

Double Kick Heroes

Editor manual

[Double Kick Heroes](#)

[Editor manual](#)

[Principles](#)

[What can you do ?](#)

[What can't be done ?](#)

[Regular process](#)

[Keys](#)

[Auto Save](#)

[Supported files](#)

[TODO](#)

Principles

The goal is to provide a quick and dirty introduction to how to process, tune and adjust songs in Double Kick Heroes editor.

What can you do ?

You can map songs with a good precision, add kick, snares, cymbals, add monster spawn point and setup tempos.

What can't be done ?

For now, exotic song time signatures and tempos are not supported.
Track analysis is not supported yet.

Regular process

- 1- Use the editor to guess where to put beats
- 2- Use reaper (see video :) to extract the midi tracks of the pure notes and then use the editor to setup the zombies only.

Tempos are usually read on the first track of the song, notes on the second track.

Kick drums are read as C notes. To mark out super notes, use octave number 6.
Snare drums are read as D notes. To mark out super notes, use octave number 6.

Cymbals are read as E notes. To mark out super notes, use octave number 6.

Monsters are read as F notes. Monsters are internally consider as events. Monsters are not yet read from regular midi files.

Keys

See

<https://docs.google.com/document/d/1inMpjHmkDvtZTXjzqCGJTUh3BhnJLKnMxKvNEC5mzKQ/edit?usp=sharing>

Auto Save

.demon files you are working on are save every 30 seconds in appdir

"ugc/autobackup"+song.id3.songName+"_" + song.id3.artist + ".auto" kinda cool huh?

Supported files

On PC Steam, GOG, Itch, anything supported natively by AS3/AIR, mp3 and .wav 16bit & 32bit pcm.

TODO

1. Parse time signature properly and make them dynamic
 - a. Support other things than 4 4
2. Support MIDI Instruments connections
3. Support pauses
4. Check track synchronization : getting delay as track plays