Data Dictionary

NGU0193 - 12SOFA (Mr. Toet)

Category	Name	Type	Size	Format	Description	Sample
Chart Data	Title	string	81	""	Romanised song title	Donut Hole
Chart Data	TitleUnicode	string	81	""	Song title in Unicode	ドーナツホール
Chart Data	Artist	string	81	""	Artist name	Hachi
Chart Data	ArtistUnicode	string	81	""	Artist name in Unicode	ハチ
Chart Data	Creator	string	48	""	Chart creator	Sotarks
Chart Data	Source	string	100	""	Song's original source media	Touhou Project
Chart Data	Length	float	9999	""	Chart length, in seconds, derived from the length of the audio clip	228
Chart Data	SourceClip	AudioClip		Unity-specific	Song's audio clip to use during gameplay	song.mp3
Chart Data	BackgroundImage	Texture2D		Unity-specific	Background image to use during gameplay, or when background video is disabled	background.png
Chart Data	BackgroundVide	VideoClip		Unity-specific	Background video to use	backgroundvideo.mp4

	o				during gameplay	
Chart Data	IsVideoAllowed	boolean		True/False	Whether or not to play the background video	FALSE
Gameplay	Score	integer	1000000 0	N,NNN,NNN,NNN	Player's current score	695,521
Gameplay	JudgeGood	integer	2147483647	NNNNNNNNNN	Number of "Good" hits (inputs within 0-50 ms of the note)	100
Gameplay	JudgeOkay	integer	2147483647	NNNNNNNNNN	Number of "Okay" hits (inputs between 51-120 ms of the note)	100
Gameplay	JudgeMiss	integer	2147483647	NNNNNNNNNN	Number of misses (notes failed to hit within 120 ms)	100
Gameplay	Accuracy	float	100	NN.NN%	Calculated average "accuracy" of the timing of the player's inputs	97.98%
Gameplay	Combo	integer	2147483647	N,NNN,NNN,NNNx	Number of successful consecutive note hits	2,399x
Gameplay	SongPosition	float	100	MM:SS	Current playback position within the map	02:39
Gameplay	SongProgress	float	100	MM:SS	Current playback	03:28

					position (as a percentage)	
Gameplay	Retries	integer	2147483647	NNNNNNNNNN	Number of times the player has retried the chart	4
Gameplay	IsPaused	boolean		True/False	Whether or not the game is paused	TRUE
Player Preferences	Volume Master	float	100	NNN%	Volume to use overall, specified by the user	76%
Player Preferences	Volume SFX	float	100	NNN%	Volume to use for sound effects (hitsounds, etc), specified by the user	50%
Player Preferences	Volume Music	float	100	NNN%	Volume to use for music, specified by the user	100%
Player Preferences	AudioOffset	float	5000	NNNN	How much to delay the audio in milliseconds to calibrate headphones with additional delay, specified by the user	123 ms
Player Preferences	Fullscreen	boolean		True/False	Whether or not to render the application window as fullscreen, specified by the	TRUE

					user	
Player Preferences	VSync	boolean		True/False	Whether or not to enable VSync for the application, specified by the user	FALSE
Player Preferences	MaxFPS	integer	1000	NNNN	Target frame rate for the application, specified by the user	120
Player Preferences	ShowFPS	boolean		True/False	Whether or not to show an FPS counter to the player, specified by the user	60 FPS
Player Preferences	BackgroundDim	float	100	NNN%	Amount to dim the background during gameplay, specified by the user	65%
Player Preferences	Photosensitivity Mode	boolean		True/False	Whether or not to disable flashing effects, specified by the user	FALSE
Player Preferences	DoTwoHandedBigNotes	boolean		True/False	If big (bonus) notes need to be hit with two inputs to register	FALSE
UI Preferences	ColorPrimary	Color		#XXXXXX	Primary colour to use for the user interface, specified by the	#8ACE00

				user	
UI Preferences	ColorSecondary	Color		#XXXXXX	Secondary colour to use for the user interface, specified by the user	#8ACE00
UI Preferences	ColorAccent	Color		#XXXXXX	Accent colour to use for the user interface, specified by the user	#8ACE00
UI Preferences	ColorDon	Color		#XXXXXX	Colour to use for Don notes (centre of drum), specified by the user	#8ACE00
UI Preferences	ColorKa	Color		#XXXXXX	Colour to use for Ka notes (rim of drum), specified by the user	#8ACE00