DISASTER BAND

How to set up a custom music track:

There are currently the following instruments in the game:

- Violin
- Tenor recorder
- Trombone
- Cello
- Choir
- Electrical Guitar
- Timpani
- Theremin
- Kazoo
- Whistler
- Vocal soloist
- Erhu
- Cat

What you need to provide:

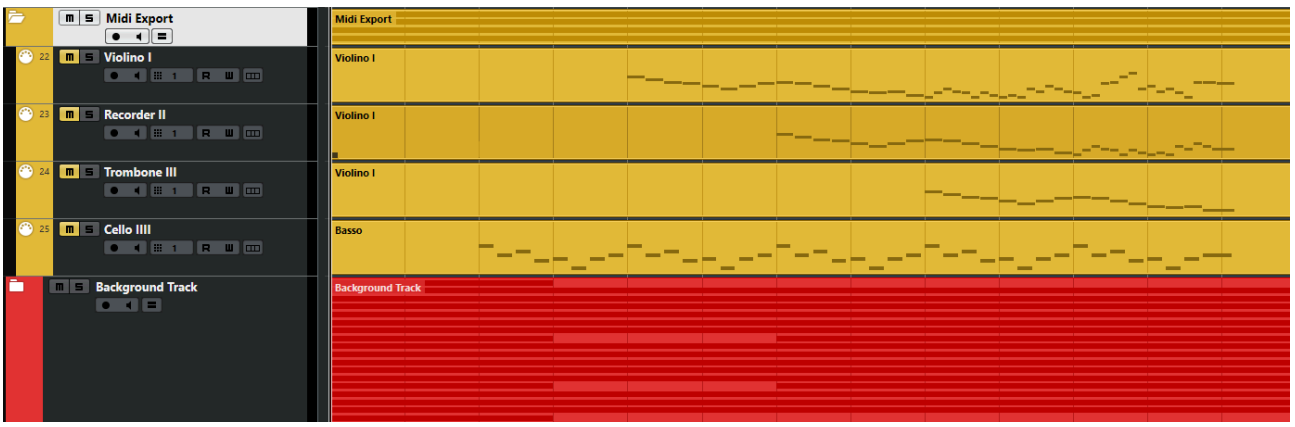
- 4 midi files (4 different voicings)
- A background track (wave or mp3, 48kHz, 32bit)
- JSON file with metadata of the song

Download example track for reference:

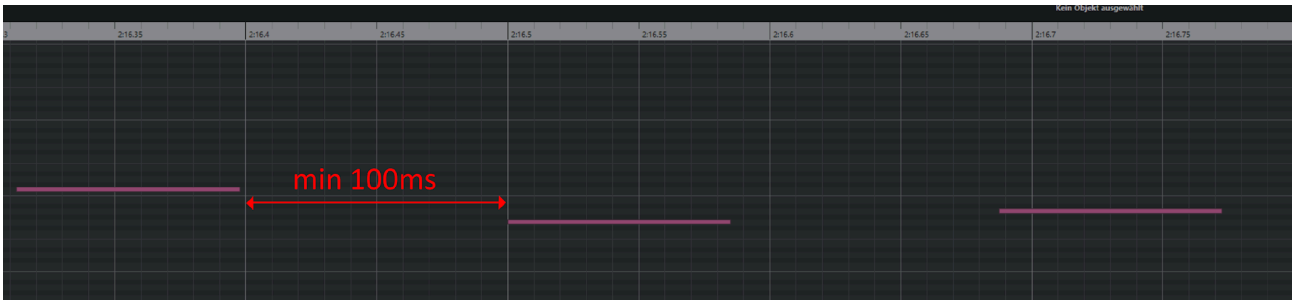
https://drive.google.com/file/d/1N1Y87MwGnlUpFXWD6cxfr_wHRZbwyixB/view?usp=share_link

1. How to set up the midi files:

- The right tempo needs to be set in the file and can't change for the song. (This doesn't work in Ableton!)
- The start of the midi file has to match exactly with the background track.

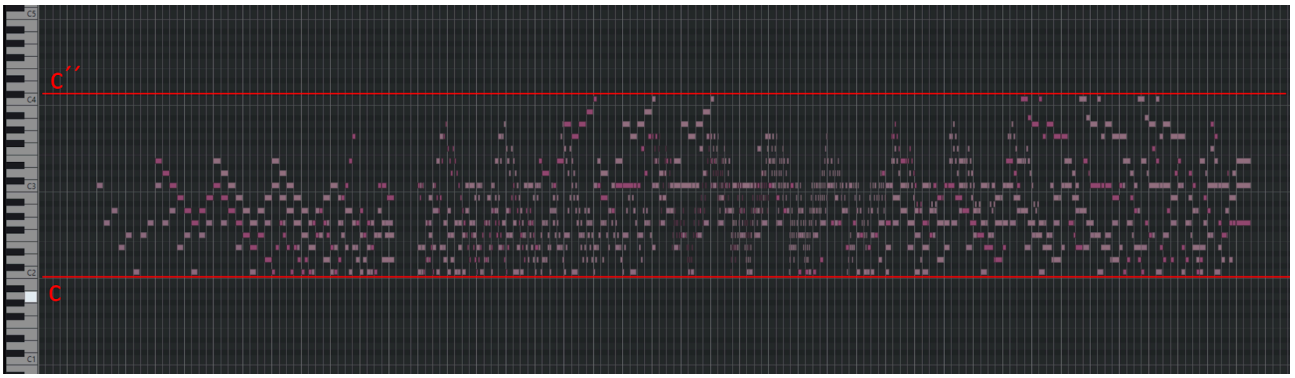


- No overlapping notes or notes without spacing.

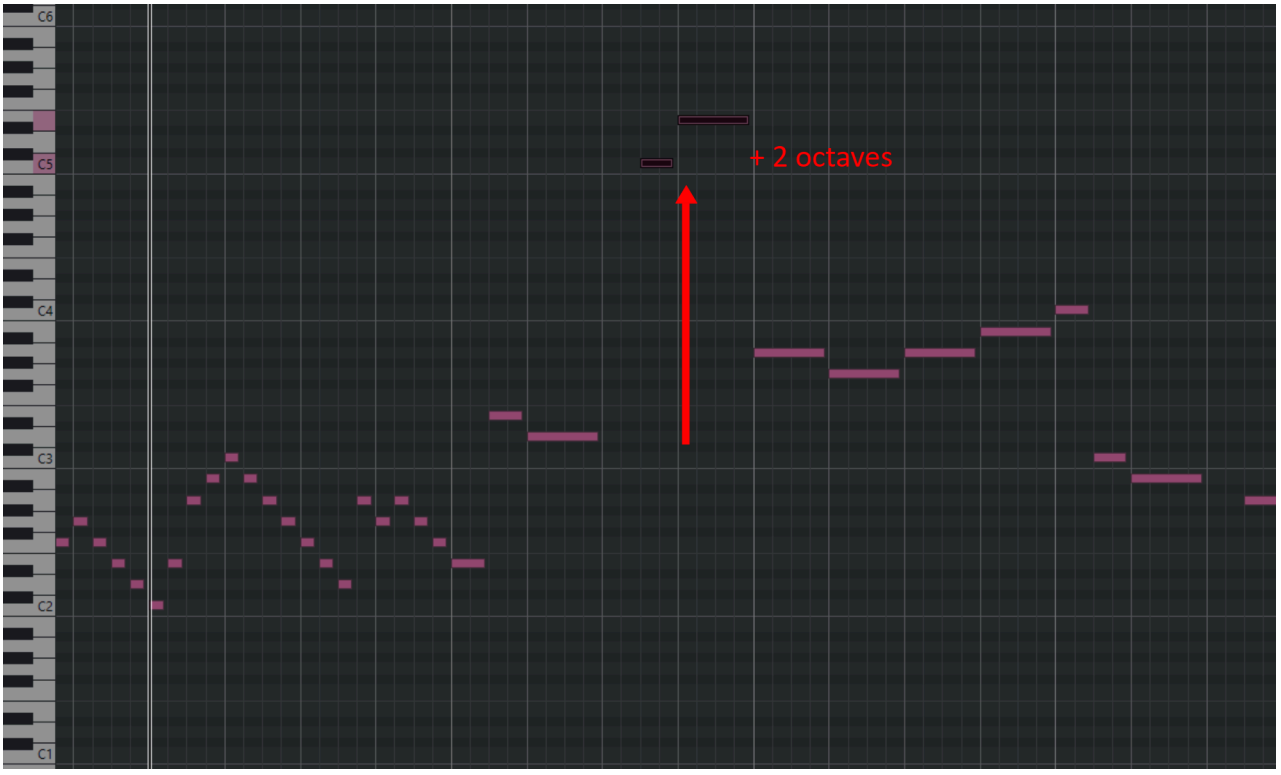


- Enough space between notes (at least 100ms).

- All notes have to be within the range of the two octaves *c* to *c´´* (C3 - C5) to be visible in the game. (Download the example track and import the "Example - Note Range c - c´´ (C3 - C5)" midi file into your midi editor for reference.)



- If you want to add glissandi you need to put the notes you want to connect two octaves up. (Download the example track and import the "Example - Glissando Note Range c#´ - c´´´´ (C#5 - C7)" or the "all-my-little-ducklings" voice "2" midi file into your midi editor for reference.)



Note: You can not have multiple glissandi following each other directly. The parser will then not know where one glissando ends and where the next one starts. So if you want to have multiple ones following each other closely, you have to add a filler note in-between each of the glissandi.
In-game a glissando will be shown as followed:



- Other midi parameters like velocity, pitch, panorama etc. will be ignored.

2. How to set up the background track:

- It should have a short intro so the players have time to prepare and get a feeling for the song.
- Maximum length of 2 to 3 minutes.
- The required format is wave or mp3 with a samplerate of 48kHz and a bit depth of 32 bit (not float).
- A good loudness for the background track is -14 LUFS

3. How to set up the JSON file:

Create a JSON file with the following structure:

```
{
  "name": {
    "German": "Stille Nacht",
    "English": "Silent Night"
  },
  "description": {
    "German": "Do you remember the christmas when you were 6 years old? The smell of cookies and candles?
    "English": "Do you remember the christmas when you were 6 years old? The smell of cookies and candles?
  },
  "credits": {
    "German": "Ein Song von Franz Xaver Gruber, arrangiert von David Schipplock.",
    "English": "A song by Franz Xaver Gruber, arranged by David Schipplock."
  },
  "duration": "69.0",
  "volumeOfBackgroundMusic": "1.0",
  "timeOfFirstNoteInMainVoice": "10000",
  "difficulty": "0.2",
  "bpm": "90",
  "year": "1818"
}
```

- It needs to contain the name of the song, a description and credits in English. Other languages can be added but are optional.

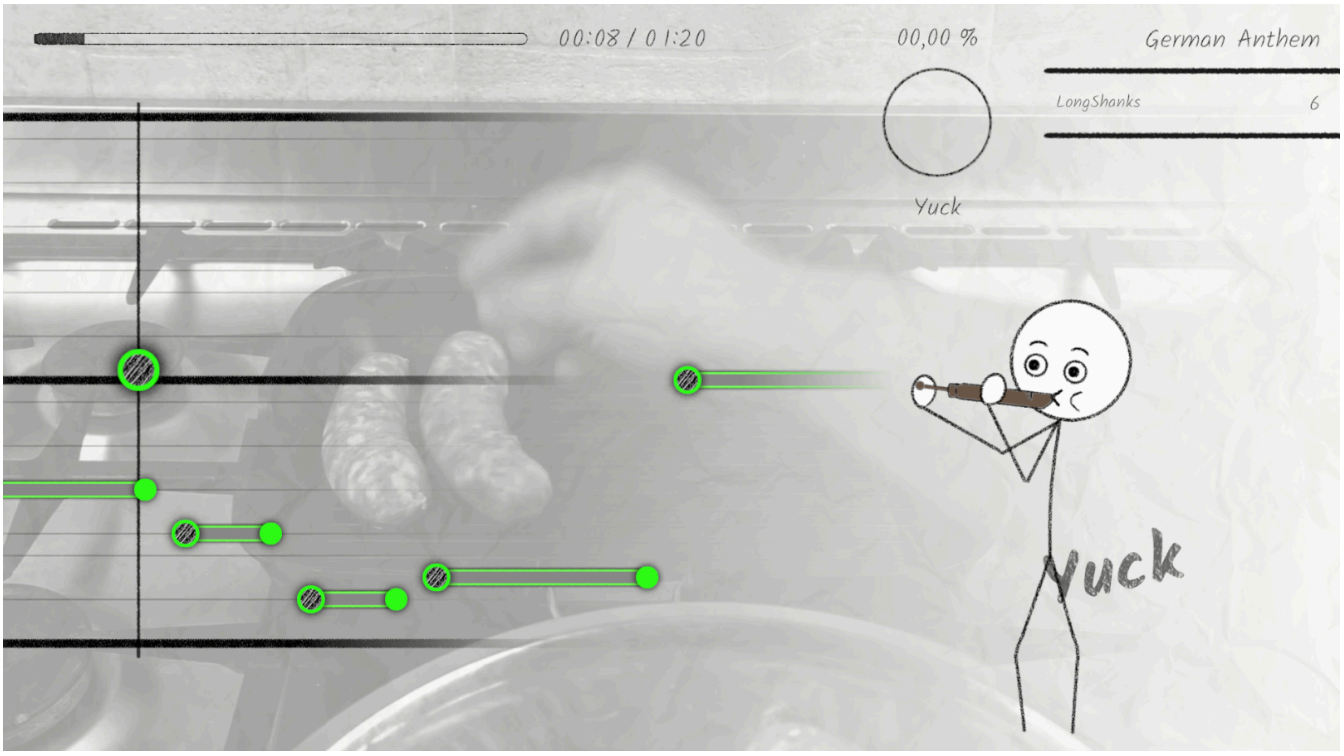
- The duration is the total length of the song in seconds.

- The „timeOfFirstNoteInMainVoice“ is the time in ms the first note of the main voice is played after the song has started. It is important for the synchronization between the background track and the playable notes.

- In order to read the file the JSON has to be valid. You can use the following tool to validate the JSON file: https://jsonlint.com/

4. Add a background video (optional):

To make your song extra fun to play you can add a background video. In the game the video will be without color and sound. The background video should be in 720p and just as long as the background track. Preferably the video has some funny takes and cuts to the music. Try to keep the file size below 100 MB.



5. How to set up the final folder for implementation:

Create a folder with the following structure:

1.mid	18.11.2022 19:16	MID Audio File (VL...	1 KB
2.mid	07.12.2022 22:20	MID Audio File (VL...	1 KB
3.mid	18.11.2022 19:16	MID Audio File (VL...	1 KB
4.mid	07.12.2022 22:20	MID Audio File (VL...	1 KB
background.wav	18.11.2022 14:13	WAV-Datei	27.003 KB
metadata.json	05.12.2022 15:09	JSON-Quelldatei	2 KB
video.mp4	13.12.2022 12:49	MP4 Video File (VL...	43.588 KB

- The naming of the folder doesn’t matter. Steam will generate an ID later when uploading the song.

- Name the midi files „1“, „2“, „3“ and „4“. It is important that „1“ is the main voice of the song.
- Name the background track: „background.wav“.
- Name the JSON file: „metadata.json“.

6. Testing your song locally

Once your folder is complete you can also test it locally without uploading it in the Steam Workshop. In order to that you have to copy the entire folder (not the content of the folder) to this location:

[YOUR STEAM FOLDER]\steamapps\common\Disaster Band\Disaster Band_Data\StreamingAssets\Songs

Once you have done that your song should appear in the song selection when you launch the game from Steam.

If you see an error message when you try to test your song in the game you can check your local **Player.log** file. You can find it here:
C:\Users\[YOUR USERNAME]\AppData\LocalLow\PRODUKTIVKELLER Studios\Disaster Band

In the player log you can find information on what goes wrong with your track. Look for a section with a lot of messages that contain the text“Parsing Midi:”, there you can find your track by the name of the folder. Here is an example in which a faulty track in a folder named “trivial-canon II” was missing one of the midi files:

```
[G:\Steam\steamapps\workshop\content\2216360\2901909503\3.mid] Note FSharp3 has not enough time when ending at 10,04
Parsing MIDI: G:\Steam\steamapps\workshop\content\2216360\2901081678\1.mid
Parsing MIDI: G:\Steam\steamapps\workshop\content\2216360\2901081678\2.mid
Parsing MIDI: G:\Steam\steamapps\workshop\content\2216360\2901081678\3.mid
Parsing MIDI: G:\Steam\steamapps\workshop\content\2216360\2901081678\4.mid
Finished checking all installed songs.
Found faulty song: trivial-canon II: The MIDI file for the fourth voice is missing. (4.mid)
Found faulty song: 2901909503: Some notes of the third voice follow too narrow after each other. Make sure that all
```

7. Uploading the song

Once all the files are ready you can start the game and click on the “Steam Workshop” entry in the menu of Disaster Band. Then click on the “Upload a song” button.

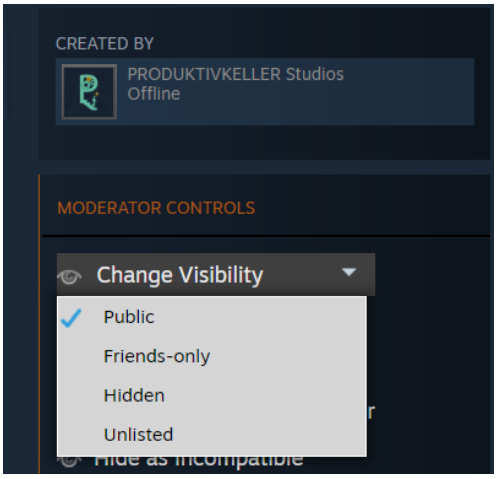
You should then see this dialog:



Directory:
- Add the path to the folder that you have prepared previously.

Thumbnail:
- You can add a 268 x 268 pixel image here to make your song stand out in the Steam Workshop.

Once you filled out everything, click on the save button and your song will be uploaded to the Steam Workshop. Note that the song will not be public right away. In order to make it available you have to navigate to the Steam Workshop and change the visibility:



In order to download the new workshop item you have to subscribe to it in the workshop and restart Steam.

Congratulations! You have created, uploaded and published your first custom track for Disaster Band.