

Modding FOR DUMMIES®

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Modding For Dummies: an osu!mania modding guide

by the goat [netzoid](#)

Overview

I will teach you all I know about modding in this guide because there aren't many in-depth modding guides that I wish I knew before starting my modding journey. Please note that I am nowhere near the best of modders, I'm still a bit inexperienced so take what I say with a grain of salt. This guide will teach you:

- how to use the discussion page
- modding techniques
- modding etiquette
- tips and tricks
- resources
- etc.

I: Introduction

Modding is the art of trying to improve another person's map by giving them suggestions and/or pointing out issues. Modding is vital in pushing a map for ranking because it ensures your map is the highest quality possible.

You need to know a good chunk of terms in order to make sure the mapper understands what you are mentioning. Here are some necessary terms you need to know for modding:

- **Single:** one note
- **Double:** two notes
- **Triple/Hand:** three notes
- **Quad:** four notes
- **Chord:** anything than 1 note, mostly used when mentioning things over 4 notes so like whenever there are 5 notes you say(5 note chord, or simply chord)
- **SV/Scroll Velocity/Slider Velocity:** makes the notes scroll either faster or slower
- **Rice:** normal notes
- **Noodle:** long note (less commonly known as a slider)
- **LN:** abbreviation of long note
- **Ranking Criteria/rc:** the guidelines for map to be ranked
- **Anchor (lane bias):** when there's noticeably more notes on one column
- **Hand bias:** when there's noticeably more notes on one hand than the other
- **col:** abbreviation of column
- **Pitch relevancy/pr:** a mapping technique in which it relates a set amount of columns to the pitch. For example, let's say you have a 4k map. 1st column is the low notes in a song and the 4th column is

the highest. You map the notes' columns based on the pitch of the sounds the notes land on

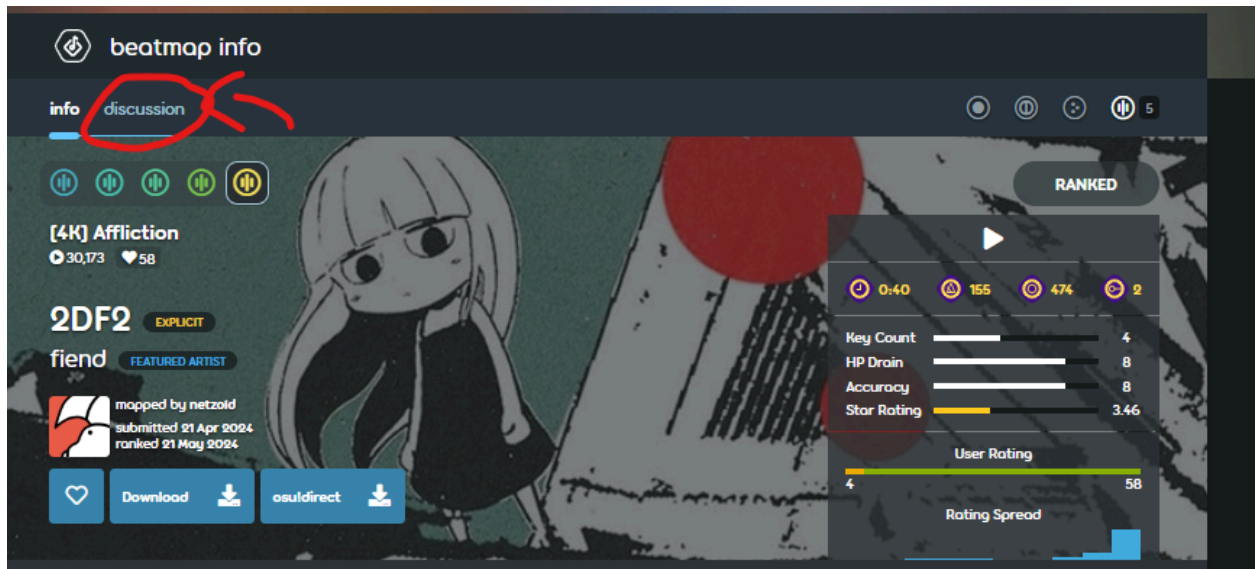
- **Spread:** the amount of difficulties in a mapset
- **Layering:** how you represent sounds
- **Metadata:** the information that's related to the song so like tags, source, artist, etc.
- **NM:** "A mod that will be provided without work from the requesting mapper"
- **M4M:** "A trade that requires each user to mod the other's beatmap"
- **GD:** a difficulty of your mapset from another mapper
- **Kudosu/kds:** it's like points you get from mappers if they think your mod was helpful, only used for getting BN (150+ for BN)
- **Hitsound/HS:** the sounds you hear when you hit a note, some mappers include a separate difficulty just to display the hitsounds but a lot just use a hitnormal which is a sound that is played on every single note
- **General Check:** a mod post that checks everything besides the notes of the map like audio, metadata, background, etc.

Those are just the super basic things. You also need to learn the patterns which I am too lazy to explain and write. Please refer to [this](#) for note patterns.

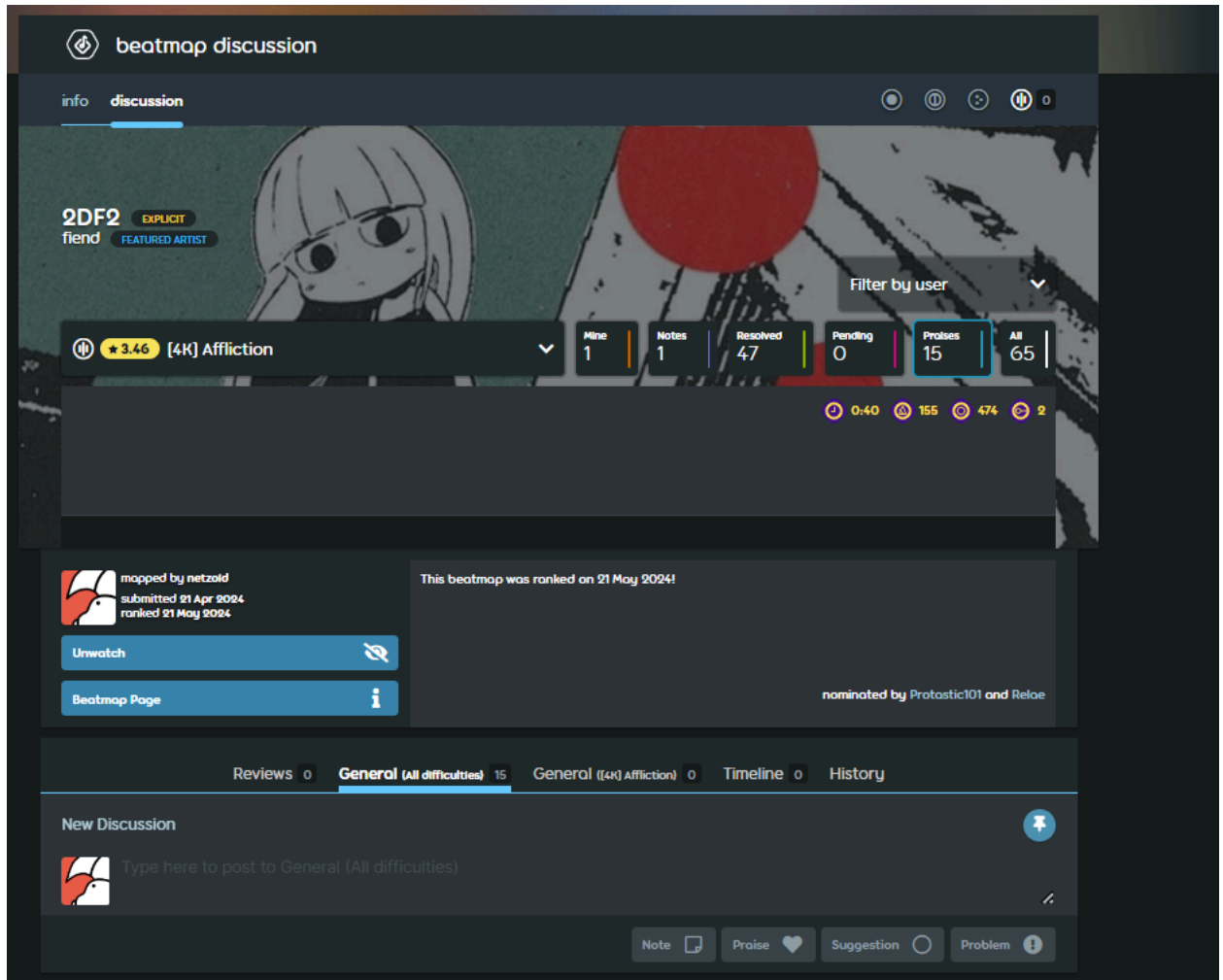
II: Discussion Page

To make mods, you need to be on the discussion page (in some cases you can simply message the mapper but this is for super specific occasions mainly with your friends.)

Here is how to navigate the discussion page: Go into the web and on the osu website and go to the mapset and press the discussion page.



Here's how it looks.



I will vaguely explain what each tab does:

- **Mine:** is what you posted in the discussion page
- **Notes:** what the mapper put to tell the modder or themselves something (i.e where they got their metadata from, background source, etc.)
- **Resolved:** Mods that have been applied or not
- **Pending:** Mods that the mapper hadn't gone into yet or is seeking more opinions
- **Praises:** Hypes and well, praises, not important
- **All:** Lists everything from the above

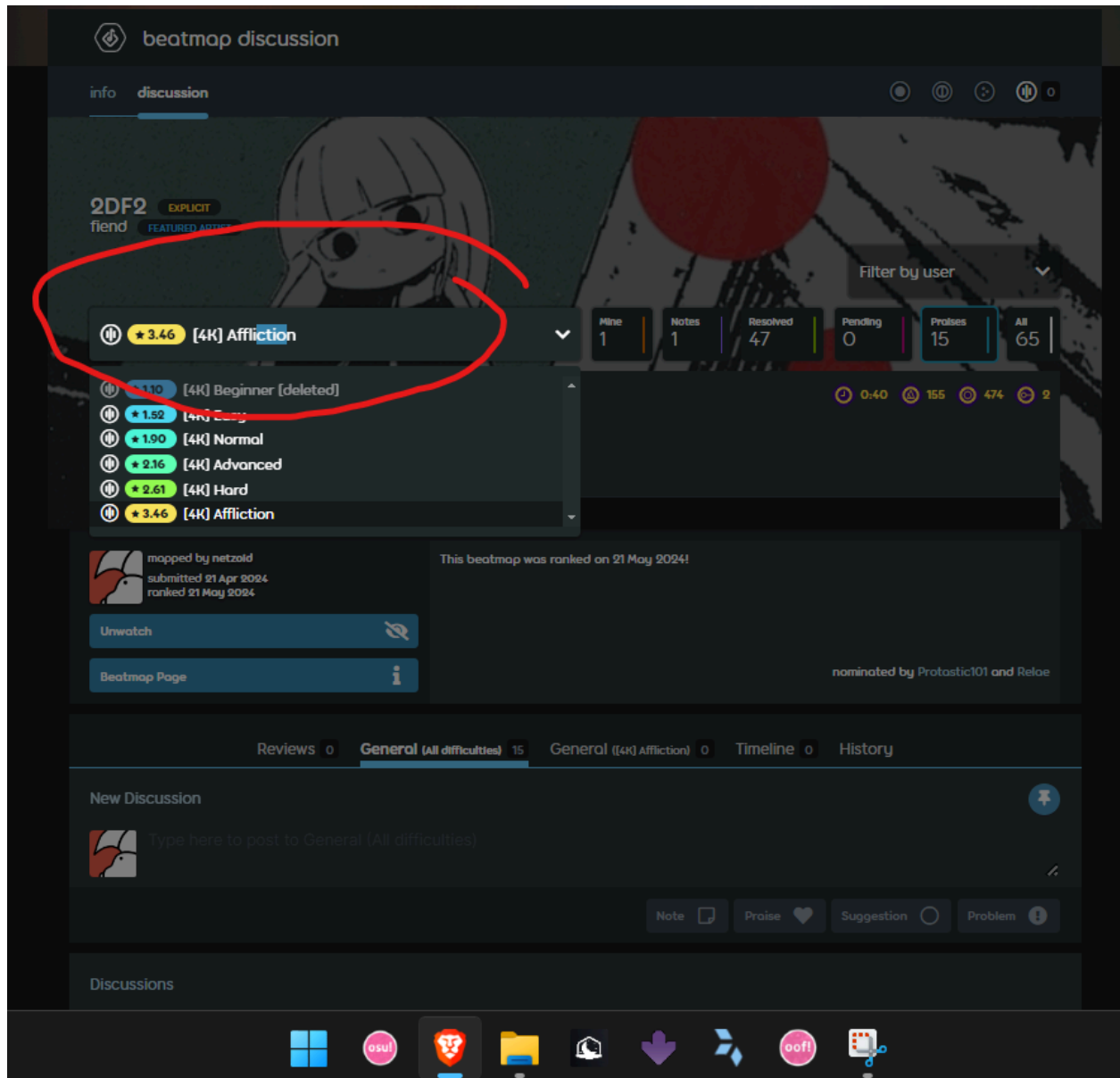
Now at the tabs near the bottom:

- **Review:** you can post your mods here instead of going to the individual difficulties and into the timeline, it will post the mods from the review to the individual difficulties automatically. So if you want to see your mods in one list, use the review (you get one free kudosu too!)
- **General (All difficulties):** Mods that apply to the mapset in its entirety(metadata, audio, etc.)
- **General (insert diff name here):** Mods that apply to this specific diff that covers huge parts of a map(so like structure and stuff that applies to everything in the map) IF there is a huge problem shown throughout the map, mention it here
- **Timeline:** 80% of where your mods go. These are the mods that apply to a *certain* part of the difficulty
- **History:** redundant, not important

Finally the buttons at the bottom:

- **Note:** not important
- **Praise:** not important
- **Suggestion:** subjective issue/approach, ex: "00:727 I suggest move this note to col 4 because the pitch is going down"
- **Problem:** objective issues that break ranking criteria, ex: wrong offset, overlapped notes, triple in normal diffs, etc.

MAKE SURE YOU ARE ON THE RIGHT DIFFICULTY.



To sum up, modding is making someone's map better. There are a lot of terms you need to learn, refer to [THIS](#). The discussion page has tabs like (General All difficulties) that contain mods that relate to the mapset, General (enter this diff) is issues/suggestions that relate to the entirety of a difficulty. Timeline is suggestions/issues on one or a few parts of a map.

III: Chart Modding

How are you going to mod if you don't know what to look for? Here are some things to look for in a map:

- **Inconsistencies:** When a concept occurs but then is later deviated. Let's say there is a snare sound and the mapper chose to map it as a double but then later they map it as a triple. Mainly, you want to keep consistency because if you have two deviating parts, it can be confusing to the player. So it should always be one or the other. Keep in mind, this could be intentional. If making a part of the chart consistent but as a result feels awkward to play, a mapper could deviate and add/reduce notes a part for better play which is completely fine in some cases (if you feel like it doesn't say so and why). Some inconsistencies are bad because they worsen structure but some are good with proper justification (i.e better play) so keep that in mind. By the way, inconsistencies aren't limited to just chordsizes but to structure, stacking, etc.

[example video](#)

- **RC Breaks:** ALWAYS look out and mention when a mapper breaks a rule of the [ranking criteria](#). Reading and remembering the ranking criteria is hard but it comes with practice as you mod more. Please note that the guidelines are for maps that are 180 BPM. So anything 180BPM+ the difficulty-specific guidelines must follow. 180BPM or lower can be justified depending on the bpm so keep that in mind. Common mistakes are: not including genre and language to tags, not following difficulty rules, making a triple in normal difficulties, making a quad in hard difficulties, etc. You can

quickly find a good amount of these issues using AImod(ctrl+shift+a in editor) and [Mapset Verifier](#) (recommended)

- **OD/HP Values:** Make sure the od/hp of a map isn't absurdly high or low. Keep in mind that some mappers will raise their od/hp if a map is mainly rice oriented with patterns easy to hit. Or if it's more LN based, they lower it. Most of the time they are fine. Nothing wrong with suggesting an adjustment!
- **Timing:** A lot of people overlook this part of modding. Please check whether you think the song is slightly too late/early or if the timing points are correct or not. A good tip to find an exact offset is to set playback rate at 25-50% or to use a waveform. You can also use this program called [TimingAnalyzer](#) which gives you a good starting point of finding a correct offset and bpm.
- **Playability:** Look for parts in which their difficulty is not proportionate to the intensity of a song. So if a part of the song is really hard but the part of the song is calm relative to other sections, it would be a bit odd so mention it if you think this disproportionality is justified or not. Not even just parts but a certain column placement can make a difference. Some parts could be more biased into the right or left hand which can make it quite uncomfortable to hit, this idea of having a balance of notes in both hands is really important and if done inappropriately could compromise playability in some parts. Furthermore, long anchors can be strenuous to the player. if there is no justification for super long anchors(like 4 notes+) then mention it. Finally, certain patterns could also be really hard to play such as trills that go for a long time.

- **Ghost Notes/Anti-Ghost Notes:** This is a bit of a touchy subject so I won't go further but if there are notes that are mapped to literally no sound in the music, mention it because this can be very confusing to the player. Same for anti-ghost notes, when the mapper does not map when there are sounds present. Both ghost notes and anti-ghost notes are illogical so if you spot one, mention it because RC is very wary of this as they state, "Every note should correlate to a sound present in the music." However, if the entire concept revolves around said ghost notes (which most people call it "dump" or blankly "overmapping"), then they in itself are fine as long as they represent the music well.
- **Incorrect Snap:** Sometimes there are notes that represent a sound in the song but it is placed incorrectly. For example, a note is placed as a 1/4 but in reality it should be 1/3. This goes for long notes as well and where they end. This typically goes for more complex songs by live songs.
- **Illogical Structure/Layering/Patterning:** This one is oversights a ton by modders (even me.) It's oversights because it's overshadowed as "the mappers choice" and because it's "consistent so it's okay." Just because something is consistent or enough doesn't mean it can be improved on. Let's say the mapper chooses to map the loud drum sounds and also the vocals except the vocals are so inaudible to the player that they won't even notice that there are vocals. Sure the notes mapped to the vocals are consistent with the music but logically it wouldn't make sense to map them since they are quiet relative to the drum sounds. Another example would be if the mapper chooses to emphasize a certain

sound more than others but the sound they emphasize is less important or pronounced than what is presented in the music. For example, they make every kick triple and every snare double. Sometimes this could be questionable if the snare is louder or more pronounced than the kicks. Another example would be if the mapper is mapping a metal song that has every 1/4 be kick. They choose to map the kicks by adding a long note every 1/4 even though it's just a kick sound. The only continuous property of a kick sound is its reverb which provided context of this song being metal, the kick sound probably doesn't have continuity. Pretty much layering means how a mapper maps different sounds. This is not just limited to note count or note type but pattern and more.

- **Contrast:** I know this is already covered by the “Weird Structure/Layering/Patterning” subsection but I feel like this deserves a section on its own because a lot of new mappers neglect this. Contrast is essentially a strong difference between two things. In audio terms, a big loud sound right next to a quiet sound there's a pretty big difference, contrast. Now what if we map these sounds with the same difficulty by making them the same density? Yeah it would be weird and catch the player off guard. Having contrast with a chart clearly defines what the mapper wants to emphasize and the ideas/concepts of the chart making the flow much more cohesive. So please don't map a guy breathing with 1/16 streams.

These are just the few things you should look for in a chart. It could be easier for you if you test play the chart and pay attention to how the mapper chooses to represent sounds to help you recognize these things better. Here are the questions I ask myself when modding:

- *What is the mapper's intention for this note/pattern/column placement?*
- *How does this note/pattern/column placement affect playability and how does it compliment the music?*
- *Could there be more variety in the pattern?*
- *Is there a way to make a pattern more fun/playable without compromising structure and consistency?*

Also quick tip, if you're doing a full mod, then I suggest you have a checklist for everything you want to mod.

IV: Metadata Modding

As mentioned before, metadata is the things related to the song. Things like the tags, source, title, artist, etc. These get overlooked a ton so be careful of that as maps are commonly disqualified for false, misleading, and unrelated metadata content. Refer to [this](#) for the metadata section of the ranking criteria.

The first thing I look at in a mapset's metadata is the tags. The tags should ALWAYS include the genre and language. Do they include them? If not, that's a problem. Also I see if there could be a subgenre, general genre, or variations of that genre could be added. Examples being, adding "electronic" to a dubstep song, adding "j-pop" tag because it's a common variation of the "jpop" tags, and specifying a song's genre other than "electronic" because that term can be vague.

Next, I research the song by typing the title in the search bar and find official/valid primary sources by the record label of the song, the artist themselves, soundcloud/bandcamp links, etc. I should mention, Apple Music and Spotify are NOT official sources so please do not use them.. Using official sources, I look for anything associated with the song that is not included in the tags, things like an album name, other games it was featured in, members of a band, etc. Here is a checklist of things I look for in tags:

- ☐ Album/EP if applicable
- ☐ Alias of the artist
- ☐ fa/featured artist (only check if the song is in the featured artist catalog, just because the artist made the song doesn't mean the song is in the featured artist catalog)
- ☐ genre, subgenres and language
- ☐ Users who mapped a guest difficulty for the mapset
- ☐ variations of the tags like if the title includes "dont" then add "don't"
- ☐ members of the artist, if the artist is a band or a group

- ☐ op/opening, if the song was used as an opening to an anime or whatever
- ☐ notable patterns like “jumpstream js” or “long notes LN”, not required but is recommended
- ☐ A sample’s title and artist. If a song has a sample from another song you would add it to the tags

Also quick tip, wikis are not considered valid sources; *however* sometimes they will include official sources so you could use those and find more tags.

Next thing is the Genre and Language tabs on the web. Do they match with the song? Language can be a bit iffy because a song may have vocals but they aren’t incorporated throughout the chart or they aren’t very important in the song like the other sounds. For example [this map](#) is listed as “Instrumental” but contains vocals. The instrumental elements of the song overpowers the vocals so it’s listed as such. I check if this is the case for the song I am modding. For Genre, I just see if it’s reasonable with the song. Most of the time, the mapper is correct with this. In some cases I see songs that are listed as Rock but are more related to Pop.

Then for the source I research if the song was specifically made for a game, tv show, or any source of media. If not then it should be left empty. If what is found does not match up with the mapset, I leave a mod saying my results.

For Artist and Title can be a little harder especially if the song was a song other than English. I have never modified this part of metadata so I don't have the knowledge to teach you but look at the [ranking criteria](#) and refer to the Romanisation section. This is the last resort if there is no official Romanisation the artist had made.

A good chunk of the time, the song I'm modding is already ranked so I look at that ranked mapset and see whether there's a metadata link they sourced and use those.

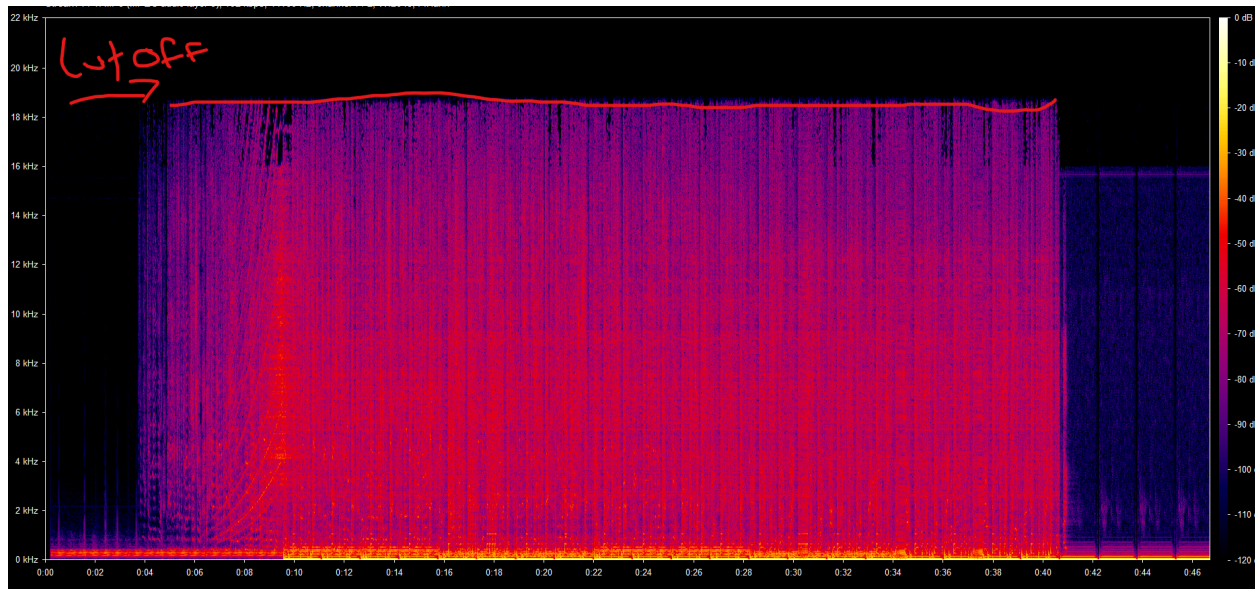
V: Audio Modding

Audio goes unnoticed more than you think. Not just inexperienced mappers but experienced mappers as well even though it's one of the easiest things to mod.

The first thing I check is the file type of the audio. Most of the time it is mp3. Then I check the quality. For an mp3 it must be 128kbps to 192kbps. Anything above or lower is unrankable. For an ogg it's 128kbps to 208kbps,

Next thing is if the audio is bloated or not. To see that you have to see the spectrogram of the audio. To do this, download [Spek](#). You could also download other applications such as Spectro and Audacity but I prefer Spek because it's fairly easy to use. After you downloaded the program, go to the song, locate the audio file, right click the file, press "Open With" and locate Spek (I use Windows so it might be different for you). If done correctly, a window should pop up with a graph.

Before indulging in that, you need to know what a cutoff is. The cutoff is pretty much when the bright colors stop.



Once you find the cutoff, match it with the table. By the way, match it with the values on the left side.

128kpbs	16-17.2khz
160kpbs	17.2-18.4khz
192kpbs	18.4-19.5khz; The cutoff from the image is around 18.4khz so this audio would be 192kbps, not bloated.

If they don't match, there's a problem. If the audio is 192kpbs but the cutoff is 16-17.2khz (which is what a 128kpbs should be) then it's bloated. A bloated audio file is unrankable.

A quick thing to note, if an mp3 file has anything other than the three listed such as 150kpbs, you can try to estimate if it's bloated or not by using the nearest quality. 160kpbs is closest to 160kpbs so I would use it with a slight adjustment because of the lower quality.

VI: Modding Language and Etiquette

I will be very straightforward about modding etiquette, just don't be condescending. Don't make it personal, don't belittle their mapping abilities. That's pretty much it, refer to [this](#) if you're still unsure about your lack of social skills and your ability to be mature.

Now how you write your mods is very important because how is a mod helpful if the mapper can't understand it? Here is the common structure of a mod:

1. state the section or part your mod is about
2. state the problem and WHY it's a problem
3. Then tell them any alternatives or suggestions they could make to fix this problem/suggestion

Steps 2 and 3 can be switched. Here is an example of a mod:

"00:727:00 I suggest making this snare sound a triple instead of a double here because throughout this entire section you make every snare sound a triple. Keeping this a double would make the structure in this section more inconsistent." Here is NOT what you should do:

"00:727:00 add note here"

You need to state a reason because without it the mapper won't know how what you are suggesting improves their map.

Furthermore, your mods should be concise. No one likes to read a huge block of text. If you can, remove/replace words and phrases that are redundant or are too wordy. Here is an example of what NOT to write:

"00:727:00 - Personally, I do not appreciate the arrangement of notes here. It can be quite a pain to many players at the skill range due to the fact that it can apply much strain on the player's left index finger. Adding on to my point, the synth instrument sounds these arrangement of notes are mapped,

each have their own distinct pitch so making them stacked like a tower can be quite redundant. Humbly and honestly, I suggest selecting each note and placing individual notes on different columns.”

Obviously this is exaggerated but you get the point. It has too many fancy pantsy words and is too long. Here's how I would rewrite it:

00:727:00 - The anchor here can be uncomfortable to the player + it does not represent the sounds well because each note has a different pitch. I suggest moving each note to a different column which would add more variety and depth to the structure of your map.

See? Much easier to read. Your mod should be concise but still gets to the point of your mod.

I would also suggest to you to not include more subjective and vague terms like “bad” and “good” because bad and good to you is different from the mapper.

VII: Spread Modding

This kind of goes along with Section 3 but I feel like this should have its own section. Anyways, a mapset *typically* has multiple difficulties like Easy, Normal, Hard, etc and some only have one. In this section I will cover how to mod the spread of a mapset aka mapsets with multiple difficulties.

Let's say you're modding a map with a HI spread (Hard and Insane.) Your insane should not be super hard compared to the Hard difficulty. How do you know if a difficulty is way too hard compared to the diff below? You have to see the layering of both maps.

Recently I modded a map where they mapped a Hard diff and they put it so every snare and kick sound is double but the difficulty above it makes it so every snare is a quad and every kick is triple. This creates a nonlinear difficulty gap between the two difficulties because of the density difference.

Look for differences between difficulties that are not proportional to what's reasonable and do this for all of the other difficulties. For example making an Expert difficulty dense hanstream but the Insane difficulty light jumpstream would not be proportionate. Also a thing that I didn't know when I first started modding, to see two different difficulties at the same time, do: File -> Open Difficulty -> For Reference -> difficulty you want to see side by side.

I would also recommend utilizing [Hugged's Mania Spread Wizard](#). It can help you find spots where there is a disproportionate difficulty gap from other difficulties. Not only that but it can also display hand balance, rice/LN density, etc.

VIII: Hitsound Modding

Hitsounds is a cool addition to a mania beatmap and sometimes people like to add them. This section will help you with modding hitsounds. I have literally never modded hitsounds so take this with a grain of salt.

A beatmap that has hitsounds typically has a separate difficulty for it which has all the notes that have hitsounds attributed to them. The difficulty name is usually something like “HS” or “hitsounds”

Enough with the yap, the first thing I ask myself is whether a hitsound is too loud or too quiet. The hitsound should be heard by the player but not become a disruption that overshadows the song. Saying “this note is too loud” isn't sufficient enough so you have to come up with a suggestion. Go to the time timing section and find the timestamp of where the hitsound occurs and adjust it until you feel that the hitsound can be noticeably heard. This part is usually trial and error but you'll get it.

For hitsounds, you want to see if there is any delay at the start. There should not be more than 5ms of silence at the start, usually Mapset Verifier will detect this. Basically you want to select the 5ms+ area and cut it and then export it for the mapper to download.

Finally, find if there are any inconsistencies within the hitsounds. Let's say the song has only a snare sound playing the mapper makes it a kick, this would be inconsistent and you should point it out.

[Feerum's guide](#) is the reference I am using and it is very detailed so check it out!

IX: Resources and Tips

“Work Smarter, not harder.” - some guy

This common phrase applies to modding as well. There are many resources and tools for you to use to make modding much easier. Here are some useful programs for modding (can also be used for mapping too!) and just stuff to make modding easier for you:

- [Mapset Verifier](#) with the [mania plugin](#): a program that checks general stuff like metadata, overlapped notes, etc. a better aimod
 - [Hugged's Mania Spread Wizard](#): a program used for spread modding
 - [Extensive Modding Guide by Hydria](#): another modding guide that teaches you terminology, mod structure, etc.
 - [Common Modding Mistakes](#): self explanatory
 - [osu!mania modding and mapping discord server](#): discord server with a lot of mappers and modders. has tons of resources and a friendly community that can help you with your mapping and modding journey
 - [osu!mania modding guide](#): a guide to osu!mania modding that teaches you osu!mania modding (duh)
- [RandomeLoL's BN Mentorship Resources](#): A collection of resources made by [RandomeLoL](#) for his BN Mentorship classes, has a lot of information
- [osu!mania patterns](#): self explanatory
 - [how to eat and slay and devour your bn app \(hopefully\)](#): general tips about modding and to eat and slay and devour your bn app
 - [Gyazo](#): image software that makes images super duper easy
 - [s-ul](#): File sharing software, similar to Gyazo
 - [Mapping Tools](#): tips and guides for stuff like metadata, background, hitsounds, etc.
 - [Google Drive](#): file sharing service that allows you to set download links for others to see (good for giving people better audio, background etc.)

- [BN Expectations](#): Even if you're not going for BN, this has a lot of core modding etiquette and the overall standard for modding

Utilizing these will make your modding easier and better. If you have any more programs or resources, please tell me and I will put it here!

Here are some general tips I have for your modding journey:

- **Look at other people's mods and their language.** Sometimes I like to stalk BN's mod posts to see how they view things. It's helpful looking at another perspective. Also something I recommend is looking at [other people's BN applications](#) and learning from their mistakes.
- **Mod a Variety of Maps.** Mod different keymodes, patterns, etc. Anything outside of your comfort zone. It helps improve your modding because it exposes you to different ideas.
- **Talk to People.** I can't stress this enough. Talking to people will give you connections and friends which can help you guide your way to modding and mapping as well. I had no friends when I first started playing but as I talked and interacted to more people, I got new friends I could rely on and talk to (and get free hypes >:D)
- **Utilize Images.** Sometimes words can't express what you want to say so images are a perfect way for the mapper to understand you and your ideas. I like to use images to express an alternative pattern that improves the mapper's current ideas.

- **Use examples.** Occasionally, a mapper won't understand what you are trying to say so using examples can help give more information for the mapper to understand.
- **Playtest.** Sometimes you will overlook certain patterns that might hinder playability so playing the map can help you spot some of those. It's a really good way to easily spot inconsistencies, out of place notes/structure, etc.
- **Utilize the Timeline Zoom.** If you have a decreased timeline zoom, you have a better chance of seeing hand/lane bias. On the other hand if you have an increased timeline zoom, you can spot incorrectly snapped notes easier.
- **Make more impactful mods.** Try to make more mods that affect the overall structure or anything that affects the chart's gameplay instead of mods that do simple things like moving, adding, or deleting a note. Don't get me wrong, the simple mods are completely fine and totally normal but making these impactful mods definitely helps you become a better modder by developing your fundamentals and structural modding.
- **Cite your sources.** If you're doing a metadata check, a good practice is to cite what sources you referenced so that it will make the mapper and BN's time a bit easier because they don't have to find the source you got your information from.

- **Split general checks.** General checks is a mod post that sees if your metadata, audio, timing, etc is good or not. You will see BN's and some modders do this, it looks like [this](#). Sometimes, a mapper will get confused and do something wrong. In other words, too much yap. Instead, split it up. For example for tags if there's a problem you would make a mod post specifically for tags. After you put the individual mod posts, make the ones that are correct like say audio into a praise post. Like [this](#).
- **Color Code your General Checks.** Speaking of general checks, if your yap session has no colors, no one is going to care so you have to add colors. What I mean is if something is good, you put a green box or whatever next to it, if it's a suggestion but a yellow box, and if there is something that breaks rc put a red box next to it. Like [this](#).
-

X: Common Mistakes

In modding, you can make a lot of mistakes so here's a list of things to avoid:

- **Interpreting the Ranking Criteria wrongly.** This is especially for the spread section which is:

- **If the drain time of any difficulty is...**
 - ...**lower than 2:30**, each key mode and playstyle must either include a difficulty at Normal or lower, or provide a proper spread^[2] containing at least 4 difficulties.
 - ...**between 2:30 and 3:15**, each key mode and playstyle must either include a difficulty at Hard or lower, or provide a proper spread^[2] containing at least 3 difficulties.
 - ...**between 3:15 and 4:00**, each key mode and playstyle must either include a difficulty at Insane or lower, or provide a proper spread^[2] containing at least 2 difficulties.

Some people don't interpret this correctly even though the set is completely fine or it isn't and you don't check. When it says "or" it means it *can* be an option, it isn't required if you do the other. Let's say a map is 2:46 in drain time (you can check by hovering over the clock symbol in the map page). Since this is between 2:30 and 3:15, it *can* contain a Hard, Normal, and Easy but if the map only has an Insane, this wouldn't be allowed. However if it has say an Insane, Expert, Expert+ diffs it would be fine. Don't refer to AI mod here since a lot of the times it's wrong. Oh yeah, a good thing to know is that a song that's 4:00+ in length doesn't need spread rules. The main take away is to read it more carefully. (If you have any questions, ask it on the mapping & modding discord)

- **Letting kudosu define you.** Kudosu does not equal skill. Kudosu only shows experience, not overall skill kind of like performance points (pp) it doesn't show your entire potential. You always have room to improve so just because you have this amount of kudosu, you can't always improve your modding skill.

- **Too many mods with the same reason.** A lot of people tend to write mods something like “00:727:00 should be double because its a snare sound” and proceed to say “00:727:00 same reason as #93938” over and over again. If there are multiple instances where you think something is out of place or whatever, group the mods up especially if these instances are in one section. Something like: “00:727:00 to 72:727:27 There are many instances where you map the snare to be double but in previous sections, you map the snares as triples. For consistency, I suggest making every snare double.” It’s much easier than seeing the same mod over and over again.
- **Thinking hitsounds or even hitnormal is required.** It isn’t. A lot of BN’s recommend it, it’s just not required for mania. Read/check rc when you think something is “unrankable”
- **Not looking at everything on a map.** I myself forget to do this and look for only inconsistencies which isn’t the best for improving as a modder and developing your fundamentals. Sure it helps you recognize inconsistencies in a chart more but you neglect other important stuff such structure, audio, metadata, spread, etc which is a huge factor in a beatmap’s quality.
- **Not modding other keymodes.** This isn’t inherently a mistake and you can disregard this tip if you solely want to mod a certain keymode. However, modding other keymodes such as 7k could help you develop more of your mapping fundamentals and introduce you to more concepts and patterns. Before you say “I don’t know how to mod xK ” or “I don’t play xK” I will say that a lot of the same fundamentals of mapping apply to other keymodes. If you have

tried modding a keymode you're not used to but still have no clue what you're doing, I suggest modding easier maps so that it's easier for you to understand the structure.

- **Getting burnt out.** Sometimes, modders accept too much maps for them to handle and thus too much work which can leave these modders very burnt out and thus unmotivated to mod. To avoid this, accept maps that you actually *want* to mod like your favorite song, keymode, mapping style, etc. Modding is supposed to be good fun while helping others, nothing you should be stressed about so please take it lightly.
- **Relying on AIMod:** Just don't. It's outdated and just wrong a lot of the time.

XI: Setting up your Modding Queue

Since now you know how to mod, it's time to set up your modding queue! If you already have one, skip this section. A modding queue is pretty much a place where mappers can send their maps for modding. The two mod types are NM and M4M. NM means you give mods to the mapper while M4M You give the mods to the mapper and in return the mapper mods your map. Here's how to set a modding queue up.

Go to [osu!mania modding queue forum](#). Press "New Topic" Now enter the title of your modding queue. You can name it anything you want but there are some things that are important that could attract more people to your queue. Here is a common format for a modding queue's title: *[insert key you mod for]* *insert your username's* modding queue [status] You can obviously change it up a bit but that's the usual. Example being: "[4K] netzoid's modding queue [OPEN]"

Next is writing the post content. You want to include all the necessary information such as your preferences, dislikes, and rules. You could also include a quick introduction about yourself, a banner, and whatnot.

Furthermore, you can add a format so you can get an idea of what a map is about. Here's a standard format I used to use:

Artist:

Title:

Genre:

Link:

Notes/Information:

You can look at other people's modding queues and get a quick idea of how it should look like and/or for inspiration.

Some people use [Trello](#) and [osumod.com](#) instead of making a format for more organization. I suggest looking into these if you're interested. For trello automation, refer to [this](#).

Not required but it's time to make sure everything looks pretty. Now I know a lot of people don't know how to use BBcode but it's pretty easy to use. Refer to [this](#). If you don't know already, BBcode is a markup language similar to HTML that is used for online forums. I highly recommend looking into BBcode because it makes sure your modding queue stands out more.

The final step is to post it and in no time you should be getting requests. If you'd like, you can always use my modding queue as a reference. Here's the [source code](#). If that one is too complex, feel free to use a simpler format like [this](#).

If you're too lazy to manually put all the BBcode and make it all look nice, you can use this very intuitive drag and drop [website](#) that does it all for you!

XII: Conclusion

The most important take away you should get from this mapset is this:

- know how to use the discussion page
- look for inconsistencies, ranking criteria breaks, playability issues, and ways to better the structure
- Use the TIS structure to format your mod
 - **T**imestamp
 - **I**ssue
 - **S**uggestion
- Be concise with your mods
- Use images when necessary

I know this didn't cover everything about modding but I hope it still helps in some way. Modding is really fun so I encourage you to go out there and mod some people's maps! If you'd like to contact me about anything as in reviewing your mods (actually I would recommend just putting the mod in the #bn-application-feedback channel in the osu!mania Mapping and Modding Discord Server for better feedback), talk to me on osu! my username is [netzoid](#). Hopefully, I will be updating this guide once in a while and yeah you can look at my [modding queue](#) which is open for 7k.

ok thx for reading bye :3

last updated 10/19/25 (MM/DD/YY) - added one Recourse and changed a few spellings and grammar stuff

