SMP User Manual & Guide

If you have any issues or questions, feel free to join the Discord server if you haven't already, and ask away in the #super-mario-paint-help channel

Contributors
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Downloading and Installation

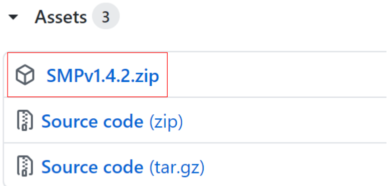
In order to run Super Mario Paint, you first have to have Java installed. The recommended version for the program is Java 8, which you can download by going to this link: https://www.java.com/en/download/manual.jsp
You'll also need to download the latest version of Super Mario Paint from Github: http://download.supermariopaint.com.

Downloading Java

Make sure that you download the version that's right for your system from the link above, and install using however means required for your system. Once Java is installed, it's recommended that you restart your computer to finalize the installation.

Downloading SMP

When downloading Super Mario Paint, don't download the wrong file! The only one you'll want is the one named "SMPvx.x.x.zip".



Assets 3
SMPv1.4.2.zip
Source code (zip)
Source code (tar.gz)

After the file has finished downloading, you have to extract the folder somewhere. If you don't know how to unzip a folder, see here: https://www.wikihow.com/Unzip-a-File
Once the extraction has finished, the settings for opening Super Mario Paint will vary depending on your OS.

Special installation note for Windows only: Super Mario Paint Loader (SMPl) has been updated as of mid-August 2020 to include basic first-installation capabilities. Download SMPl from the link below in "Running SMP > Windows users > Method 1", create a new folder (probably on the desktop named Super Mario Paint), and drop SMPl.exe into the folder, then run it. If prompted by security/anti-virus/malware that the software is not trustworthy, override and allow it to run. SMPl will download the latest version of Super Mario Paint and unpack it into the directory for you and launch the loader!

Running SMP

Windows users

Method 1 - Super Mario Paint Loader

The easiest method of launching SMP for windows is with Cynagen's SMP Loader.
https://cdn.discordapp.com/attachments/321765440953253888/736815146625663047/SMPl.zip
Once it's downloaded, you'll need to put the SMPl.exe in the same folder as the .jar, then just simply run it.
Select the version of Super Mario Paint you'd like to open (if you have multiple versions), select the version of Java you'll use, make sure Remember is checked, and click Launch.
If you are prompted saying that it's untrustworthy, you'll just need to bypass it by clicking More info, then Run anyway. If you have an antivirus, it may also falsely alert. You'll need to bypass/ignore the launcher in your antivirus configuration if this happens.

Method 2 - Opening the .jar

Double click on SMPv1.4.2.jar (or whatever version you have) and if it runs, great! You can now use Super Mario Paint. If it opens WinRAR or 7zip, you will need to change the way it opens. Click the file, then right click to bring up the context menu. Click on Properties, then under Open with, click Change..., and select Java(TM) Platform SE Binary

Method 3 - Opening the .bat

Double click on SMP.bat to open it.
If it prompts you saying that it's untrustworthy, you'll just need to bypass it by clicking More info, then Run anyway (all it does is open SMP).
If a command window opens and Super Mario Paint opens, that's it!

Mac users

To be added at a later date...

Linux users

Download as usual, save to someplace common such as ~/downloads for example. Launch your particular "Terminal" application (e.g. "Terminal" under Utilities in Ubuntu Apps), and proceed to switch ('cd') to your download location (typically ~/downloads in Ubuntu). Unpack the ZIP file (e.g. `# unzip SMPv1.4.3.zip`), you may then switch to the resulting directory (e.g. `# cd SMPv1.4.3`), and if you list ('ls') you should have your files including the SMPv1.4.2.jar file. Execute the JAR file from within the directory using '`java -jar SMPv1.4.3.jar`', and provided you have a compatible version of Java installed (and are using a desktop 'X' environment), you should have a Super Mario Paint window launch. Once you confirm it's working, you may use a graphical file manager to move the entire SMPv1.4.2 folder to someplace more accessible such as ~/desktop on Ubuntu (moving the folder to the desktop instead).

Linux Extra: If all steps above worked, you may then wish to open a terminal in the SMPv1.4.3 folder and run the following commands:

```
# echo “java -jar SMPv1.4.3.jar” > SuperMarioPaint.sh
# chmod +x SuperMarioPaint.sh
```

Afterwards, you should be able to either open a terminal to the folder SMPv1.4.3 and run "`./SuperMarioPaint`" to launch, or open a graphical file browser, and simply double-click on SuperMarioPaint (may be listed as SuperMarioPaint.sh). The first above command will need to be rerun replacing 'SMPv1.4.3.jar' with whatever version has been downloaded or is desired.

Text Tutorial

How to Start Composing

To start composing in Super Mario Paint, all you need to do is left click on the staff! Clicking on the staff will add notes where you press.

To change your instrument, click the bar on the top with all of the picture icons. They'll play a preview noise (of pitch A).

To use accidentals, you can hold **SHIFT** to toggle sharp. You can hold Ctrl or Alt to toggle flat.
To use double accidentals, you can hold **SHIFT**+**CTRL** to toggle double sharp. You can hold **CTRL**+**ALT** to toggle double flat.

To change the volume of a line, click and drag the green bar below the line to the volume desired.

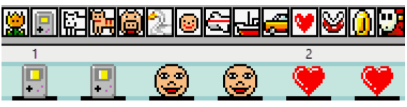
How to Use CLIP (Clipboard)

The CLIP (short for Clipboard) feature is similar to the standard "cut, copy, and paste" in most programs.

You can either press **SHIFT**+**R** or the CLIP button to toggle selection mode.
While selection mode is enabled, you can click and drag the mouse cursor over notes to select them.
You can also select by clicking and dragging the **MIDDLE MOUSE** button to select notes.
If you hold **CTRL** while selecting notes, you can add to your current selection.
To select all notes, press **CTRL**+**A**.

After they are selected, you can press **CTRL**+**C** to copy or **CTRL**+**X** to cut.
For more advanced users, you can press **ALT**+**V** to deselect the volume (only selecting notes) or **ALT**+**N** to deselect the notes (only selecting volume).
Selecting only notes and not their volume will use the default volume when pasting.

To select only specific instruments, hover over their icon on the top, and press the **F** key.



If you want to delete your selection, you can either CUT or press the **DELETE** key.

To paste notes, move your mouse to the line where you'd like to paste them and press **CTRL**+**V**. You cannot change pitches when pasting.

Arranger Mode

Arranger Mode is SMP's way of linking different song files together by playing the files in sequence.

To use it, you must have the song files saved already.
Switch to SONG mode and load the song you want to add.
Once it's loaded, switch to arranger mode and click the "Add" button.
Repeat from step 2 for as many parts of the song as you need.
When you're done, click the play button and it'll go through the song!

Be sure to save your arrangement when you're done, otherwise you'll need to add them again!

Sustain

By holding shift and clicking on an instrument, you can enable SUSTAIN for that instrument. Sustain does not extend the length of notes, but allows them to play over each other without cutting another off.

You can use sustain to simulate some notes being longer by adding another of its type before it ends.

NOTE and INST Mute

SMP has two different ways of muting in the program, which may seem the same at first.

The hotkey to toggle NOTE mute is **N**, and the key to toggle INST mute is **M**.

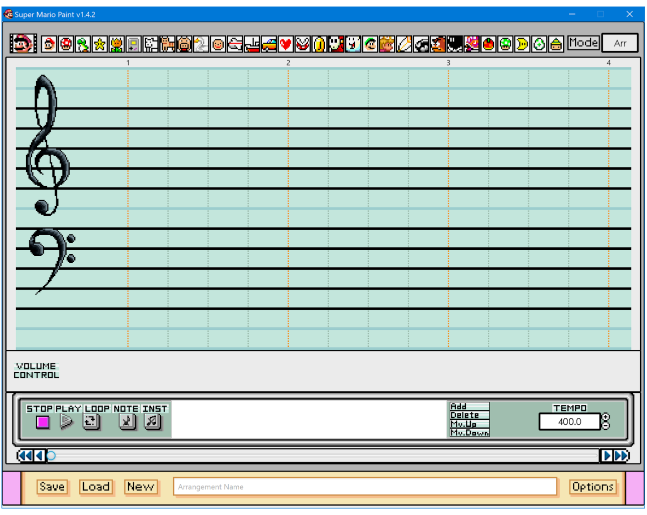
When sustain is OFF, NOTE and INST mutes function the same.

When sustain is ON, NOTE mute only mutes that specific pitch for the instrument, while INST mutes all instances of the instrument.

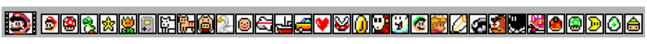
The Options Menu

Coming soon...

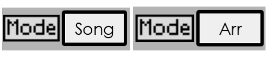
The Window Components



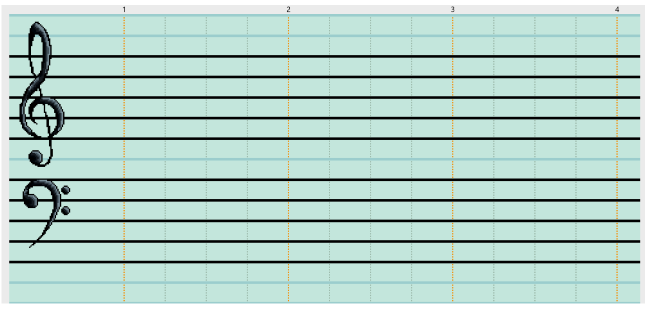
The **Primary Window** for SMP (in arranger mode).
Pretty much everything you need is accessible from this screen.



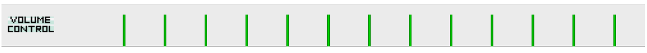
The **Instrument Bar**.
You can click on any instrument to select it, as well as preview its sound. Here, you can also enable Sustain mode for an instrument.



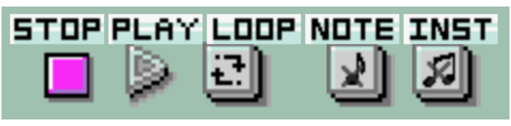
The **Mode Switching Button**.
Clicking it will switch between Song and Arranger mode.



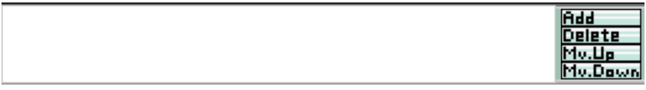
The **Staff**.
This is where you place all notes in the song. The numbers on the top are the measure number.



The **Volume Control** bar.
Here, you can modify the volume for each individual line in the song.

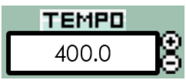


The **Main Control Buttons**.
STOP will stop the current song playback,
PLAY will play the song.
LOOP sets the current song (not arrangement) to repeat once it reaches the end.
NOTE only mutes the specified pitch of the instrument with sustain enabled. Functionally similar to INST without sustain.
INST stops every instance of the selected instrument's sound regardless of sustain being enabled.

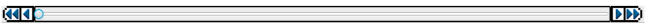


In Arranger mode, this is the **Arrangement Box**.
Add adds the current loaded song file to the arrangement.
Delete removes the selected song file from the arrangement.
Mv.Up (short for Move up) moves the selected song file up one in the playback order.
Mv.Down (short for Move down) moves the selected song file down one in the playback order.

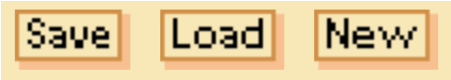
The **CLIP Button** (short for Clipboard).
This button enables note selection mode.
Hover over the button to show a list of controls for the clipboard.



The **TEMPO Box**.
You can either click the **+/-** buttons to raise or lower tempo respectively, or you can click on the box itself to manually input a specified tempo.



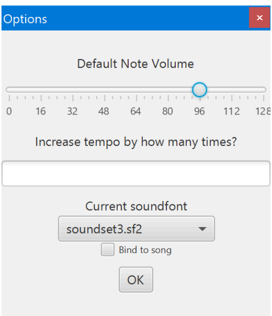
The **Scrollbar**.
The scrollbar can be dragged to quickly go to a certain part of the song.
⏪ rewinds to the first bar.
⏩ skips to the very last bar.
◀/▶ move the staff left and right.



The **File Buttons**.
Save brings up a menu that allows you to save the current song/arrangement.
Load brings up a menu that allows you to select and load a song/arrangement.
New empties the current song/arrangement (it will confirm first).

The **Name Bar**.
You can input text here to have it set as that when saving. You cannot use SMP keyboard shortcuts while typing (regular clipboard is fine).

The **Options** button.
Brings up a menu that allows you to change some things in the program.



Default Note Volume

Increase tempo by how many times?

Current soundfont
soundset3.sf2
☐ Bind to song

The **Options Menu**.
Default Note Volume is the volume that notes will be automatically set to when you place them. The pre-set default is 96.
Increase tempo by how many times? allows you to increase the song's tempo by a positive integer value and shifts notes accordingly. The song needs to have been saved to work.
Current soundfont allows you to change the soundfont that the program is using. By checking the **Bind to song** box, the soundfont will automatically enable once you load the song file.

Controls

Basic Keyboard Controls

(Ctrl is not interchangeable with Cmd on Mac)

Left Click	**STAFF** **Place a note** at the cursor location (Drag to place multiple) **VOLUME BAR** **Modifies the volume** of the selected line
Right Click / E + Left Click	**Erase a note** at the cursor location (Drag to erase multiple)
Middle Click (+Drag)	Quick **Select** a group of notes
Left Arrow / A	**Shift the staff to the left** by one line
Right Arrow / D	**Shift the staff to the right** by one line
Spacebar	**Play/Stop** the song/arrangement
Ctrl / Shift + Spacebar	**Go to the beginning** of the song and **Play/Stop**
Shift	Set accidental to **Sharp**
Ctrl / Alt	Set accidental to **Flat**
Ctrl + Shift	Set accidental to **Double Sharp**
Ctrl + Alt	Set accidental to **Double Flat**
Ctrl + Z	**Undo** the most recent action
Ctrl + Y	**Redo** the last undo

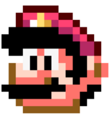
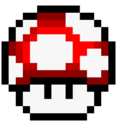
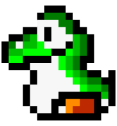
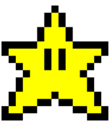
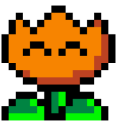
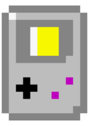
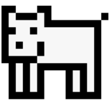
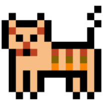
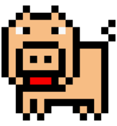
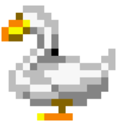
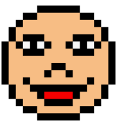
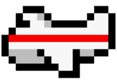
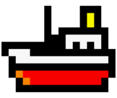
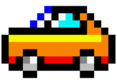
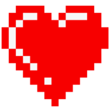
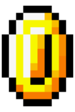
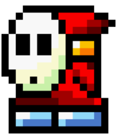
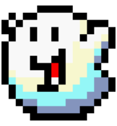
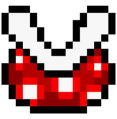
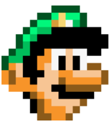
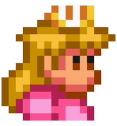
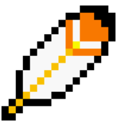
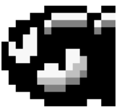
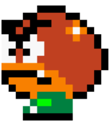
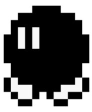
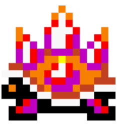
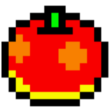
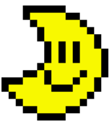
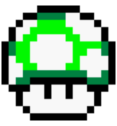
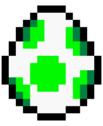
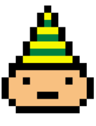
Advanced Keyboard Controls & Shortcuts

Super Mario Paint has plenty of keyboard shortcuts that can make usage of the program much easier, and faster.

Ctrl + S	**Save** the current song/arrangement
Ctrl + O	**Open** a song/arrangement
Ctrl + N	Create a **New** song (it will confirm first)
Ctrl + Comma (,)	Open the **Options** menu
Shift + **Click** (instrument in top bar)	Enables **Sustain** for that instrument (turns instrument outline green)
Shift + R	Enable **Selection** mode
N	Enable **NOTE Mute**
M	Enable **INST Mute**
Ctrl / Shift + Left / Right **Ctrl / Shift + A / D**	**Shift the staff by four lines** (excluding Ctrl + A)
Ctrl + Shift + Left / Right **Ctrl + Shift + A / D**	**Shift the staff by eight lines** (two bars)
F	While hovering over an instrument on the top bar, **Filters to that instrument when selecting** (blue box and image will appear)
Ctrl + A	**Select all** notes (or all filtered notes)
Ctrl + C	**Copy** all selected notes + volumes
Ctrl + X	**Cut** all selected notes (copy, then remove)
Ctrl + V	**Paste** notes and volumes in clipboard at the cursor location
Alt + N (while notes are selected)	**Toggle note selection** (to select volume only)
Alt + V (while notes are selected)	**Toggle volume selection** (to only select notes)
Delete (while notes are selected)	**Delete** all selected notes

The Instruments

The giant version of Super Mario Paint has a whopping 31 instruments for you to play around with!

 **MARIO** Piano	 **MUSHROOM** Kick	 **YOSHI** Yoshi	 **STAR** Xylophone	 **FLOWER** Trumpet
 **GAMEBOY** Sine Wave	 **DOG** Dog Bark	 **CAT** Cat Meow	 **PIG** Pig Oink	 **SWAN** Orchestra Hit
 **FACE** Baby Noise	 **PLANE** Acoustic Guitar	 **BOAT** Snare Wood Blocks	 **CAR** Organ/Horn?	 **HEART** Bass
 **COIN** Soft Piano	 **SHYGUY** Strings	 **BOO** Harp	 **PIRANHA** Electric Guitar	 **LUIGI** Steel Drum
 **PEACH** Violin	 **FEATHER** Flute	 **BULLET BILL** Timpani	 **GOOMBA** Bassoon	 **BOB-OMB** Bell
 **SPINY** Accordion	 **FRUIT** Marimba	 **MOON** Sawtooth Wave	 **ONE-UP** Cymbals Jingle bells Hi-hat...	 **EGG** Pizzicato Strings
 **GNOME KID** Clown Horn				

Soundfonts

Soundfonts are an easy way to change the way that each instrument sounds. There are plenty of soundfonts made with Mario Paint Composer in mind, however, lots of them may not be fully compatible with the giant version of SMP.

Here are some places you can download soundfonts from:
Mario Paint Classic Soundfonts
Extended Soundfont Pack (more compatible with giant SMP)
cat333pokemon's soundfonts (Lycanroc.net)

Adding and changing soundfonts

Versions 1.2 and above

Swapping soundfonts is super simple! When SMP is open, click the [Options] button, and under “Current soundfont”, click the dropdown menu and select your desired soundfont to switch to.
To add a soundfont, simply scroll to the bottom of the dropdown menu, and click “Add Soundfont…”. It'll then open up a file select dialog, from which you can select whichever `.sf2` file you wish to add.

On Windows computers, soundfonts are stored under `%AppData%/Super Mario Paint`

Versions below 1.2

In order to swap soundfonts in SMP versions 1.1 and below, you need to put the desired soundfont into the same folder as SMP, rename `soundset3.sf2` to something else, and rename the soundfont you want to use to `soundset3.sf2`
If you want to change the soundfont again, you have to close the program and repeat this process.

Frequently Asked Questions

Q) I can't see the whole window, the bottom bar is cut off! What should I do?
A) As of the current version, there is no way to resize the window. Luckily, you can use standard shortcuts: **CTRL+S** to save, **CTRL+O** to open, **CTRL+N** to create a new file, and **CTRL+COMMA** to open the options.

Q) Can I use a different time signature than 4/4?
A) As of the most recent version of SMP, no, you cannot.

Q) Why do so many songs use such a high tempo? Do I have to?
A) Lots of creators use high tempos (also known as “dickspeed” (lol)) in their covers to be able to have more control over the overall sound. In other words, you can seemingly cram more instruments with unique volumes in a shorter timespan than you would with a lower tempo. Of course, you yourself don't need to follow and use high tempos, or at least right off the bat. It's much better to get used to the program first and get accustomed to how it works and such.

Q) How can I replace one instrument with another?
A) This cannot be done in-program. However, since the song files are just plain old .txt files, you can open them up and replace them in there. (CTRL+H is generally the “Find and Replace” hotkey)