

YARG Censorship Feature

The purpose of this feature is to provide a mode where mature content can be censored in songs.

notes.mid Chart Specifications

- Lane 104, labeled **Censorship Marker**, for vocal track VOCALS and each harmony track HARM1, HARM2, HARM3: place markers over areas where swear words are sung and should be removed from the chart when censoring is enabled.
- Text event **[CENSORSHIP_MARKERS]**: enables the use of censor markers in the track

notes.mid Chart Guidelines

- The note in lane 104 must cover every note completely: no partial overlaps are permitted. (Breaking this rule won't break the game, but it can lead to potential issues.)
- If a phrase would become empty after censoring, do not mark it as an Overdrive/SP phrase.

song.ini Metadata Specifications

- tag **clean_vocals**: indicates whether the chart has features enabling censoring.
 - If **clean_vocals = 1**, then MC (or SC) rating will be changed to SR in the menu. Has no effect if **rating** is not **3** (MC) or **5** (SC).
 - This tag does not directly affect gameplay.
- N.B. This tag is needed because scanning does not detect the existence of **[CENSORSHIP_MARKERS]** text events, and relying on detecting the existence of audio files is dubious.

song.ini Metadata Guidelines

- Only use this tag with charts that support the censorship feature. Double-check in-game that both the audio and the lyrics are censored on solo and harmony gameplay when censoring is enabled.

- Do not use this tag if song information includes mature content.

Audio File Specifications

There are two different schemes for audio files that are compatible with censoring features. These two schemes are mutually exclusive.

These schemes apply to the audio files:

- `vocals`
- `vocals_1`
- `vocals_2`
- `song`
- `crowd`

Scheme 1: Clean [vocals] audio file

- `vocals_clean`: Scheme 1 will be used if this file is present. The game will include this audio file for the vocals if censoring is enabled in-game. This file contains audio for the whole song except for vocals containing mature content.
- `vocals`: The game will include this audio file for the vocals if censoring is disabled in-game. This file is the original song audio.

Scheme 2: Explicit [vocals] audio file

- `vocals_explicit`: Scheme 2 will be used if this file is present. The game will include this audio file for the vocals if censoring is enabled in-game. This file contains only the audio for the vocals containing mature content.
- `vocals`: The game will include this audio file for vocals, regardless of whether censoring is enabled or disabled. This file contains the original song audio except for the vocals containing mature content which is in the `vocals_explicit` audio file.

In-Game Menu Specifications

- **Censor Mature Content**: Toggle option in the settings menu. Turns on censoring globally in-game.
- Effects of **Censor Mature Content** in the menus when enabled:
 - First, all songs with `clean_vocals = 1` and `rating = 3` or `rating = 5` will effectively have their `rating` tag changed to 2.

- Then, all songs that do not have `rating = 1` or `rating = 2` (including charts with no `rating` tag) will be hidden from the song selection menu, will not auto-play on the home screen, and will not be present in the credits.
- A count of the number of hidden songs due to mature content will be shown at the bottom of the song selection menu, after all songs.

Gameplay Specifications

When the **Censor Mature Content** toggle option is enabled, the gameplay is adjusted in the following ways. These gameplay changes only hold for tracks with the `[CENSORSHIP_MARKERS]` text event present.

- Audio for the vocals is assigned in accordance with the Audio File Specifications section.
- If no players are on vocals and there is a lyric bar:
 - In the VOCALS track, each word (combine together lyric events connected by dashes which form multi-syllable words) that are underneath a note in lane 104 (censorship marker) are replaced with the character `-`, treated like a word (so spaces are present around it). The character is timed at the first syllable of the word.
- If a player is on vocals: each track VOCALS, HARM1, HARM2, HARM3 is considered separately.
 - All words (combine together lyric events connected by dashes which form multi-syllable words) that are underneath a note in lane 104 (censorship marker) are replaced with the character `-`, treated like a word (so spaces are present around it in static lyrics mode). The character is timed at the first syllable of the word.
 - All vocal notes that start during a note in lane 104 (including the start point, excluding the end point, much like note force markers) are removed.
- Scoring and statistics on the results screen should work as if the chart were actually missing the notes removed by the censoring. If a phrase is empty as a result of censoring, it should be handled gracefully like with an empty phrase in a typical vocals chart.

Menu Audio Specifications

- Menu and song selection music should play as if it were being played in-game: the correct audio files should be played.
- For custom-made song preview audio files (file name `preview`):

- Charters should make sure that it conforms to the appropriate rating.
- If the audio file `preview_clean` is provided, `clean_vocals = 1`, and vocal censorship is enabled, the audio file `preview_clean` will play (instead of `preview` or automatic preview from the song audio).