## ***Skinning***

# ***skin.ini***

See also: [*skin.ini/Blank*](https://osu.ppy.sh/help/wiki/Skinning/skin.ini/Blank).

The skin.ini is an initialization file that is found in almost every skin folder. This file will define how osu! will display certain skin elements.

**Caution:** skin.ini commands are case sensitive, make sure you follow the proper spelling and are using the correct capitalisation!

## Versions

Below is the skinning changelog. The version number, seen in the headings, is what will be used in the Versioncommand for the skin.ini file.

### 1.0

**Original 2007 - 2013 skin**

If your skin.ini does not specify a Version, it will default to this version.

* Hitcircle numbers are part of hitburst explosions.
* Large expansion of hitlighting (lighting.png).
* Old styled spinner (spinner-circle.png, spinner-background.png, and spinner-metre.png).
* Segmented countdown image build-up.
* Smaller selection bar images (87px height max).
* Uncolored play-warningarrow during end of breaks.
* Version exclusive ranking screen buttons (ranking-replay.png and ranking-retry.png).
* Version exclusive sliderpoints display (sliderpoint10.png and sliderpoint30.png).

### 2.0

**UI: positioning changes / osu!: visibility update (reduced clutter).**

* High definition skins.
  + Use the suffix @2x.png in the skinning element to let osu! know that the skinning element is higher in quality.
* New style spinner (spinner-middle.png, spinner-middle2.png, spinner-top.png, spinner-bottom.png, and spinner-glow.png).
* Countdown sequence instead of segmented image.
  + Countdowns are now centered.
* Hitcircle numbers are no longer part of hitburst explosions.
* Red colored play-warningarrow during end of breaks.
* Smaller expansion of lighting.png.
* Anchor changes of selectionbar images.
* Positioning changes of ranking screen images (generally, it is shifted down).

### 2.1

**osu!taiko positioning changes**

* taiko-bar-right.png and taiko-bar-right-glow.png directly sits under taiko-bar-left.png.
* Taiko drum postion changes (allows larger areas).

### 2.2

**interface/UI changes**

* Thumbnail support.
  + Must be enabled by the user in the [Options](https://osu.ppy.sh/help/wiki/Options) and be supported by the skin in the [skin.ini](https://osu.ppy.sh/help/wiki/skin.ini) file.
* Changes star rating display to scaling star.png instead of partially widthed star.png.
* Panel text alignment optimisations.

### 2.3

**osu!catch changes**

* fruit-ryuuta.png will no longer work from this point forward.
* New catcher states (and images).
* New osu!catch specific combobursts (comboburst-fruits.png).
  + osu!standard combobursts will no longer be used for osu!catch.

### 2.4

**osu!mania stage scaling adjustments**

* Downscale combo counter and hitbursts.
* Column lines are drawn on both sides of the column when columns are spaced.
* Introduction of hold note tails on release (works for all versions).

### 2.5

**osu!mania column and upscroll adjustments**

* New commands:
  + KeyFlipWhenUpsideDown and NoteFlipWhenUpsideDown
  + NoteBodyStyle (stretch, cascade from top, cascade from bottom)
  + LightingNWidth and LightingLWidth

### latest

**Always the newest version**

If your skin folder does not contain a skin.ini file, it will default to this version.

* **Never** use this when trying to distribute skins! (a new skin version could break the skin for what version it was entended for).
* Always uses the latest version the game supports.

### User

**Not a version, but always force**[**latest**](https://osu.ppy.sh/help/wiki/Skinning/skin.ini/#latest)

* **Never** use this method when distribute skins!
* The skin folder **must** be named User.
* Use this method if you only want to change a few things (e.g. cursor or numbers, etc).
* Does not require the skin.ini file.
* This folder will always force Version: latest

## Notes

Before viewing the skin.inicommands below, here are some notes.

### 1's and 0's

tl;dr *0 = no* and *1 = yes*

Some commands only accept a boolean value (a true or a false value). When skinning, osu! is setup to only recognize a 1 (one) as true while a 0 (zero) as false.

Here is a classic example:

| **SliderBallFlip: 0** | **SliderBallFlip: 1** |
| --- | --- |
|  |  |

Note that Reisen, the sliderball, does **not**flip when 0 is used. However, Reisen does flip when a 1 is used. Depending on what spite is used, you will either get a moonwalking sliderball, or one that turns around.

### Numbers and Integers

The tables below may list either a number, an integer or a positive integer.

When viewing these tables:

* number means a **whole** or **decimal**number (e.g. 1.5, 4.295, 2, 3.0).
* integer means **whole** numbers only (e.g. -13, -632, 135 , 9).
  + positive integer means **positive whole** numbers only (e.g. 376, 22, or 5).
* comma-split list with positive integersis-- literally-- a list of positive integers splited with commas (e.g. 1, 2, 3, 55).

### RGB and RGB(a)

A few commands may ask for a colour in the RGB or RGB(a) format.

* For RGB, the format looks like this R, G, B where R is red, G is green, and B is blue.
  + Most commands will only accept RGB, without the alpha. If you specify an alpha value here, osu! will ignore it.
* For RGB(a), the format looks like this R, G, B, a, in addition to above, ameans alpha (opacity).
  + A few commands accept RGB(a), with the alpha. If you don't specify an alpha value, 255 (opaque/not transparent) will be used.

### Sections

osu! organizes the commands with a heading command. Which may look like this [General]. osu! only uses five sections throughout the skin.ini file, which are indicated with the section headers below.

## [General]

* Name:
  + Question: What is the name of this skin?
  + Value: text (skin name)
  + Default: (empty)
  + Notes:
    - At this time, this command is not used.
    - The osu!client will refer to the folder's name instead when listing.
* Author:
  + Question: Who is the author of this skin?
  + Value: text (skin creator)
  + Default: (empty)
  + Notes:
    - At this time, this command is not used.
    - Use your username.
      * Using your forum username is preferred.
* Version:
  + Question: How should the skin behave?
  + Values:
    - 1.0
    - 2.0
    - 2.1
    - 2.2
    - 2.3
    - 2.4
    - 2.5
    - latest
  + Notes:
    - If the skin.ini file is not present, latest will be used instead.
    - If the skin.ini file is present, but does not use the Versioncommand, 1.0 will be assumed (legacy support).
* AnimationFramerate:
  + Question: How many frames should be displayed by the animations that depend on this value in one second?
  + Value: positive integer
  + Notes:
    - This will set the framerate of most animations.
    - Exceptions: circleoverlays, sliderball, pippidon, osu!mania notes and lighting
* AllowSliderBallTint:
  + Question: Should the slider combo colour tint the slider ball?
  + Values: 0 or 1
  + Default: 0
  + Notes:
    - The default sliderball will always get tinted, if enabled in [options](https://osu.ppy.sh/help/wiki/options).
* ComboBurstRandom
  + Question: Should combobursts be shown in a random order?
  + Values: 0 or 1
  + Default: 0
  + Notes:
    - This is not for [osu!taiko](https://osu.ppy.sh/help/wiki/osu!taiko).
* CursorCentre:
  + Question: Should the cursor have an origin at the centre of the image?
  + Values: 0 or 1
  + Default: 1
  + Notes:
    - 0 = top-left corner
    - 1 = centered
* CursorExpand:
  + Question: Should the cursor expand when clicked?
  + Values: 0 or 1
  + Default: 1
* CursorRotate:
  + Question: Should the cursor sprite rotate constantly?
  + Values: 0 or 1
  + Default: 1
* CursorTrailRotate:
  + Question: Should the cursor sprite rotate constantly?
  + Values: 0 or 1
  + Default: 1
* CustomComboBurstSounds:
  + Question: On which combo counts should the comboburst sounds be played?
  + Value: comma-split list with positive integers
  + Default: (empty)
  + Notes:
    - This is not for [osu!taiko](https://osu.ppy.sh/help/wiki/osu!taiko).
    - This only affects the combo burst sounds, not the milestones.
* HitCircleOverlayAboveNumber:
  + Question: Should the hitcircleoverlay be drawn above the numbers?
  + Values: 0 or 1
  + Default: 1
  + Notes:
    - This is for [osu!standard](https://osu.ppy.sh/help/wiki/osu!standard) only.
    - Old command: HitCircleOverlayAboveNumer (with typo) still works for legacy support
* LayeredHitSounds:
  + Question: Should the hitnormal sounds always be played?
  + Values: 0 or 1
  + Default: 1
  + Notes:
    - This is not for [osu!taiko](https://osu.ppy.sh/help/wiki/osu!taiko).
* SliderBallFlip:
  + Question: If the sliderball is reversed, should the sliderball sprite flip horizontally?
  + Values: 0 or 1
  + Default: 1
  + Notes:
    - This is for [osu!standard](https://osu.ppy.sh/help/wiki/osu!standard) only.
* SliderBallFrames:
  + Question: How many frames do you have for the sliderball animation?
  + Value: positive integer
  + Default: (empty)
  + Notes:
    - This is for [osu!standard](https://osu.ppy.sh/help/wiki/osu!standard) only.
    - This is slider velocity dependent
    - This command might be obsolete
* SliderStyle:
  + Question: What style should the sliders use?
  + Value: 1 / 2
  + Default: 2
  + Notes:
    - **Stable (Fallback) stream only**
    - 1 = Segmented tracks
    - 2 = Gradient tracks
* SpinnerFadePlayfield:
  + Question: Should the spinner add black bars during spins?
  + Values: 0 or 1
  + Default: 0
* SpinnerFrequencyModulate:
  + Question: Should the spinnerspin sound pitch up the longer the spinner goes?
  + Values: 0 or 1
  + Default: 1
* SpinnerNoBlink:
  + Question: Should the highest bar of the metre stay visible all the time?
  + Values: 0 or 1
  + Default: 0

## [Colours]

Note: this header ***must*** be spelled as***[Colours]***, not *[Colors]*!

* Combo1:
  + Question: What colour is used for the last combo?
  + Value: RGB
  + Default: 255,192,0
  + Notes:
    - This is used if beatmap skin is disabled or uses default colours.
    - This appears last.
* Combo2:
  + Question: What colour is used for the first combo?
  + Value: RGB
  + Default: 0,202,0
  + Notes:
    - This is used if beatmap skin is disabled or uses default colours.
    - This appears first.
* Combo3:
  + Question: What colour is used for the second combo?
  + Value: RGB
  + Default: 18,124,255
  + Notes:
    - This is used if beatmap skin is disabled or uses default colours.
    - This appears second, if defined.
* Combo4:
  + Question: What colour is used for the third combo?
  + Value: RGB
  + Default: 242,24,57
  + Notes:
    - This is used if beatmap skin is disabled or uses default colours.
    - This appears third, if defined.
* Combo5:
  + Question: What colour is used for the fourth combo?
  + Value: RGB
  + Default: (empty)
  + Notes:
    - This is used if beatmap skin is disabled or uses default colours.
    - This appears fourth, if defined.
* Combo6:
  + Question: What colour is used for the fifth combo?
  + Value: RGB
  + Default: (empty)
  + Notes:
    - This is used if beatmap skin is disabled or uses default colours.
    - This appears fifth, if defined.
* Combo7:
  + Question: What colour is used for the sixth combo?
  + Value: RGB
  + Default: (empty)
  + Notes:
    - This is used if beatmap skin is disabled or uses default colours.
    - This appears sixth, if defined.
* Combo8:
  + Question: What colour is used for the seventh combo?
  + Value: RGB
  + Default: (empty)
  + Notes:
    - This is used if beatmap skin is disabled or uses default colours.
    - This appears seventh, if defined.
* InputOverlayText:
  + Question: What colour should the numbers on the input keys be tinted in?
  + Value: RGB
  + Default: 0,0,0
  + Notes:
    - This is for [osu!standard](https://osu.ppy.sh/help/wiki/osu!standard) and [osu!catch](https://osu.ppy.sh/help/wiki/osu!catch) only..
    - This tints the numbers shown on the input overlay.
* MenuGlow:
  + Question: What colour should the spectrum bars in the main menu be coloured in?
  + Value: RGB
  + Default: 0,78,155
  + Notes:
    - [osu!supporter](https://osu.ppy.sh/help/wiki/osu!supporter) required
* SliderBall:
  + Question: What colour should the default sliderball be coloured in?
  + Value: RGB
  + Default: 2,170,255
  + Notes:
    - This is for [osu!standard](https://osu.ppy.sh/help/wiki/osu!standard).
    - Default sliderball's colour if tinting is disabled in [options](https://osu.ppy.sh/help/wiki/options).
* SliderBorder:
  + Question: What colour should be used for the sliderborders?
  + Value: RGB
  + Default: 255,255,255
  + Notes:
    - This is for [osu!standard](https://osu.ppy.sh/help/wiki/osu!standard) only.
* SliderTrackOverride:
  + Question: What colour should all sliderbodies be coloured in?
  + Value: RGB
  + Default: use current combo colour
  + Notes:
    - This is for [osu!standard](https://osu.ppy.sh/help/wiki/osu!standard) only.
    - Using this will make all slider track colours the same.
* SongSelectActiveText:
  + Question: What colour should the text of the active panel be tinted in?
  + Value: RGB
  + Default: 0,0,0
* SongSelectInactiveText:
  + Question: What colour should the text of the inactive panels be tinted in?
  + Value: RGB
  + Default: 255,255,255
* SpinnerBackground:
  + Question: What colour should be added to the spinner-background?
  + Value: RGB
  + Default: 100,100,100
* StarBreakAdditive:
  + Question: What colour should be added to star2 during breaks?
  + Value: RGB
  + Default: 255,182,193
  + Notes:
    - colour of star2 during breaks

## [Fonts]

* HitCirclePrefix:
  + Question: What prefix is used for the hitcircle numbers?
  + Value: text (path/filename prefix)
  + Default: default
  + Notes:
    - You can use a custom path
* HitCircleOverlap:
  + Question: By how many pixels should the hitcircle numbers overlap?
  + Value: integer
  + Default: -2
  + Notes:
    - Negative integers will add a gap.
* ScorePrefix:
  + Question: What prefix is used for the score numbers?
  + Value: text (path/filename prefix)
  + Default: score
* ScoreOverlap:
  + Question: By how many pixels should the score numbers overlap?
  + Value: integer
  + Default: -2
  + Notes:
    - Negative integers will add a gap.
* ComboPrefix:
  + Question: What prefix is used for the combo numbers?
  + Value: text (path/filename prefix)
  + Default: score
* ComboOverlap:
  + Question: By how many pixels should the combo numbers overlap?
  + Value: integer
  + Default: -2
  + Notes:
    - Negative integers will add a gap.

## [CatchTheBeat]

* HyperDash:
  + Question: What colour should be used for the dash?
  + Values: RGB
  + Default: 255,0,0
  + Notes:
    - osu! will use a default alpha value.
    - This is the colour of the catcher itself.
* HyperDashFruit:
  + Question: What colour should be used for the fruits?
  + Values: RGB
  + Default: use *HyperDash*
  + Notes:
    - osu! will use a default alpha value.
    - This is the colour outlining the fruit.
* HyperDashAfterImage:
  + Question: What colour should be used for the after images?
  + Values: RGB
  + Default: use *HyperDash*
  + Notes:
    - osu! will use a default alpha value.
    - This is the colour of the images following the catcher after obtaining the hyperdash fruit.

## [Mania]

**Notes:**

* If you want to fully customize the osu!mania stage, use skin version 2.5 or higher.
* Commands that are asking where to position something horizontally are based on a height of 480 pixels.
* When a command is depend on the total number of keys:
  + using too many and the extras are ignored.
  + not using enough and the missing values will use default values.
* **Each keycount must start a new section**, it should look like this (but with actual commands):

...

[Mania]

Keys: 4

//\*4K stuff\*

[Mania]

Keys: 5

//\*5K stuff\*

...

* Keys:
  + Question: What keycount are these settings for?
  + Values:
    - 1
    - 2
    - 3
    - 4
    - 5
    - 6
    - 7
    - 8
    - 9
    - 10
    - 12
    - 14
    - 16
    - 18
  + Notes:
    - This is ***required*** per key set
* ColumnStart:
  + Question: Where does the left column start?
  + Value: number
  + Default: 136
* ColumnRight:
  + Question: Up to which point can columns be drawn?
  + Value: number
  + Default: 19
* ColumnSpacing:
  + Question: What is the distance between all columns individually?
  + Value: comma-split list with numbers
  + Default: 0
  + Notes:
    - This is the spacing **between** the columns
    - The gap will be transparent.
* ColumnWidth:
  + Question: What widths do all columns have individually?
  + Value: comma-split list with numbers
  + Default: 30
  + Notes:
    - It is suggested to keep this thin if high keycounts or wide keys are used.
* ColumnLineWidth:
  + Question: How thick are the column seperators individually?
  + Value: comma-split list with numbers
  + Default: 2
* BarlineHeight:
  + Question: How thick is the barline?
  + Value: number
  + Default: 1.2
* LightingNWidth:
  + Question: Which widths should LightingN use for all columns individually?
  + Value: comma-split list with numbers
  + Default: (empty)
* LightingLWidth:
  + Question: Which widths should LightingL use for all columns individually?
  + Value: comma-split list with numbers
  + Default: (empty)
* WidthForNoteHeightScale:
  + Question: Which height should all notes have if columns have individual widths?
  + Value: number
  + Notes:
    - If not defined, the height scale of the smallest column width is used
* HitPosition:
  + Question: On which height should the judgement line be drawn at?
  + Value: integer
  + Default: 402
  + Notes:
    - StageHint, LightingN, and LightingL are drawn at this position
* LightPosition:
  + Question: On which height should the stage lights be drawn at?
  + Value: integer
  + Default: 413
  + Notes:
    - This is only for StageLight.
* ScorePosition:
  + Question: On which height should the hitbursts appear at?
  + Value: integer
  + Notes:
    - The hitbursts will be vertically centered on the stage.
* ComboPosition:
  + Question: On which height should the combo counter appear at?
  + Value: integer
  + Notes:
    - The combo counter will be vertically centered on the stage.
* JudgementLine:
  + Question: Should an additional line be drawn above the StageHint?
  + Value: 0 or 1
  + Notes:
    - This is the hint for when the keys should be pressed.
* LightFramePerSecond:
  + Question: unknown
  + Value: unknown
  + Notes:
    - May be obsolete.
* SpecialStyle:
  + Question: What SpecialStyle is used for this keycount if available?
  + Value: 0, 1, or 2
  + Default: 0
  + Notes:
    - 0 = none
    - 1 = (left (SP) or outer (DP) lane)
    - 2 = (right (SP) or inner (DP) lane)
    - For even keycounts, more than 4.
    - For DP, the center between the stages is used for determining positions.
* ComboBurstStyle:
  + Question: On what side should the comboburst appear?
  + Value: 0, 1, or 2
  + Default: 1
  + Notes:
    - 0 = Left
    - 1 = Right
    - 2 = Both (random)
    - You can use the words or values, both are accepted.
    - Combobursts will be flipped on the right stage half.
* SplitStages:
  + Question: Should the stage be split into 2 stages?
  + Value: 0 or 1
  + Notes:
    - This value is forced, if defined.
    - 0 = no splitting / forced SP
    - Each keycount higher than 1 can be splitted (or merged, if count is higher than 9).
* StageSeparation:
  + Question: What distance should the 2 stages have when splitted?
  + Value: number
  + Default: 40
  + Notes: The distance of the two stages, if split.
* SeparateScore:
  + Question: Should the hitburst only be shown on the stage it was scored on?
  + Value: 0 or 1
  + Default: 1
  + Notes:
    - 0 = shows on both stages at the same time
    - 1 = shows when hit on specific stage
    - For DP, each stage gets shown its own judgement or of both stages
* KeysUnderNotes:
  + Question: Should the keys be covered by notes when passing them?
  + Value: 0 or 1
  + Default: 0
  + Notes:
    - should be used depending on note and key designs.
* UpsideDown:
  + Question: Should the stage always be upside down?
  + Value: 0 or 1
  + Default: 0
  + Notes:
    - Act like DDR/StepMania?
* KeyFlipWhenUpsideDown:
  + Question: Should **all** of the keys be flipped when the stage is flipped?
  + Value: 0 or 1
  + Default: 1
  + Notes:
    - Requires skin version 2.5 or higher.
    - This applies for all columns.
* KeyFlipWhenUpsideDown#:
  + Question: Should the **specified column's** key be flipped when the stage is flipped?
  + Value: 0 or 1
  + Notes:
    - Requires skin version 2.5 or higher.
    - This applies for the specified column.
    - Replace # with a valid column index (from 0 to 17).
* NoteFlipWhenUpsideDown:
  + Question: Should all of the notes be flipped when the stage is flipped?
  + Value: 0 or 1
  + Default: 1
  + Notes:
    - Requires skin version 2.5 or higher.
    - This applies for all columns.
* KeyFlipWhenUpsideDown#D:
  + Question: Should the column's pressed key be flipped when the stage is flipped?
  + Value: 0 or 1
  + Notes:
    - Requires skin version 2.5 or higher.
    - This applies for the specified column's pressed key state.
* NoteFlipWhenUpsideDown#:
  + Question: Should the column's note be flipped when the stage is flipped?
  + Value: 0 or 1
  + Notes:
    - Requires skin version 2.5 or higher.
    - Column specific (for notes)
* NoteFlipWhenUpsideDown#H:
  + Question: Should the column's hold note head be flipped when the stage is flipped?
  + Value: 0 or 1
  + Notes:
    - Requires skin version 2.5 or higher.
    - Column specific (for head parts)
* NoteFlipWhenUpsideDown#L:
  + Question: Should the column's hold note body be flipped when the stage is flipped?
  + Value: 0 or 1
  + Notes:
    - Requires skin version 2.5 or higher.
    - Column specific (for length parts)
* NoteFlipWhenUpsideDown#T:
  + Question: Should the column's hold note tail be flipped when the stage is flipped?
  + Value: 0 or 1
  + Notes:
    - Requires skin version 2.5 or higher.
    - Column specific (for tail parts)
* NoteBodyStyle:
  + Question: What style should be used for all hold note bodies?
  + Value: 0, 1, or 2
  + Default: 1
  + Notes:
    - Requires skin version 2.5 or higher.
    - All columns.
* NoteBodyStyle#:
  + Question: What style should be used for all hold note bodies?
  + Value: 0, 1, or 2
  + Notes:
    - Requires skin version 2.5 or higher.
    - Column specific (for notes)
* Colour#:
  + Question: What colour should be used for the column's lane?
  + Value: RGB(a)
  + Default: 0,0,0,255
  + Notes:
    - For the specific column's background.
    - # starts at 1
* ColourLight#:
  + Question: What colour should be used for the column's lighting?
  + Value: RGB
  + Default: 55,255,255
  + Notes:
    - Column specific (StageLight).
    - # starts at 1
* ColourColumnLine:
  + Question: What colour should be used for the column lines?
  + Value: RGB(a)
  + Default: 255,255,255,255
  + Notes:
    - These are the lines that separate the columns.
* ColourBarline:
  + Question: What colour should be used for the bar seperator?
  + Value: RGB(a)
  + Default: 255,255,255,255
  + Notes:
    - A bar is one full measure.
* ColourJudgementLine:
  + Question: What colour should be used for the timing line?
  + Value: RGB
  + Default: 255,255,255
* ColourKeyWarning:
  + Question: What colour should be used for the keybinding reminders?
  + Value: RGB
  + Default: 0,0,0
  + Notes:
    - This is the colour of the keybindings check before the game starts
* ColourHold:
  + Question: What colour should be used for the combo counter during holds?
  + Value: RGB(a)
  + Default: 255,191,51,255
* ColourBreak:
  + Question: What colour should be used for the combo counter when it breaks?
  + Value: RGB
  + Default: 255,0,0
  + Notes:
    - This is the colour of combo counter during a combobreak.
* KeyImage#:
  + Question: What is the name of the column's unpressed key image?
  + Value: text (path to image)
  + Notes:
    - This is for the specific column's idle key image.
* KeyImage#D:
  + Question: What is the name of the column's pressed key image?
  + Value: text (path to image)
  + Notes:
    - This is for the specific column's pressed key image.
* NoteImage#:
  + Question: What is the name of the column's note image?
  + Value: text (path to image)
  + Notes:
    - This is for the specific column's note image.
* NoteImage#H:
  + Question: What is the name of the column's hold note head image?
  + Value: text (path to image)
  + Notes:
    - This is for the specific column's hold note head image.
* NoteImage#L:
  + Question: What is the name of the column's hold note body image?
  + Value: text (path to image)
  + Notes:
    - This is for the specific column's hold note body image.
* NoteImage#T:
  + Question: What is the name of the column's hold note tail image?
  + Value: text (path to image)
  + Notes:
    - This is for the specific column's hold note tail image.
* StageLeft:
  + Question: What is the name of the left stage image?
  + Value: text (path to image)
  + Notes:
    - This is the left border.
* StageRight:
  + Question: What is the name of the right stage image?
  + Value: text (path to image)
  + Notes:
    - This is the right border.
* StageBottom:
  + Question: What is the name of the bottom stage image?
  + Value: text (path to image)
  + Notes:
    - This will **not** be streched to fit
* StageHint:
  + Question: What is the name of the stage hint image?
  + Value: text (path to image)
  + Notes:
    - This is the graphical judgement line.
* StageLight:
  + Question: What is the name of the stage light image?
  + Value: text (path to image)
  + Notes:
    - This is the column lighting.
* LightingN:
  + Question: What is the name of the note lighting image?
  + Value: text (path to image)
* LightingL:
  + Question: What is the name of the hold note lighting image?
  + Value: text (path to image)
* WarningArrow:
  + Question: What is the name of the warning arrow image?
  + Value: text (path to image)
  + Notes:
    - This appears three barlines before the map starts, if there is enough time.
* Hit0:
  + Question: What is the name of the hit0 image?
  + Value: text (path to image)
* Hit50:
  + Question: What is the name of the hit50 image?
  + Value: text (path to image)
* Hit100:
  + Question: What is the name of the hit100 image?
  + Value: text (path to image)
* Hit200:
  + Question: What is the name of the hit200 image?
  + Value: text (path to image)
* Hit300:
  + Question: What is the name of the hit300 image?
  + Value: text (path to image)
* Hit300g:
  + Question: What is the name of the hit300g image?
  + Value: text (path to image)