

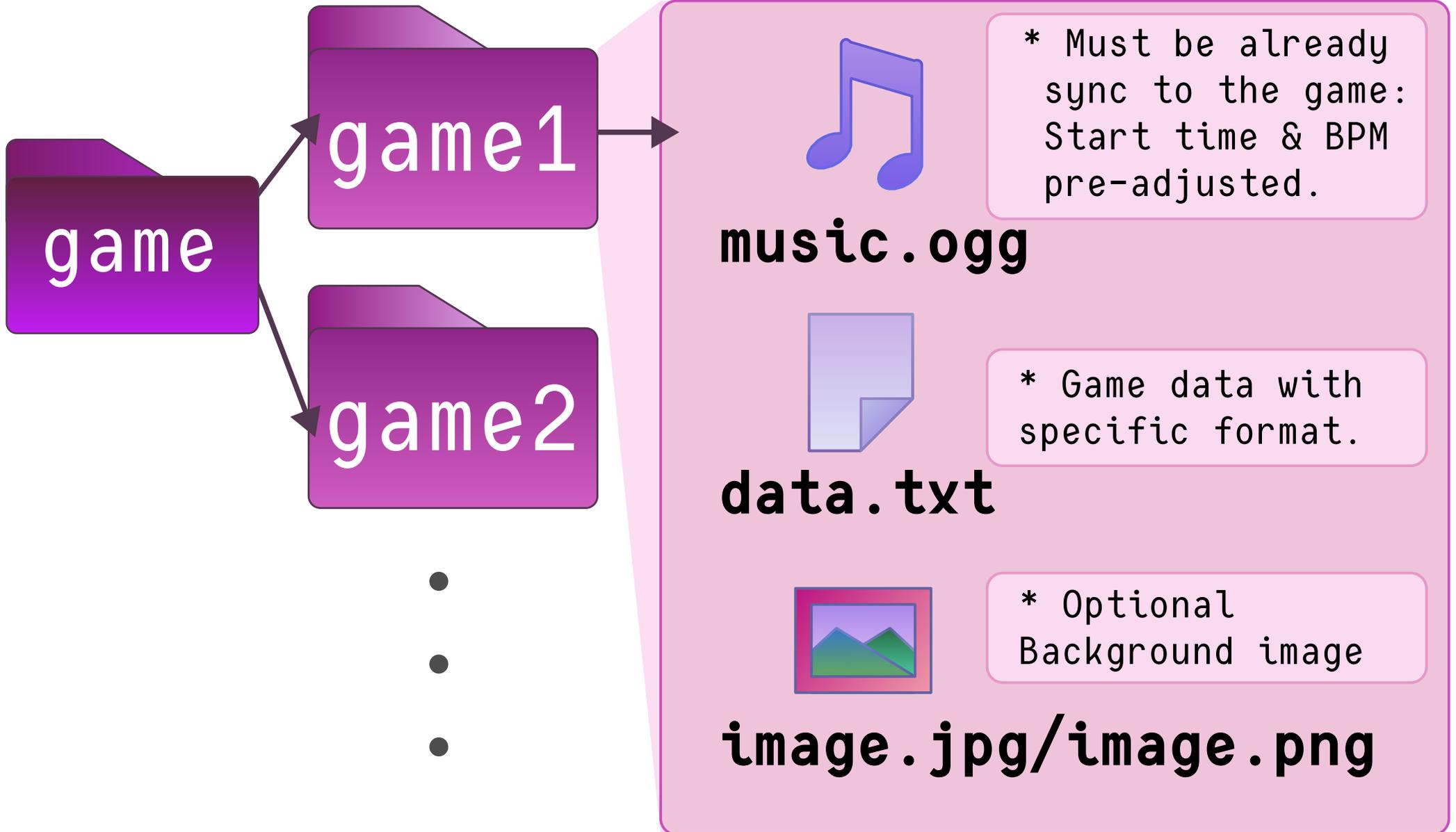
Keyboard Karaoke

Create your game ♪

~ Custom game guide ~



Files



data.txt

100

0

A/B/C/D/
E/F/G/-/
H/I/J/K/
LM/NO/P/
-/Q/R/S/
-/T/U/V/
-/W/-/X/
-/Y/-/Z/-

BPM (Beat Per Minute)

The BPM must be constant value.

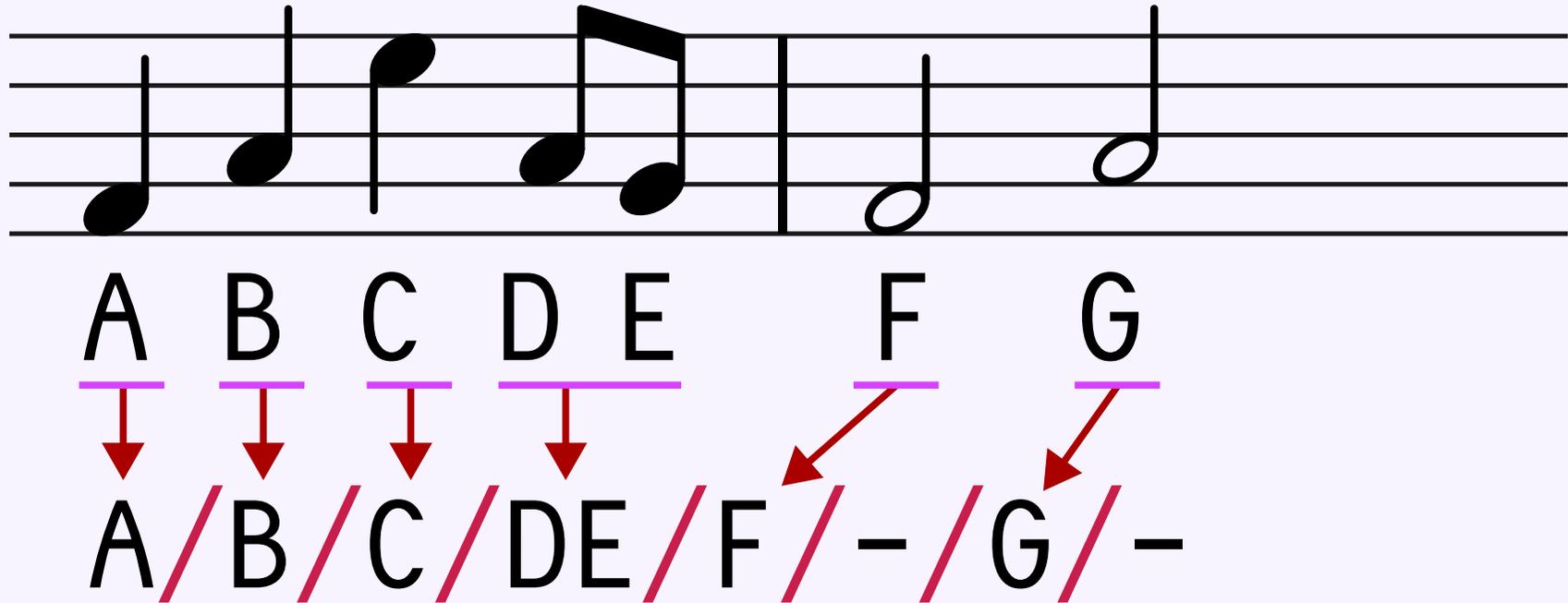
Start Offset

Number of blocks to skip
in start of the game.
Used for music with intro.

Game notes

Defines notes to hit in game.
ignores tab, line change,
null characters

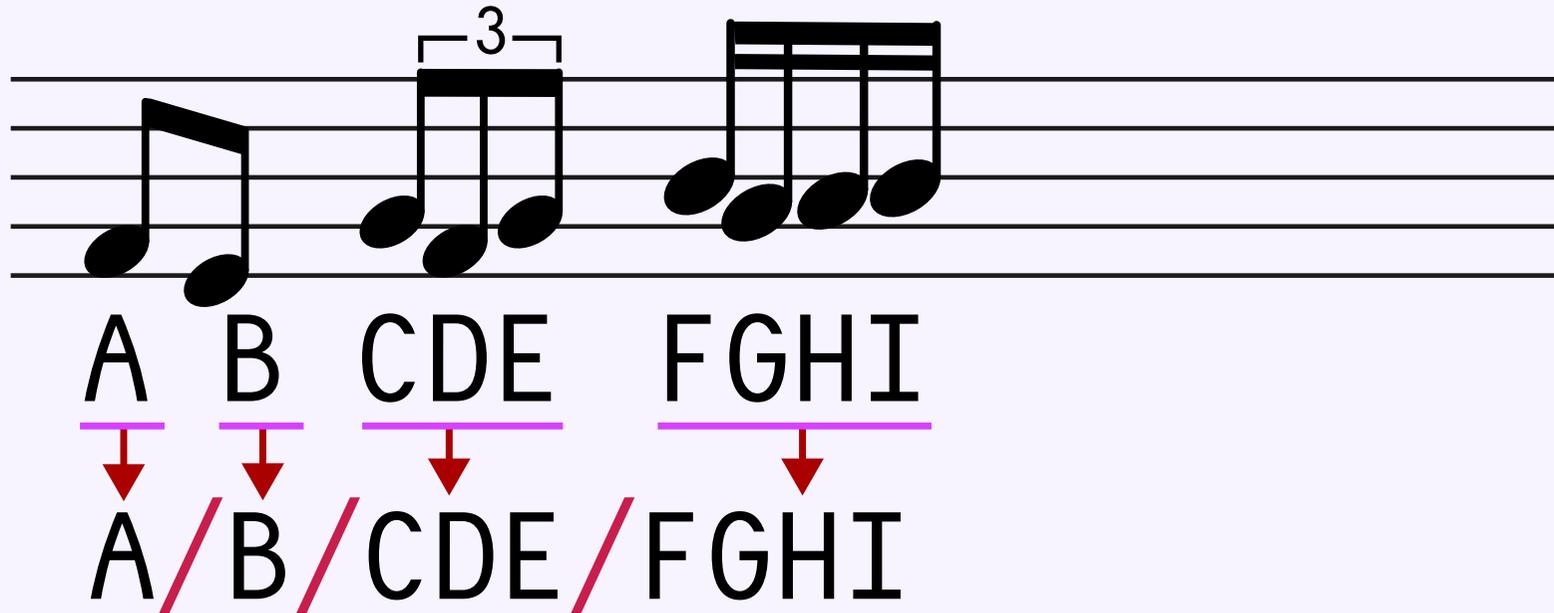
Game notes



Each Quarter (Crotchet) represents one block,
separated by / separator
long note (pressing notes) uses - separator.

***the letters are case insensitive!**

Game notes



Notes are automatically divided based on the number. For example, for `/asdf/`, one block contains **4** notes, so each note is **quarter/4** = sixteenth.

The more dense the notes are, hit timing range reduces, so the game becomes more difficult!

Game notes

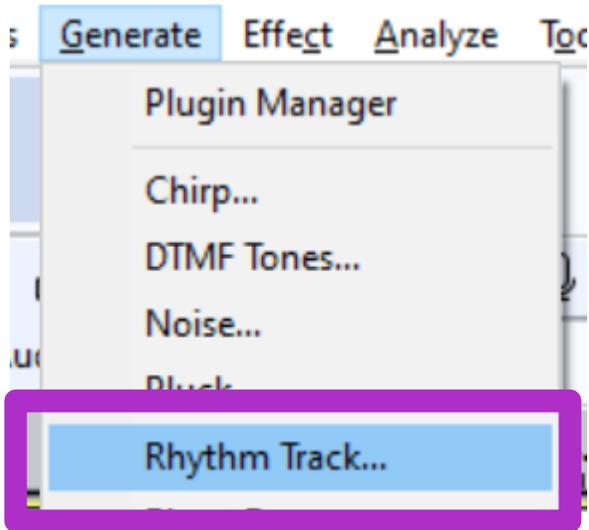
The image shows a musical staff with a treble clef and a 7/8 time signature. The first measure contains a quarter note (A), an eighth note (B), and a quarter note (C). The second measure contains a quarter note (D) and a quarter rest. Below the staff, the notes are labeled 'A - B C D'. A purple line underlines 'A - B' and 'C D'. Red arrows point from these underlines to the game notation below. The game notation consists of a sequence of characters: 'A / - B / C D - / / / / / / / / . . .'. The slashes are red, and the dots are grey. A red arrow points from the end of the 'C D -' sequence to the first slash of the next sequence of slashes.

Space bar is rest note.

Space bar affects block density,
and length is calculated in same way as other notes.

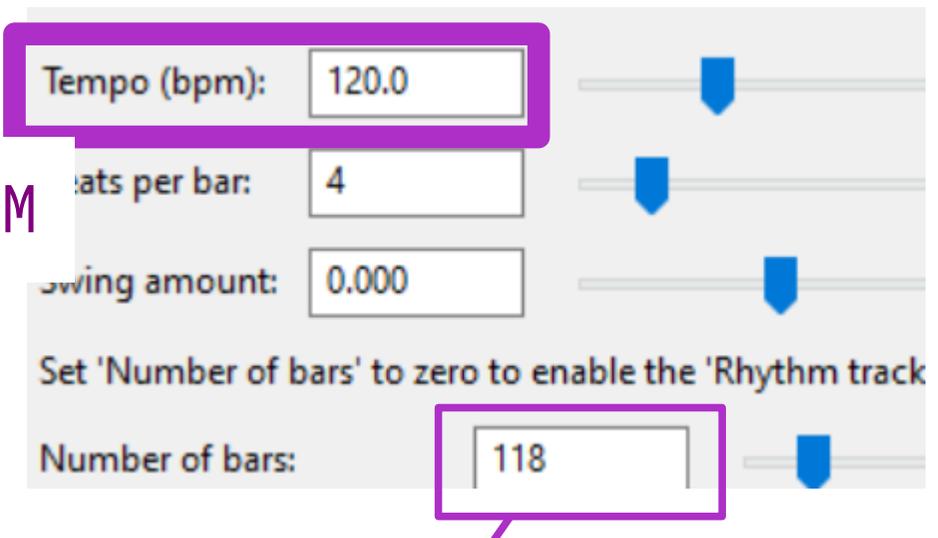
One empty or space only block means quarter rest.

Get Audacity's help



Open and Unselect your music,
and go to
Generate -> Rhythm Track...

Set tempo as your music BPM



This decides how many metronoms you'll generate

Get Audacity's help



Select one interval
and play (Space)

This is one block.