






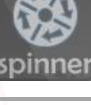










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BASICS:

   	<p>Select:</p> <p>Use this option to move and drag your objects.</p>
   	<p>Standard Circle:</p> <p>Use this option to place a note on your work field. Please use distance snap while placing these notes, I will tell more about distance snap later.</p>
   	<p>Slider:</p> <p>Use this option to place a slider on your work field. Click and drag the slider to its end destination. The Further you drag the longer the slider its duration will be. Click (while dragging) the left mouse button to place a “curve-dot”, you can place multiple “curve-dots” to give the slider the shape you like. Right click to end the slider. I will tell more about different sliders curves later.</p>

   	<p>Spinner:</p> <p>Use this option to place a spinner.</p> <p>Please do not overuse them, use them when they fit the part of the song. Spinners need a minimum score of 2000 on “auto”, so that players are able to pass the spinner.</p>
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GRID AND DISTANCE SNAP:

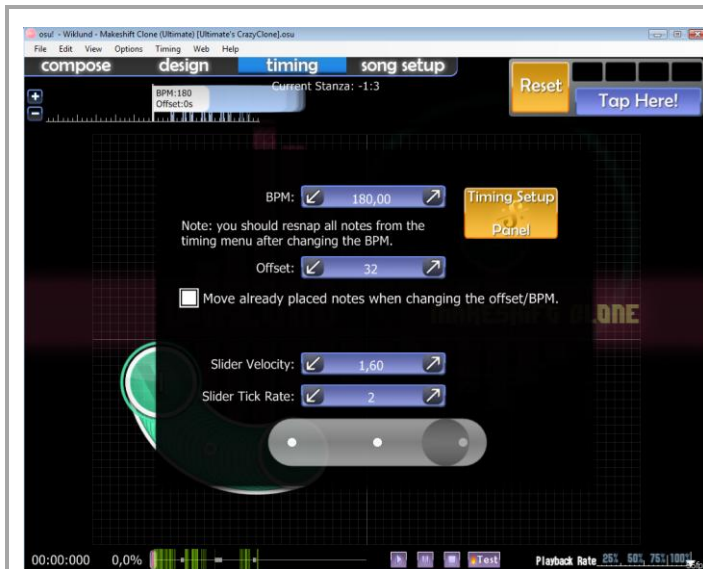
 	<p>Grid snap:</p> <p>Use this option to snap the notes.</p> <p>When you use this option, your map will look more tidy and neat. With this option, notes can be placed straight below or next to another note. It's best to set the “Grid level” to three for precise placing. You can do this by following the next path:</p> <p><u>V</u>iew → <u>G</u>rid level → <u>3</u>(Most precise)</p>
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 	<p>Distance Snap:</p> <p>Distance snap is really important. It gives the map more logic. The difficulties “Easy” and “Normal” must both have distance snap the entire song (Except for jumps). “Hard” or “Insane” can have some uncontrolled snaps BUT it's best to follow the distance snap the entire song. You can change the distance snap value by holding the ALT button and slide the value (In the right above corner) to the distance you like.</p> <div data-bbox="456 1800 858 1877"> <p>Distance spacing:</p> <p>_____ 0,8x</p> </div>
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TIMING - BPM AND OFFSET:

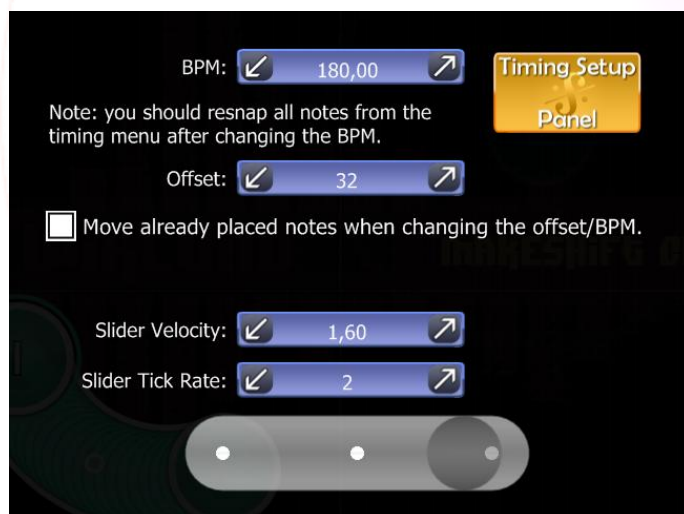
BPM stands for: Beats Per Minute.

The most important part of a beatmap is, that the bpm is correct. Without a correct bpm the notes will be placed terrible (offbeat) and it will be almost impossible to play.



How to get a good bpm:

1. Go to the "Timing" tab and press the spacebar on the beginning of the song to play it.
2. Click on "Tap Here!" (on the beat) to set the timing. When you've done like eight clicks the average bpm of your clicks will be displayed in the "BPM" tab.
3. If you're not satisfied with your bpm, you can manually change it by click on the "BPM" tab.



Offset:

When it's not the BPM you're unsatisfied with, the offset could be wrong. It's best to set the offset on the first beat of the song.

Play around with the offset until you find the right one, even when you are ten or twenty milliseconds off.

BPM: 180,00

Note: you should resnap all notes from the timing menu after changing the BPM.

Offset: 32

☐ Move already placed notes when changing the offset/BPM.

Slider Velocity: 1,60

Slider Tick Rate: 2

Slider Velocity:

The slider velocity is a tricky one. The speed of the slider depends on the amount of the bpm, but if you want the slider to be faster or slower, you can manually adjust this by upping or lowering the slider velocity's value. Just try to make it fit the song.

The slider tick rate give's the extra combo in a slider.

If you just can't find the right BPM or Offset, you can always ask other mappers or a BAT (Beatmap Approval Team).

AUDIO:

Please don't overuse sounds samples if you attend to use them.

You can make the samples sound better by making a timing point, when you've done this you can manually configure the sounds for that part of the song.

