Project Override (OR Fanmade Chart) Instruction

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Preface

Please join QQ group (511974777) to report issues. It is not encouraged to use the private server to play the official content. Help will not be provided for this.

Server Setup and Connection

Download the server and respective platform's installation package from the group files.

Unzip the server to your PC or MAC (referred to as the machine) and install the application package to your mobile device (referred to as the device). Linux users should help themselves lol

Android package has been renamed and icon replaced to allow better distinction with the official client. You need jailbroken devices and tools such as trollstore to install on iOS.

Install python and pip on your machine. To install pip on MAC, you can use

```
curl https://bootstrap.pypa.io/get-pip.py -o get-pip.py
python3 get-pip.py
```

Note that MAC uses `python3`. Code examples in this document will use the default of Windows, which is `python`. After the installation, install flask using

```
pip install flask
```

After it is installed, make sure your machine and device are under the same subnetwork, say, wifi.

Open `cmd` on PC and type `ipconfig`. Open `terminal` on MAC and type `ifconfig`.

Use the output to find the machine's subnet IPV4. Open `config.py` inside the server folder and change the IP address to the one you just got. Change the port as you please.

Open `cmd` in the server directory and type `python 6000.py`. Wait a moment. Once the server started, Open OverRide on your device.

In the Connection UI, enter the server's `http://ip:port/` according to the specification.

Click OK, and enter a username, or an existing 24-digit UID (covered in the "Advanced" section).

Download all the resources and enter the game.

Adding Charts

Download the chart's zip archive. Move the archive to the server folder. Do not import on your own, as naming conflict might happen.

Open `cmd` in the server directory and type `python importer.py`

Enter the zip archive's name. If the pack fails the built-in basic file hierarchy checks, some error messages may be shown. Those should be directed to the charter.

After the successful import, you need to restart the client or click the file verification button in the settings page.

If you want to delete a chart, go to the "Game Ready" page and note the SID on the top right corner.

Open `cmd` in the server directory and type `python importer.py`

Enter the SID and press `y` to delete.

Advanced

Log in using UID:

Use if you have registered before and would like to set up a new device with it.

Go to the settings page on your old device. Click the "Account" text under the "Account Settings" header 4 times. Your UID will be displayed and can be saved via screenshot. Go to the new device,

enter the UID, and click OK.

Charting

OverRide uses BMS charting specification. Audio playbacks are overwritten (keysound will not work, and the sound files specified within the chart file is ignored). Channel 0, 1, 2 are the left 3 lanes, 3, 4 are scratch lanes for left and right, and 5, 6, 7 are the right 3 lanes. Speed changes can be specified using BMS's built in bpm capability, and chart reverse can be assigned using 0B and 0C.

Two ways to make charts:

1. Use OSU! Mania to make 8k charts and convert the .`osu` file to .`bms`. The conversion tool is in the group file. Note: Use text editor to remove negative value `TimingPoint` from the .`osu` charts, or the tool will report error. After conversion, use a text editor to replace all `ZZ` to `01`. After that, open the .`bms` chart with `pBMsc` to fix and modify. The chart should not contain non-`01` value.

2. Use Malody to make 8k charts and convert the file to .`bms`. Exploring…

// I will leave the actual charting to the professionals

You should have a mp3 file and bms charts.

Make a id string for the song. Don't worry about collisions, as `importer` can address these.

Find a thumbnail and name it `id.jpg/png.`

Rename the charts to id_difficulty.bms. Supported difficulties are `EL,EX,PR,LPR,EL4,EX4,PR4`

Place charts to `note` folder. Place the thumbnail to `thumbs` folder. Place the music to `music` folder.

That's it for files. Next, let's modify **manifest.json**.

```
[
  {
    "id": 1, // Ignore
    "title": "Music Name", // Music title
    "artist": "Music Artist", //Musician
    "isJapanese": false,    //Use Japanese display mode
    "bpm": 167,    //bpm number
    "sync_6k": "0/0/0/-1400",  //Chart offset values. 6k: EL,EX,LPR,PR. 4k: EL,EX,PR.
    "sync_4k": "0/0/0",
    "diff_6k": "0/0/0/18",    // Chart difficulty。If not charted, use 0.
    "diff_4k": "0/0/0",
    "charter_6k": "-/-/-/charterA",  //Charter information
    "charter_4k": "-/-/-",
    "mp3": "song",    //Song ID.
    "preview": "-1/-1", //Start time of 2 music previews, in seconds.
    "bga": "-1400/24/3559"
  }
]
```

If you wish to make BGA, see section below. If not, delete the bga field.

That's it for the manifest. Select all files and folders, and compress to **zip**.

See "Adding Charts" section for chart importing.

Importer File Checking

importer will conduct basic check for the zip file. If the check is passed, only the necessary files will be copied to the server. 5 checks are conducted:

1. A correctly named jpg or png should be in the thumbs folder.

Example: If the song ID is "test", a "test.jpg" or "test.png" should exist.

2. The correctly named mp3 should be in the music folder.

Example: If the song ID is "test", a "test.mp3" should exist.

3. If the manifest contains bga section, the bga zip file should be in the bga folder.

Example: If the song ID is "test" and has a bga section in manifest, a "test.zip" should exist.

4. If the manifest does not have bga, there should not be a bga zip file in the bga folder.

Example: If song ID “test” does not have bga section in manifest, “test.zip” should not exist.

Note: Did you forget to add the bga to manifest?

5. All difficulties specified in the manifest should have a corresponding note file in the note folder.

Example: Song ID is “test” and manifest specifies multiple non-zero difficulties. All charts should exist.

Making BGA

Download the MP4 to BGA zip archive from the group file and unzip it.

Download the MP4 from YouTube or other platforms. 360p is enough.

Put the video in the folder from the archive. Remember to `pip install opencv-python`

Open `cmd` in the directory and type `python v2b.py`

Follow the instructions. FPS are typically 15 or 24. After the frames are extracted, go to the output folder and remove the black frame at the start and end to save some space.

`ZIP` all the images and fill the `bga` section of the `manifest`.

The 1st number is the millisecond offset. The 2nd number is the frame rate. The 3rd number is the frame number of the last frame.

Add the `zip` archive to the `bga` directory.