

#bmson Creation Notes *(for BMS)*

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Players:

fbmsonplay - <http://cerebralmuddystream.nekokan.dyndns.info/bmson/>

Bemuse - <https://bemuse.ninja/>

raindrop - <https://github.com/zardoru/raindrop>

Editors:

woseq - <http://cerebralmuddystream.nekokan.dyndns.info/bmson/>

BmsONE - http://sky.geocities.jp/exclusion_bms/bmsone.html

Misc.:

bms2bmson - <http://cerebralmuddystream.nekokan.dyndns.info/bmson/>

[Official bmson Repository](#)

[Technical specification for bmson v1.0](#)

Compatibility and Flexibility:

- Infinite amount of keysounds.
- Stems (audio files) can be any length.
- Based on JSON.
- Keysounds sliced by the game, rather than creator.

Common Rules in bmson Events:

- Only unreleased bmson allowed
 - Song can be released before the bmson, just not the actual bmson file/archive.
- ...

Recommended dimensions for graphics:

- BGA and Back Image: 1280 x 720 / 1920 x 1080

- Banner: 600 x 160

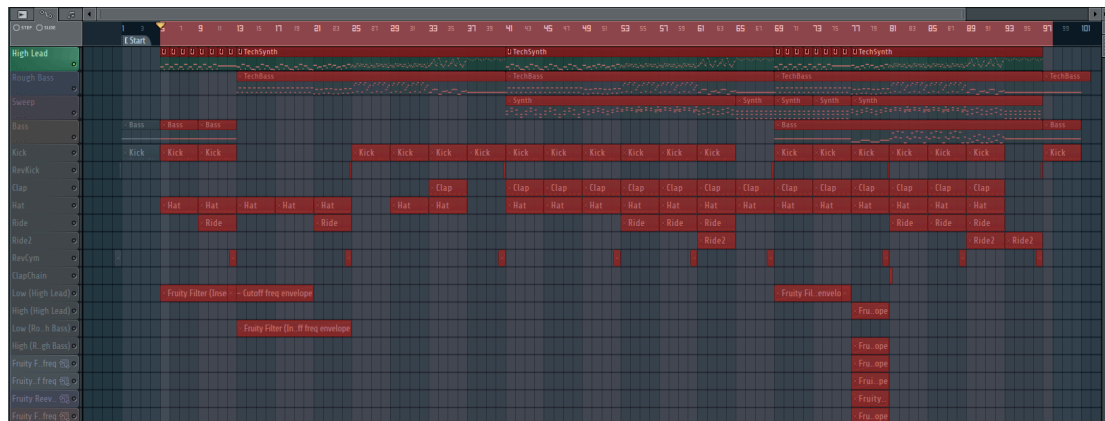
Creating Stems (Keysounds)

This guide should be applicable to all DAWs, but for the examples, I'm using FL Studio 11

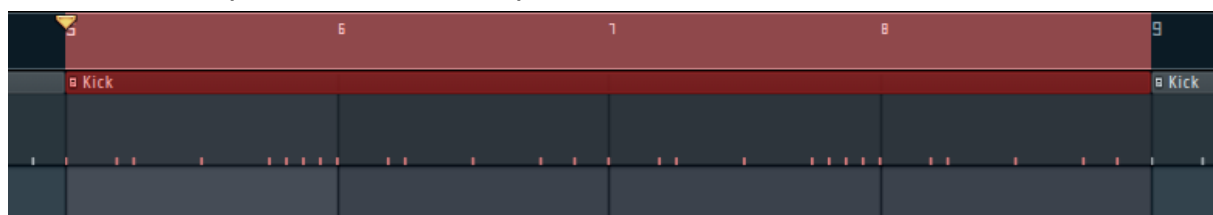
Unlike BMS, much less planning is required when rendering stems. It is still possible to make one file a dedicated background track, this is not necessary anymore, due to bmsn having unlimited amount of keysounds.

Sounds do **not** require to be less than 60 seconds.

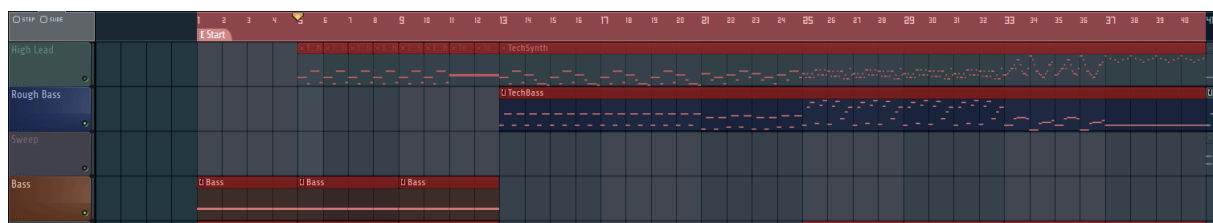
The easiest way to render one stem for each synthesizer, instrument and sample. In the image below, I am exporting a track for the “High Lead” synthesizer, which is one of my stems. **Make sure that you don't accidentally mute any effect envelopes for the stem you are exporting.**



You can also export tracks for drum patterns which are shorter

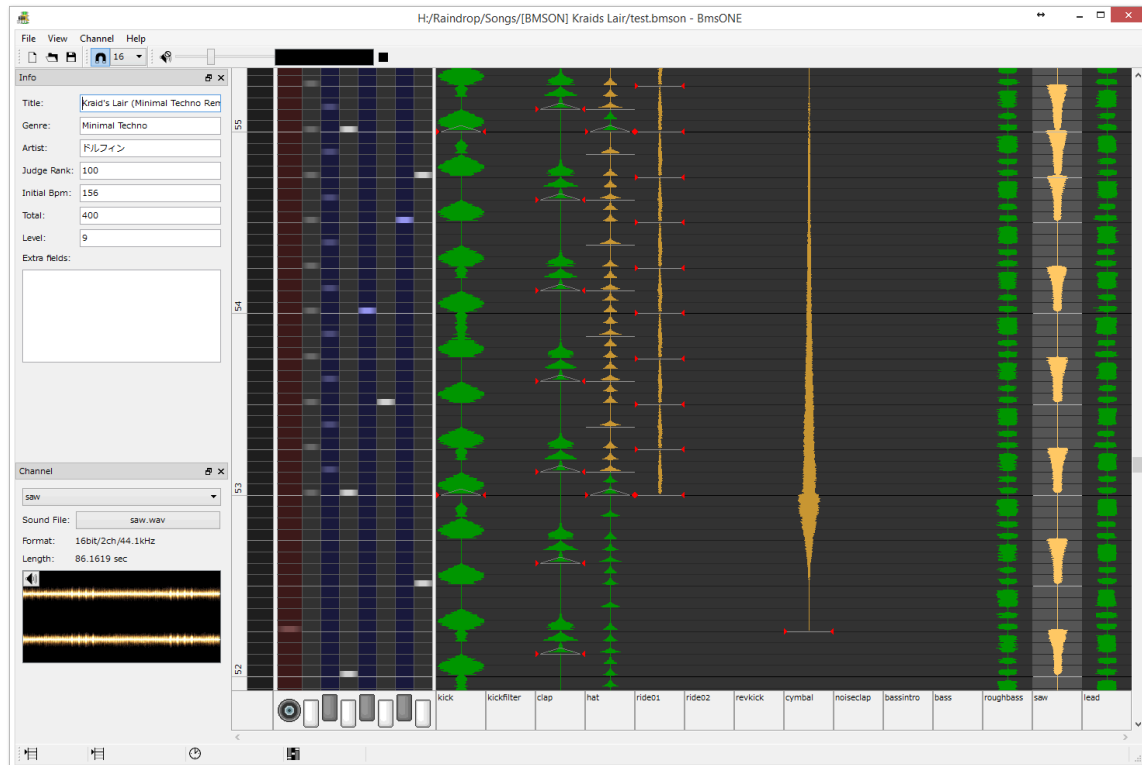


It is also possible to create stems for two synthesizers, e.g. two that do not play over each other:



Though not equally as important for saving hard drive space, you would still want to export your files as either **16/24 bit int wave** or **160~320kbps ogg-vorbis**.

BmsONE



What it is used for:

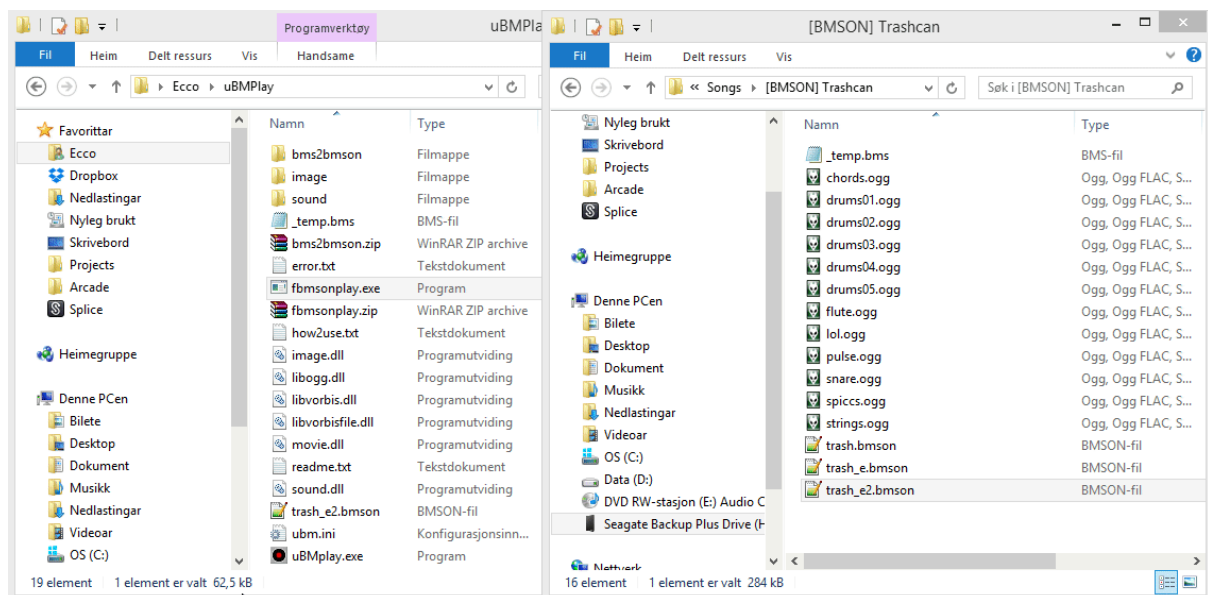
- Editing bmson files using full stems rather than individual key sounds.
Has a more organized look than woseq, and runs on Mac.
- **BmsONE supports bmson v1.0 and v0.26**

How it works:

- Open sound files by clicking “Add” in the “Channel” dropdown menu.
- Highlighted notes are notes using the currently selected sound channel
- Shift+Click to add a start of a sound.
 - If BGM only, it is marked with a triangle on the sound channel.
 - If playable, there is no triangle, but there are red markers at the beginning of the waveform.
- Regular click to add slice points.
 - If BGM only, it is marked with a square on the sound channel
 - If playable, it is marked with a line in the sound channel.
- In the waveforms, you can see orange highlights where the sound is playable.
- Select your sound channel of choice by either using the drop-down menu on the left, or by clicking on the sound channel in the charting field.

- You can easily swap out sound files by clicking the button with the current sound file's name in the lower left.
- In write mode, you can place notes like normal.
- In edit mode, you can select a group of notes/slice points and place them in the BGM or vice versa.
 - You'll have to use ctrl+click to select several slice points in the BGM.
 - You can also extend normal notes and turn them into longnotes by using shift+drag.
- You can preview the entire song by clicking and holding the waveform on the left side of the screen.

fbmsonplay



What it is used for:

- Previewing bmson files using uBMPlay.
- **fbmsonplay only supports bmson v1.0**

How it works:

- **Requires uBMPlay to be functional on your computer.**
- Extract fbmsonplay.exe into the same folder as uBMPlay
- Drag and Drop a bmson file onto fbmsonplay.exe
- uBMPlay will launch, use the same controls as uBMPlay.