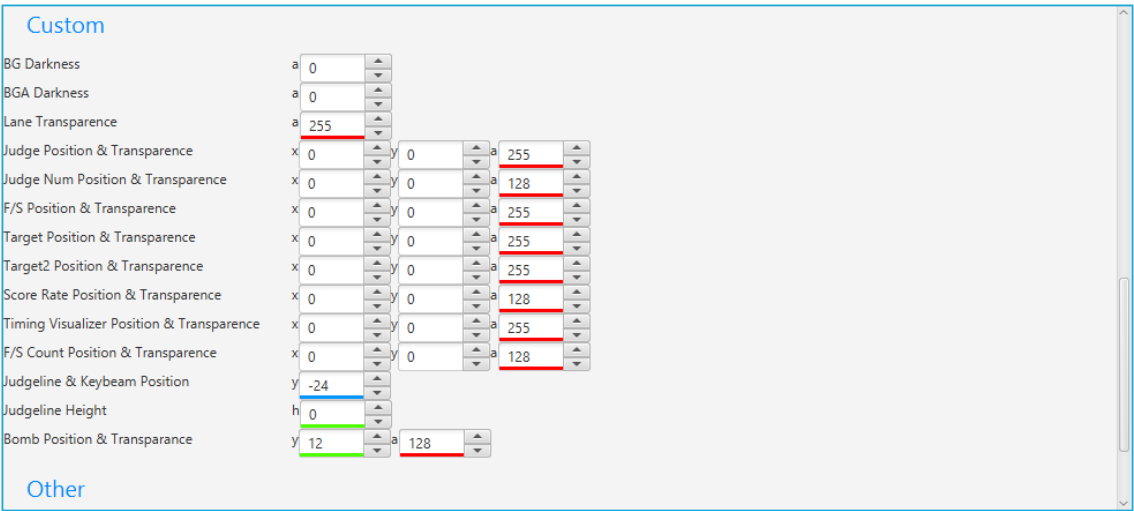# User's manual

Figure 1. beatoraja settings screen

1. About the red line "a"

The redlined "a" value in Figure 1 represents transparency, which is not displayed with the default value of "0". Enter any value up to 255 for the initial setting.

2. About the blue line "Judgeline & Keybeam Position"

Judgeline and keybeam move up and down in tandem with the lift value, but by entering an arbitrary value for "y," which is indicated by a blue line, they can be moved up and down by the value of "y" in addition to the lift.

Figure 2. Judgeline (default setting)

The height of the judgeline is 24 pixels by default.
The above is the case where the value of "y" is 0 (initial value). In this case, the actual judgment line and the displayed judgment line are synchronized, and the actual

judgment line starts from the bottom of the displayed judgment line.
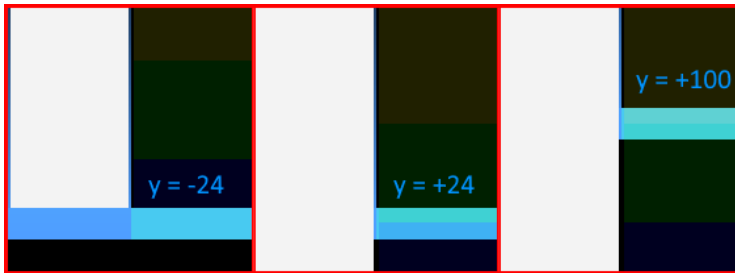
Now look at the diagram below.

Figure 3. Judgeline (enter any value for "y")

From left to right, the following cases are where "-24", "+24", and "+100" are entered for the "y" value. As you can see from this figure, the judgeline on the display is shifted from the actual judgment by the "y" value. For example, with "y = 0" the actual decision line started from the bottom of the displayed decision line, whereas with "y = -24" the actual decision line started from the top of the displayed decision line.

Thus, entering a negative value for "y" results in an early push against the decision line on the display, while entering a positive value results in a late push. By using this function, the judge timing can be adjusted without using the judge timing adjustment function on the beatoraja side.

3. About the green line "Judgeline Height" and "Bomb Position"

As mentioned above, the height of the judge line is 24 pixels. Enter any value for "h" in "Judgeline Height" to add (minus) the above value to those 24 pixels. The difference is that the value entered for "a" became the transparency of the object as it is, while "h" adds or subtracts the entered value to or from the height of the corresponding object. Please caution.

For "Bomb Position," if the "y" value is 0, the bottom of the judgment line is the center of the bomb effect height.