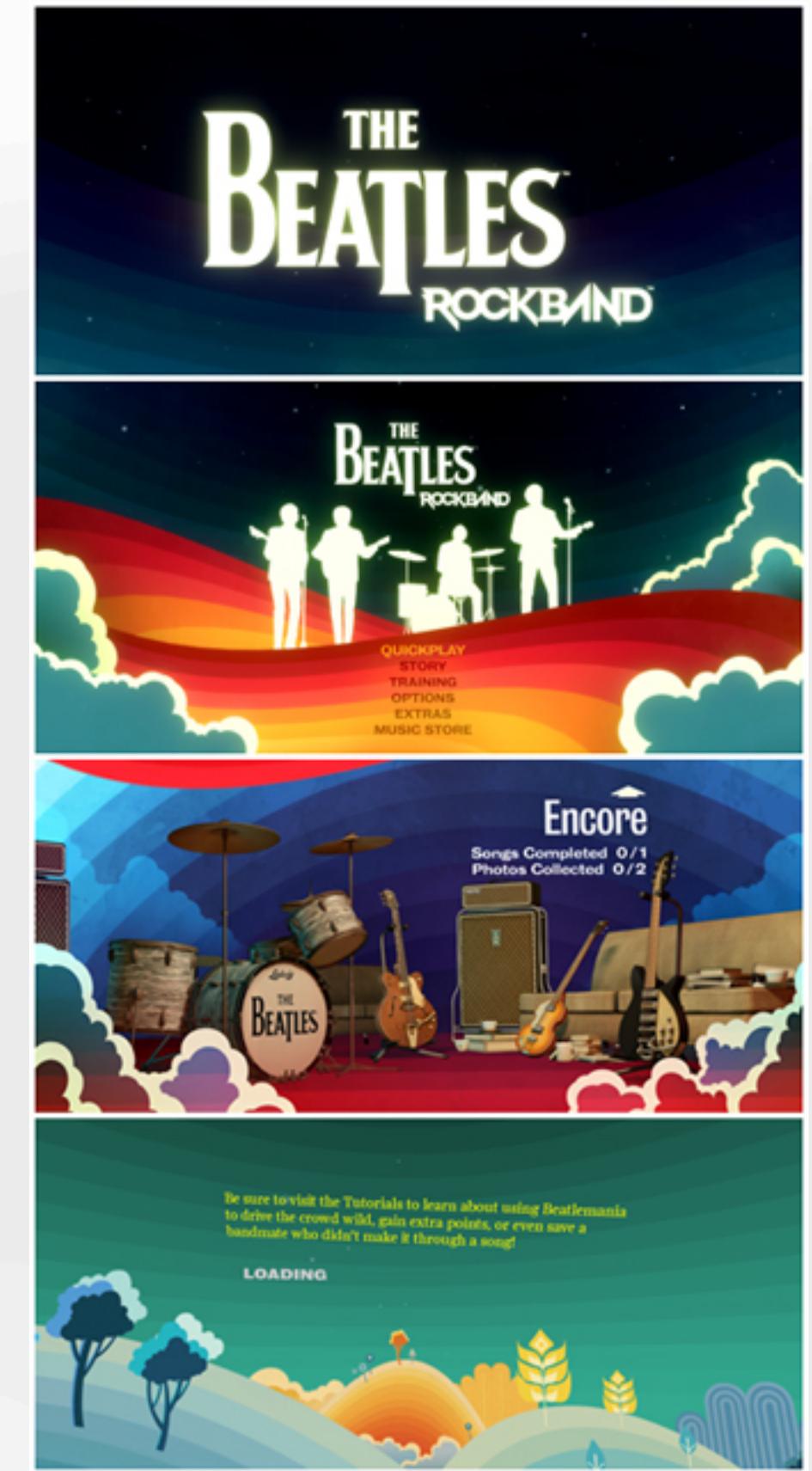


THE HEART OF INTERFACE DESIGN

@HARMONIX MUSIC SYSTEMS

OVERVIEW

Introduction / Pre-production / Tools /
Production / Conclusion



THE USER INTERFACE ARTIST

THE USER INTERFACE ARTIST

- Contradicting Responsibilities

THE USER INTERFACE ARTIST

- Contradicting Responsibilities
 - To represent the visual tone

THE USER INTERFACE ARTIST

- Contradicting Responsibilities
 - To represent the visual tone
 - To represent information clearly

PRE- PRODUCTION

Blue sky for defining the shell style

CREATING ART CONTENT

Where to begin?

CREATING ART CONTENT

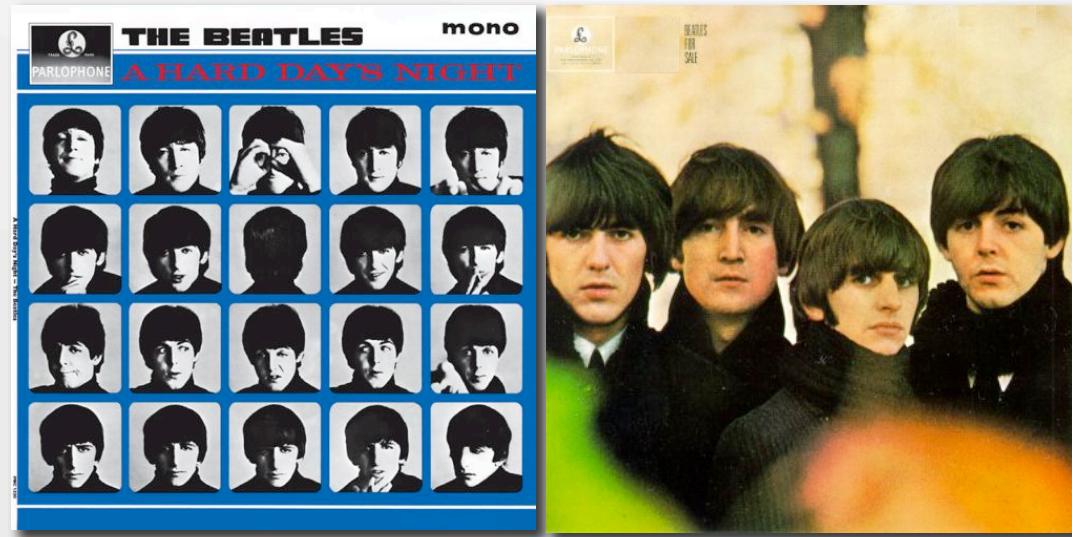
DIRECTION #1

- Authentic
- Historical accurate
- Span The Beatles career

Cavern Club (1963)



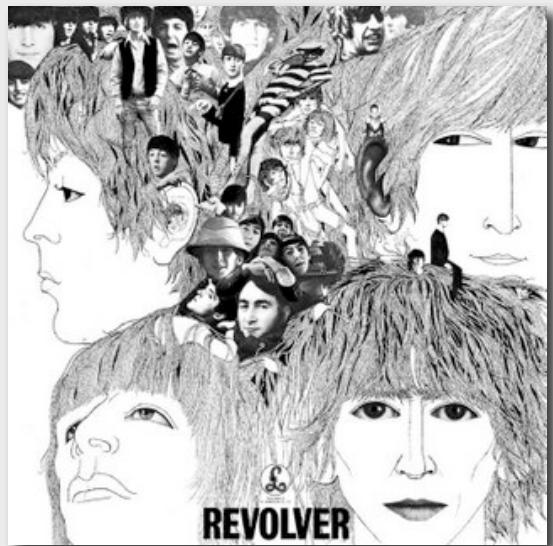
Sullivan Theater (1964)



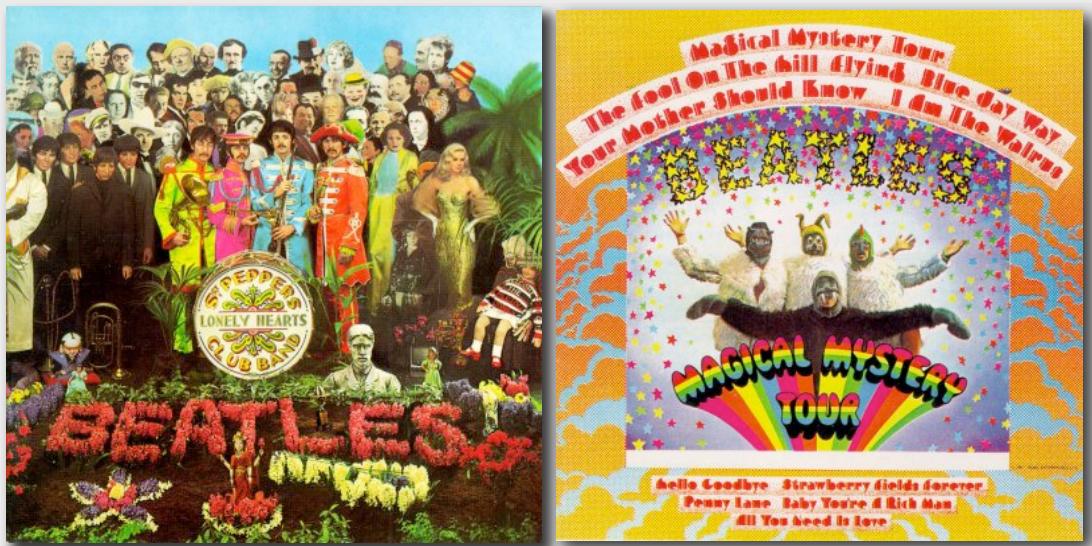
Shea Stadium (1965)



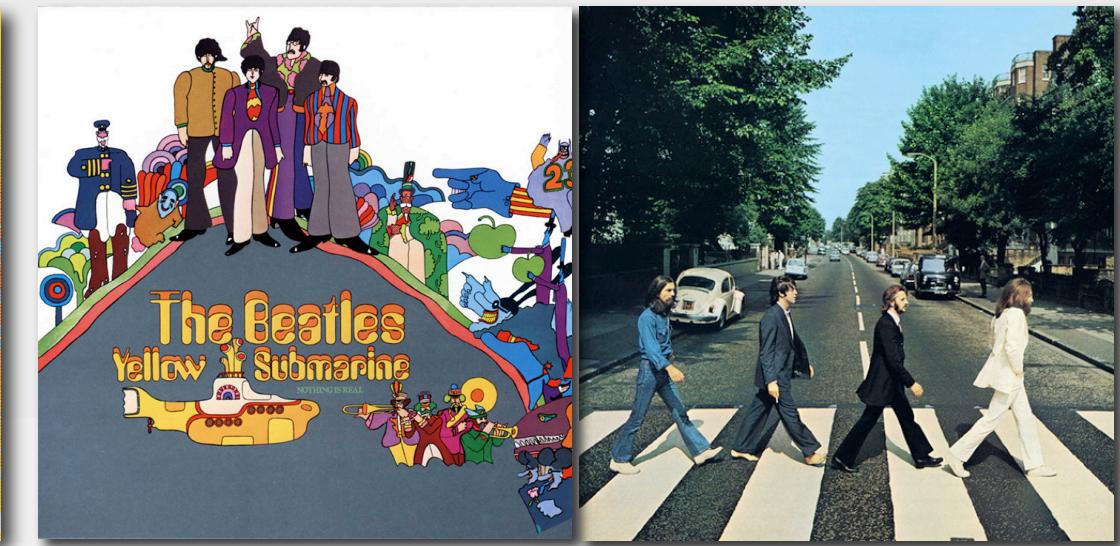
Budokan (1966)



Abbey Road Studios (1967)



Apple Corps Rooftop (1969)



THE BEATLES

training

setup



special features

store

B BACK

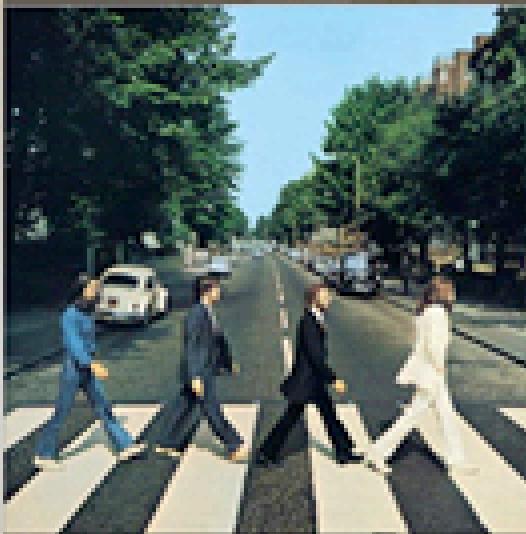
CONTINUE **A**



Cavern Club
Sullivan Theatre
Shea Stadium
Budokan
Abbey Road
Rooftop

Rooftop

DIG A PONY - GET BACK - DON'T LET ME DOWN - I'VE GOT A FEELING -
I WANT YOU (SHE'S SO HEAVY) - I ME MINE - THE END (GILES MID)



Abbey Road : album
September 26, 1969 : released

SELECT SONG

DIFFICULTY

BAND	■■■■■
GUITAR	■■■■■
DRUM	■■■■■
VOCALS	■■■■■
BASS	■■■■■

LEADERBOARDS

1. GAMERTAG 1	1,987,000
38. GAMERTAG 5	595,475
39. GAMERTAG 2	457,388
40. GAMERTAG 8	95,475

SORTING BY: ALBUM

Abbey Road

16 SONGS

I

COME TOGETHER

457,388

I

SOMETHING

275,020

I

MAXWELL'S SILVER HAMMER

423,450

I

OH! DARLING

302,900

I

OCTOPUS'S GARDEN

725,255

I

I WANT You (SHE's So HEAVY)

36,256

Let It Be

12 SONGS

I

You NEVER GIVE ME YOUR MONEY

25,000

I

SUN KING

687,568

(B) BACK

MR MUSTARD

CONTINUE (A)

SHE CAME IN THROUGH THE BATHROOM WINDOW

SONG: COME TOGETHER

Player one



MEDIUM

HARD

EXPERT

connect
controller



Gamertag



Join



EASY

MEDIUM

HARD

EXPERT

BACK

CONTINUE



THE BEATLES

Come Together



450,000

Something
Maxwell's Silver Hammer

Oh! Darling

Octopus's Garden

I Want You

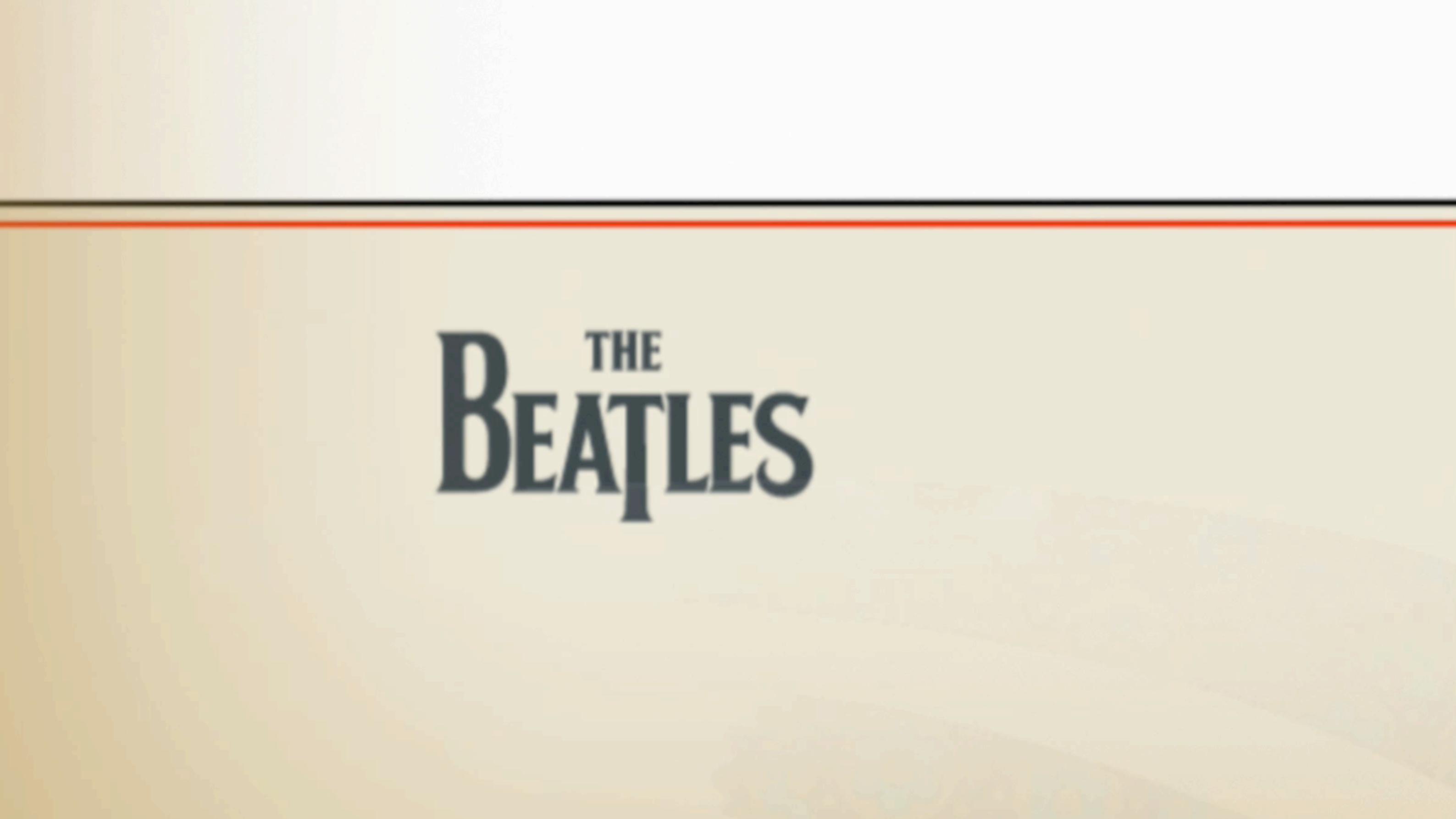
Something

Maxwell's Silver Hammer

back

continue





THE BEATLES

WHAT WE LEARNED FROM DIRECTION #1

- PBS documentary look is bad
- Should be a celebration of their music
- Old is bad
- Color is good

CREATING ART CONTENT

DIRECTION #2

- Authentic
- Celebration
- Color
- Fun







Mike Krentz

THE BEATLES



★ story

★ setup

★ special features

B back

continue A

THE BEATLES

QUICKPLAY

STORY

TRAINING

SPECIAL

SETUP

STORE

BACK

NEXT

THE BEATLES

★QUICKPLAY★

STORY
TRAINING
SPECIAL
SETUP
STORE

© BACK

NEXT ©

THE BEATLES

QUICKPLAY

STORY
TRAINING
SPECIAL

SETUP
STORE

 back

continue 



THE BEATLES

QUICKPLAY

STORY

TRAINING

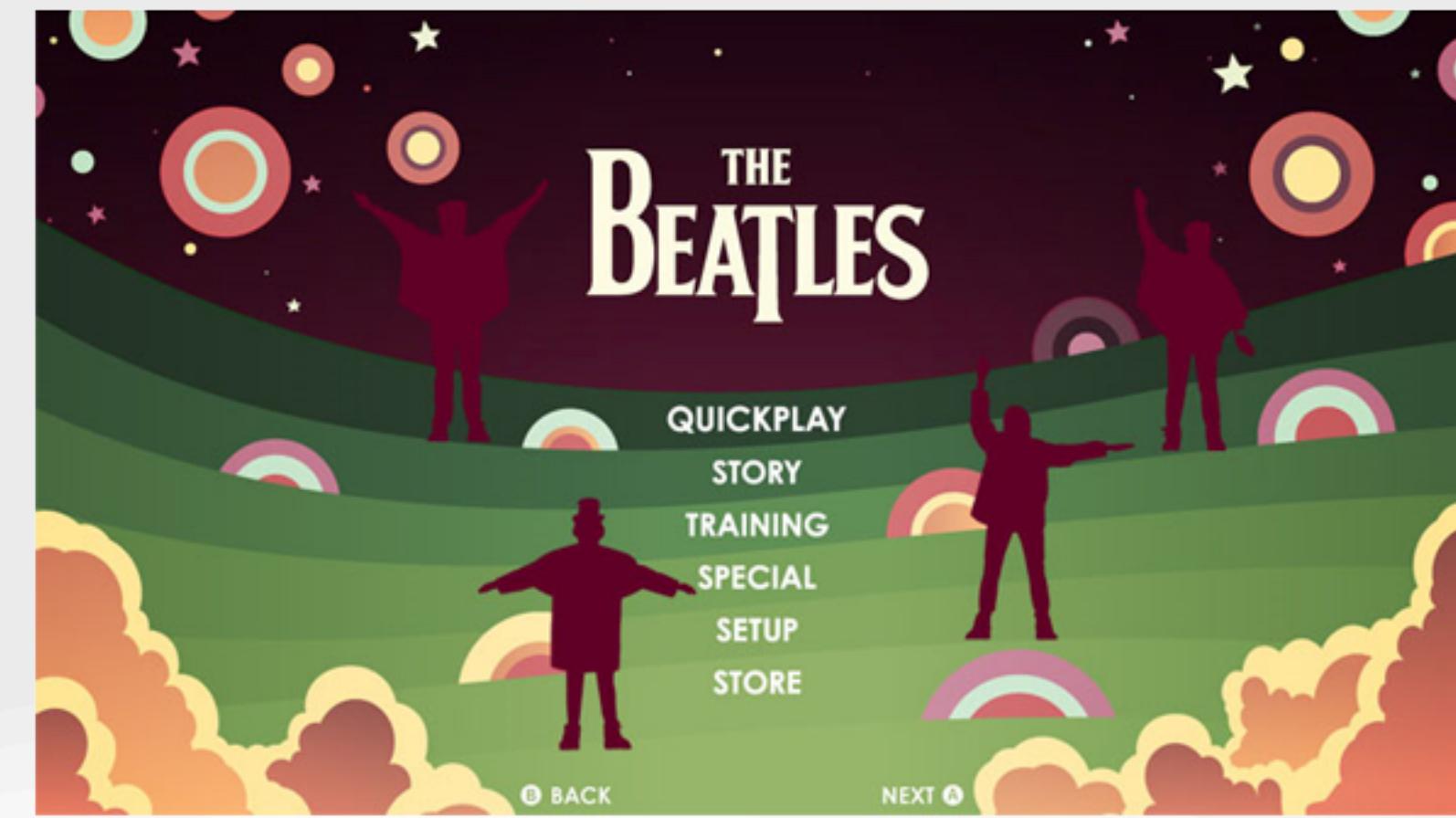
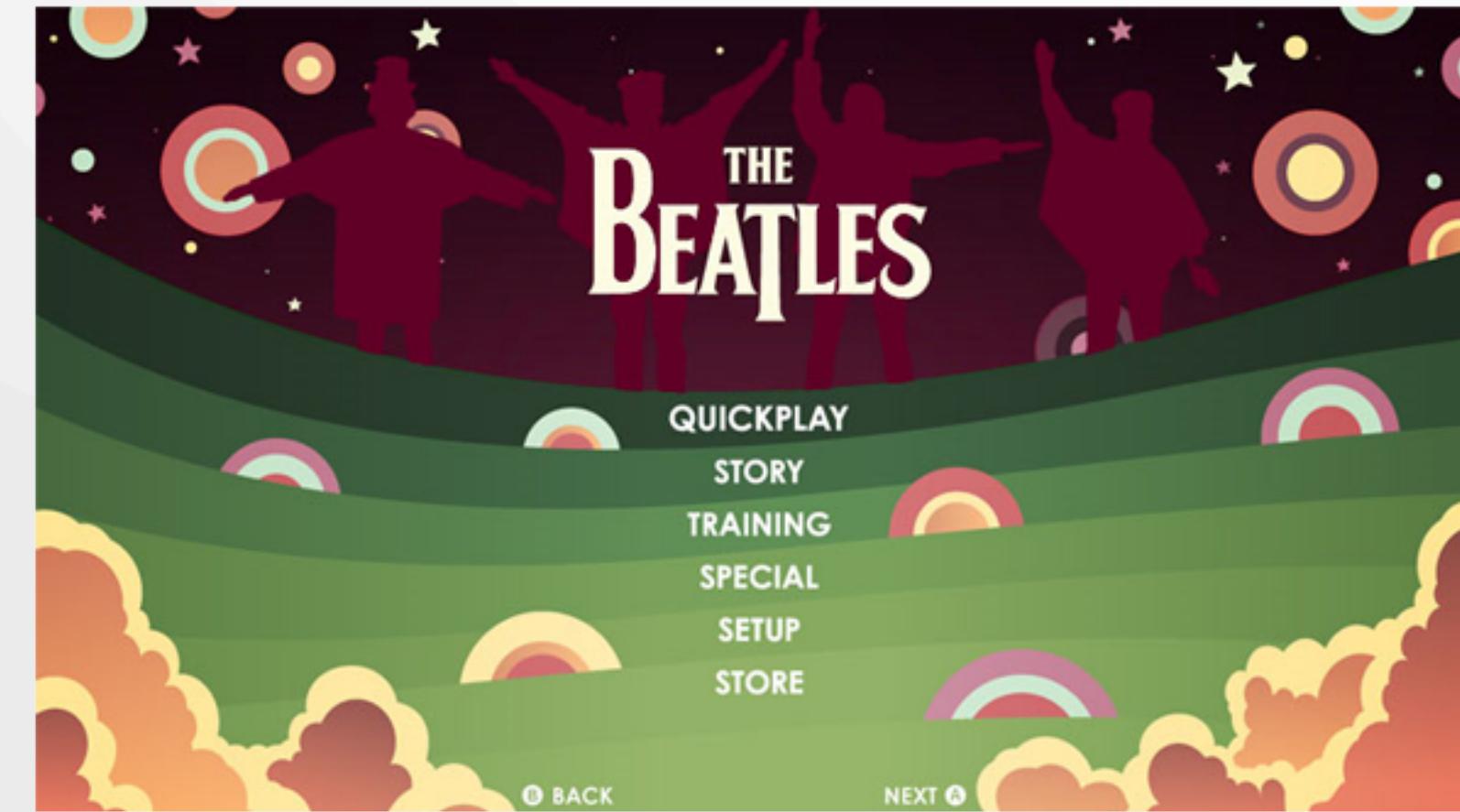
SPECIAL

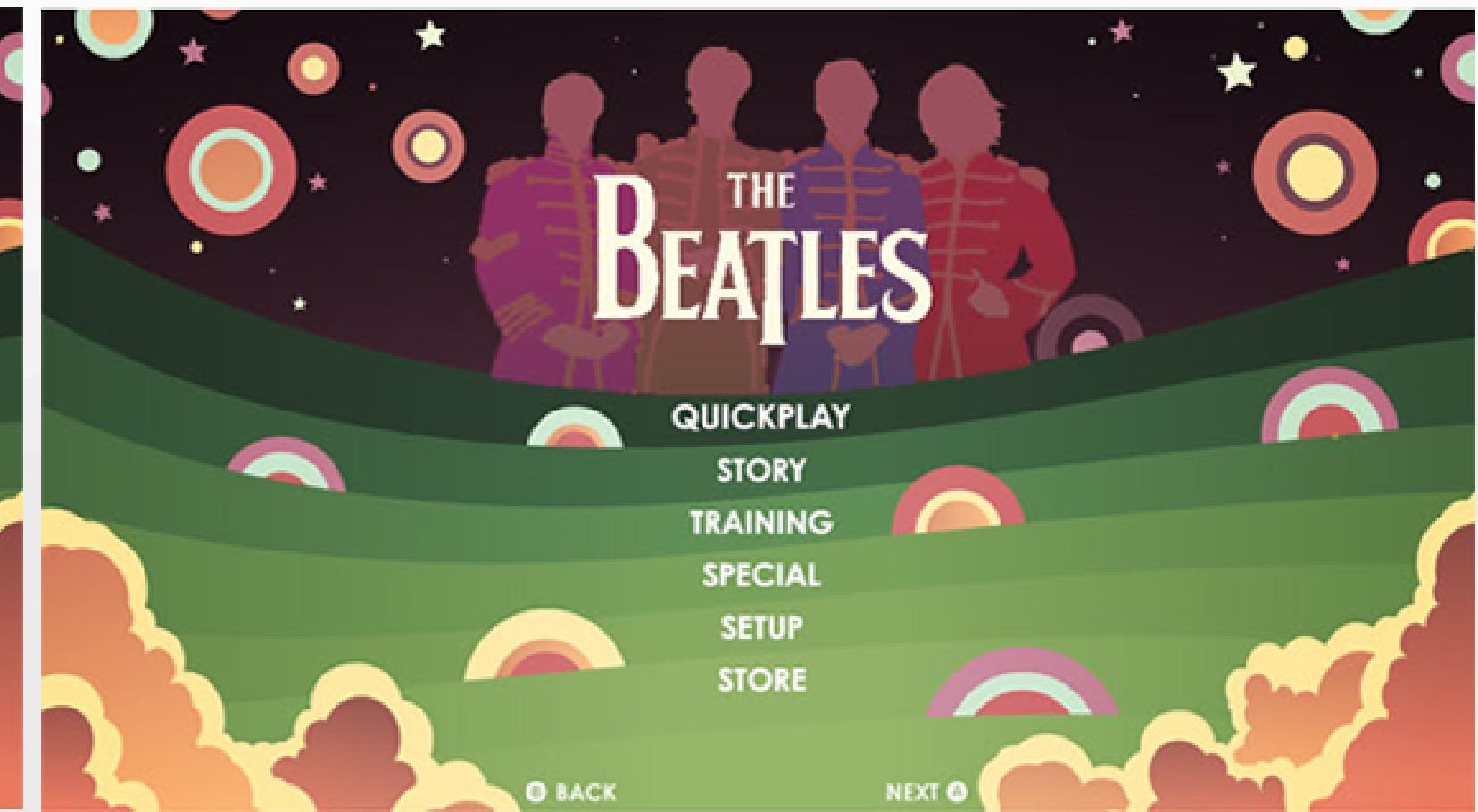
SETUP

STORE

BACK

NEXT





THE BEATLES



QUICKPLAY
STORY
TRAINING
SPECIAL
SETUP
STORE

B BACK

NEXT A

THE BEATLES



QUICKPLAY
STORY
TRAINING
SPECIAL
SETUP
STORE

NEXT A

THE BEATLES



QUICKPLAY
STORY
TRAINING
SPECIAL
SETUP
STORE

B BACK

NEXT A

THE BEATLES



QUICKPLAY
STORY
TRAINING
SPECIAL
SETUP
STORE

NEXT A









THE BEATLES



QUICKPLAY

STORY

TRAINING

SPECIAL

SETUP

B BACK

NEXT A

THE BEATLES



QUICKPLAY

STORY

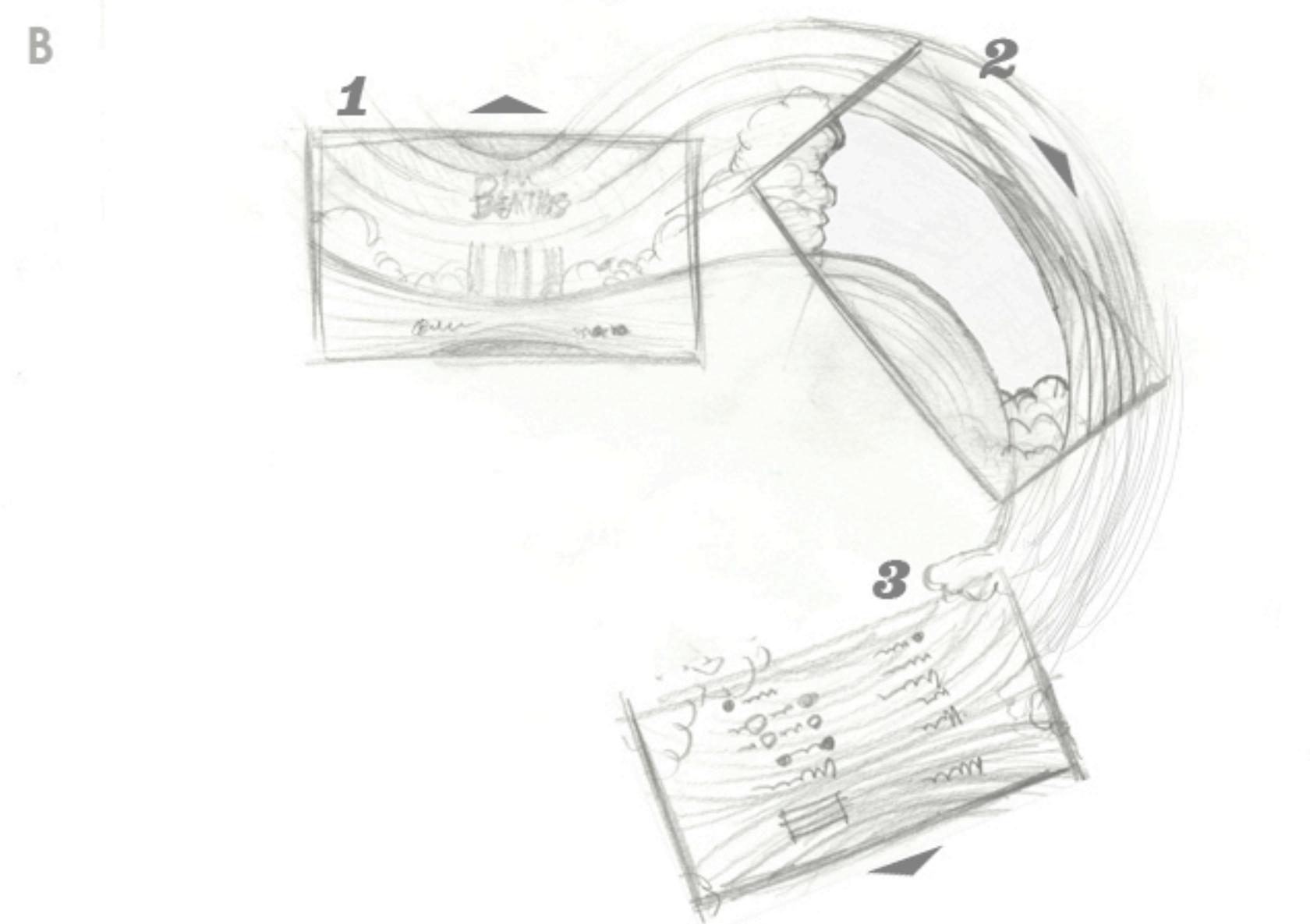
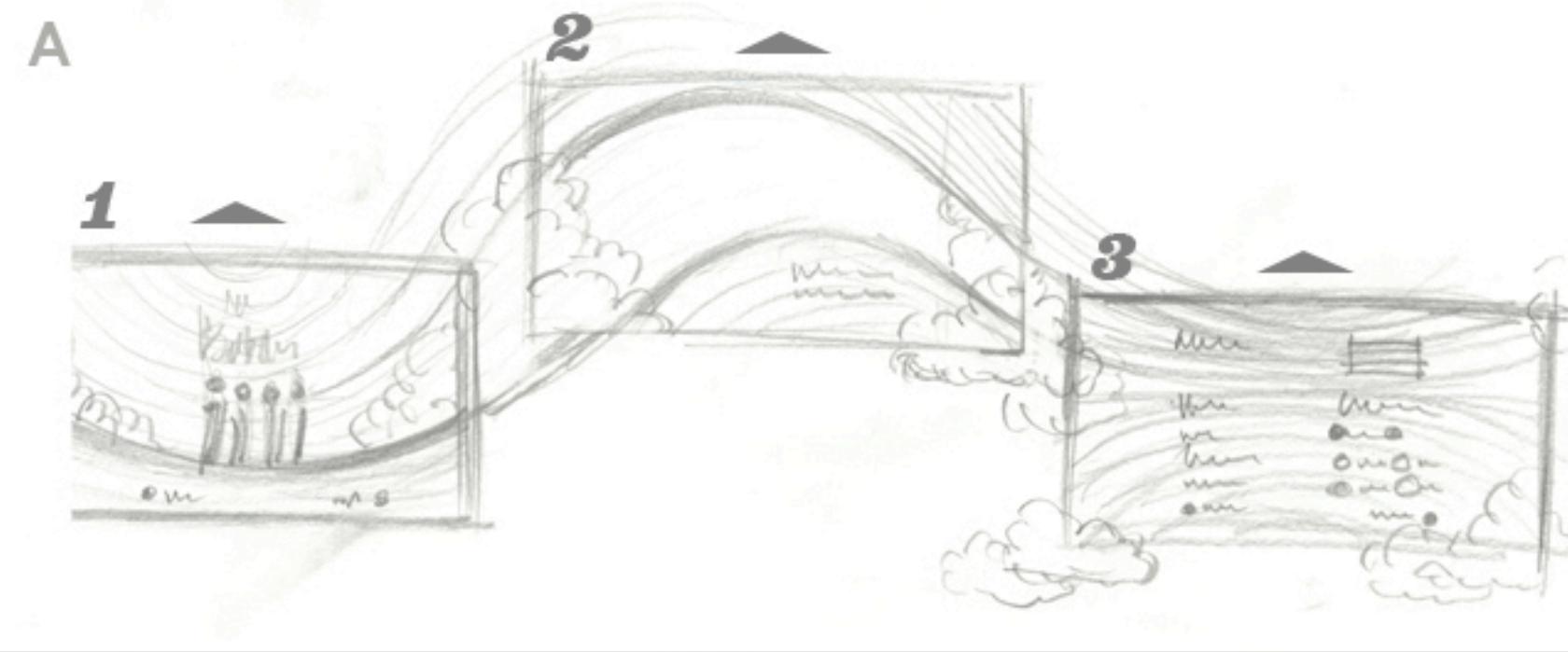
TRAINING

SPECIAL

SETUP

ANIMATIC

how does it move?



THE BEATLES



QUICKPLAY

STORY

TRAINING

SPECIAL

SETUP

WHAT WE LEARNED FROM THE ANIMATIC

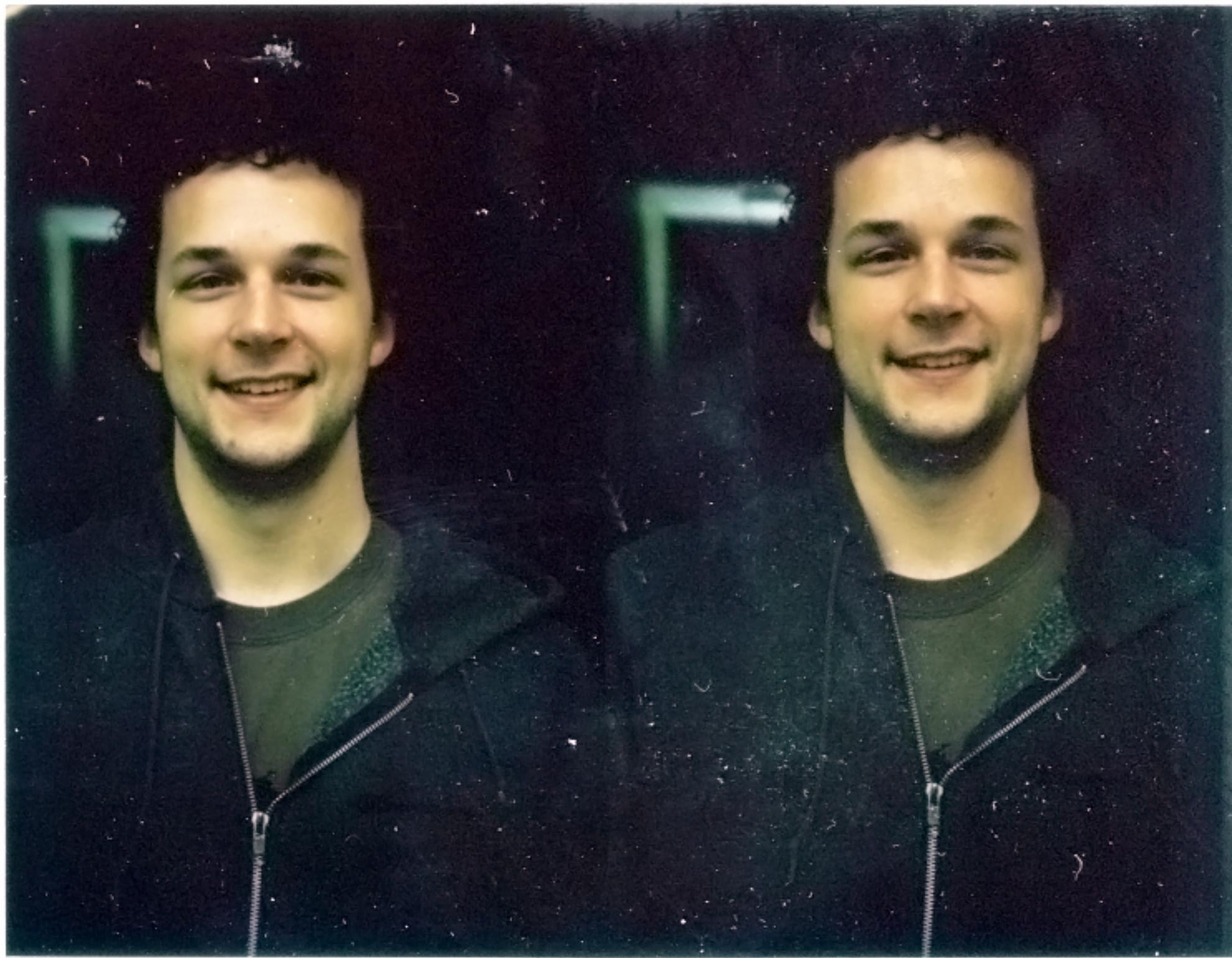
- tech needs
- scheduling
- staffing

TOOLS

animatic / fonts

ANIMATIC TOOLS

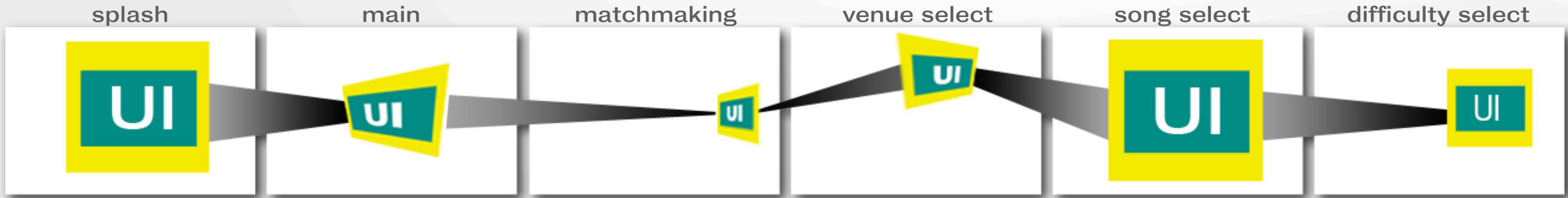
how to develop in engine



Mike "Fitzy" Fitzgerald

UI Camera Movement

UI elements
4:3 screen
transition



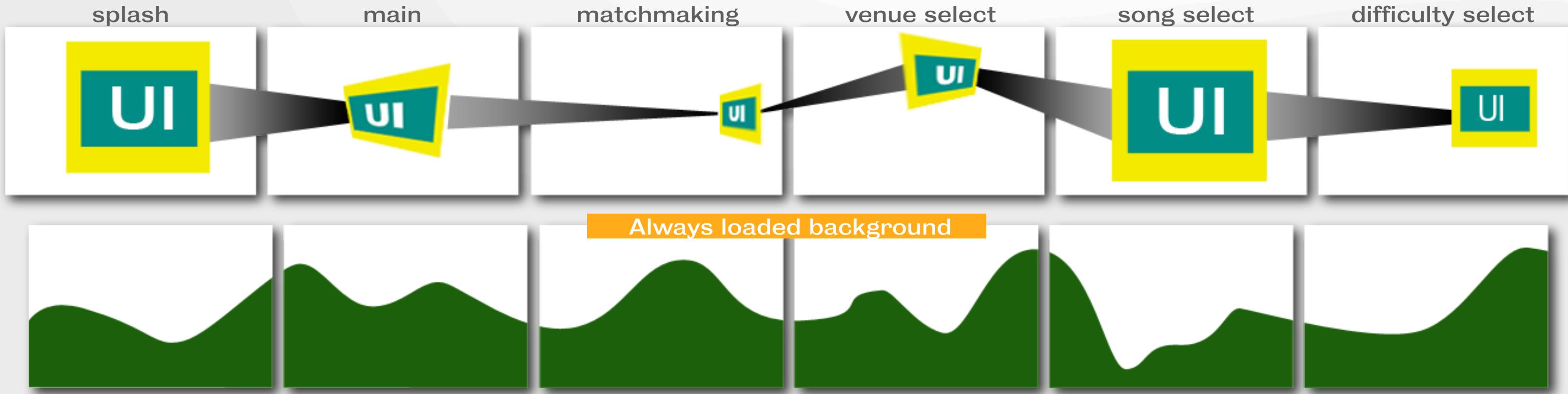
UI elements

4:3 screen

transition

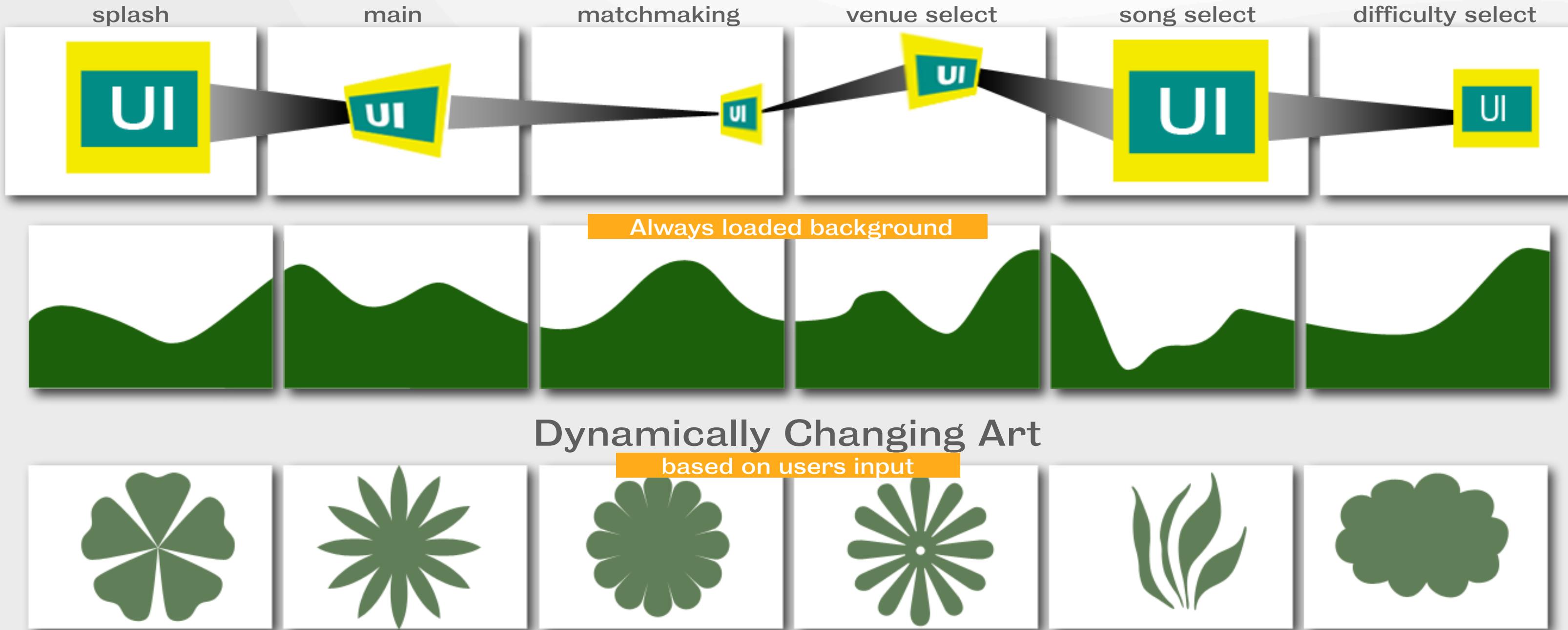
UI Camera Movement

UI elements
4:3 screen
transition



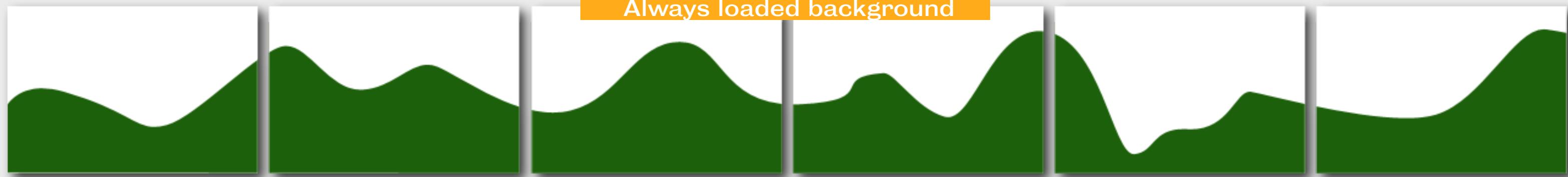
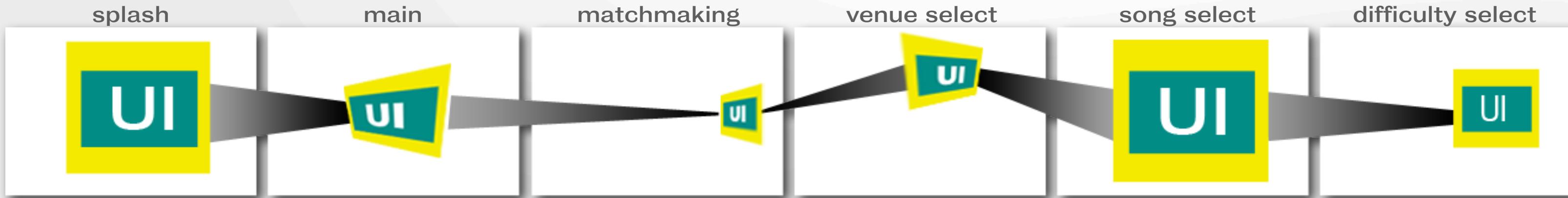
UI Camera Movement

UI elements
4:3 screen
transition



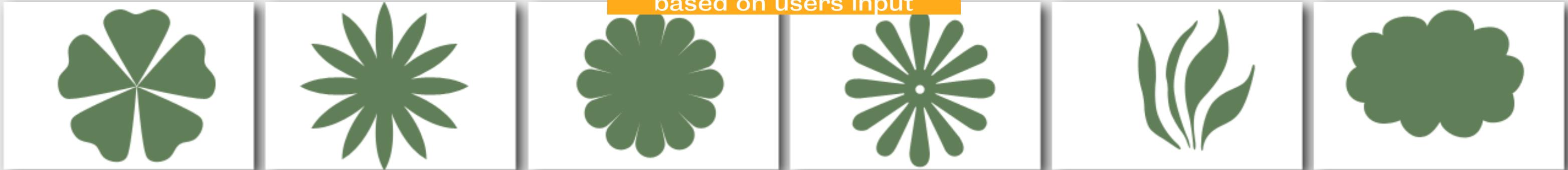
UI Camera Movement

UI elements
4:3 screen
transition



Dynamically Changing Art

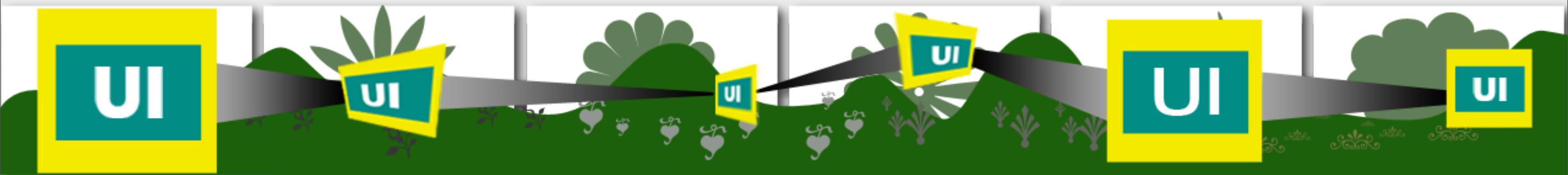
based on users input



based on specified time



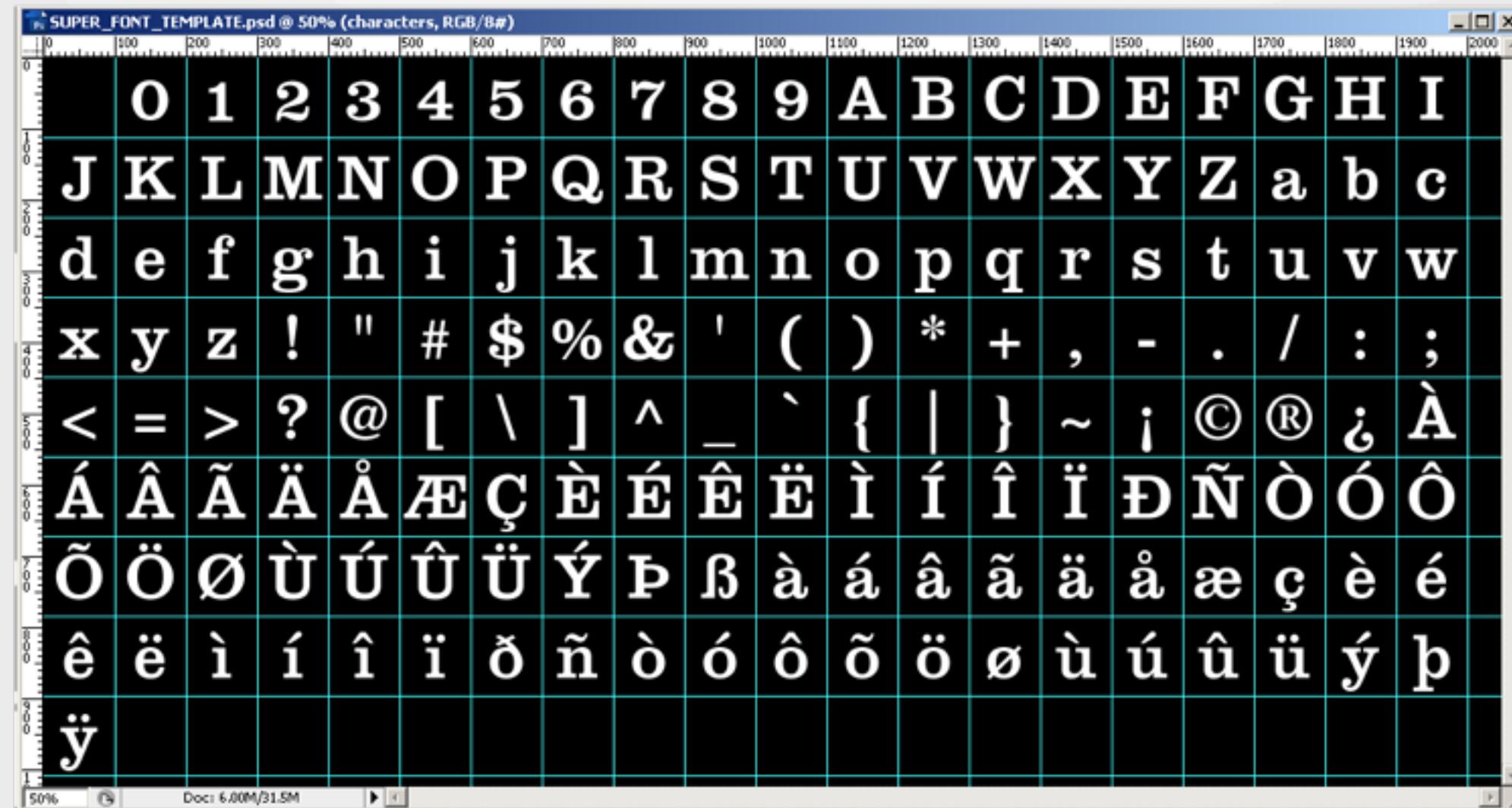
Camera movement with dynamic art



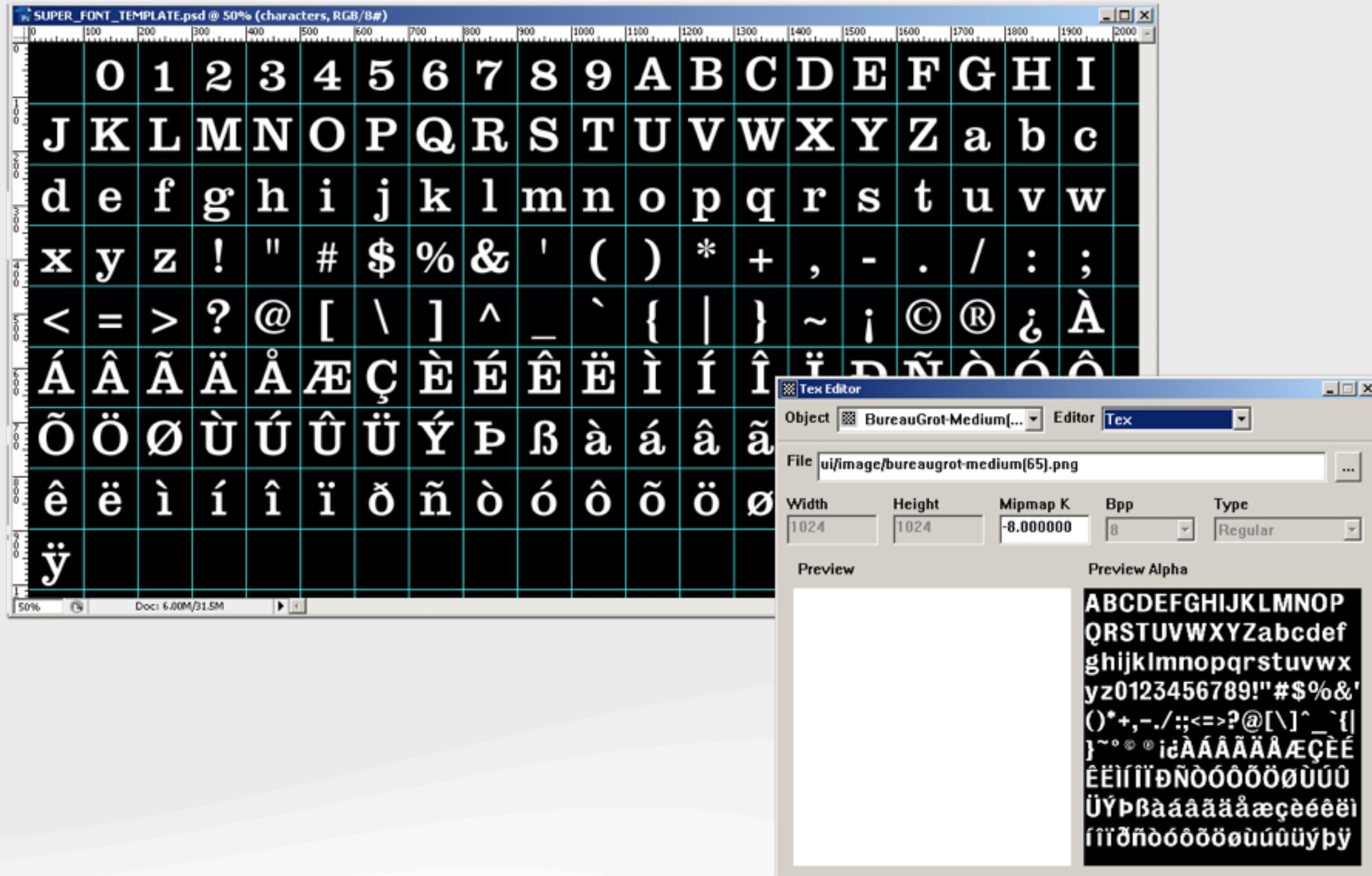
FONTS

an evolution of importing

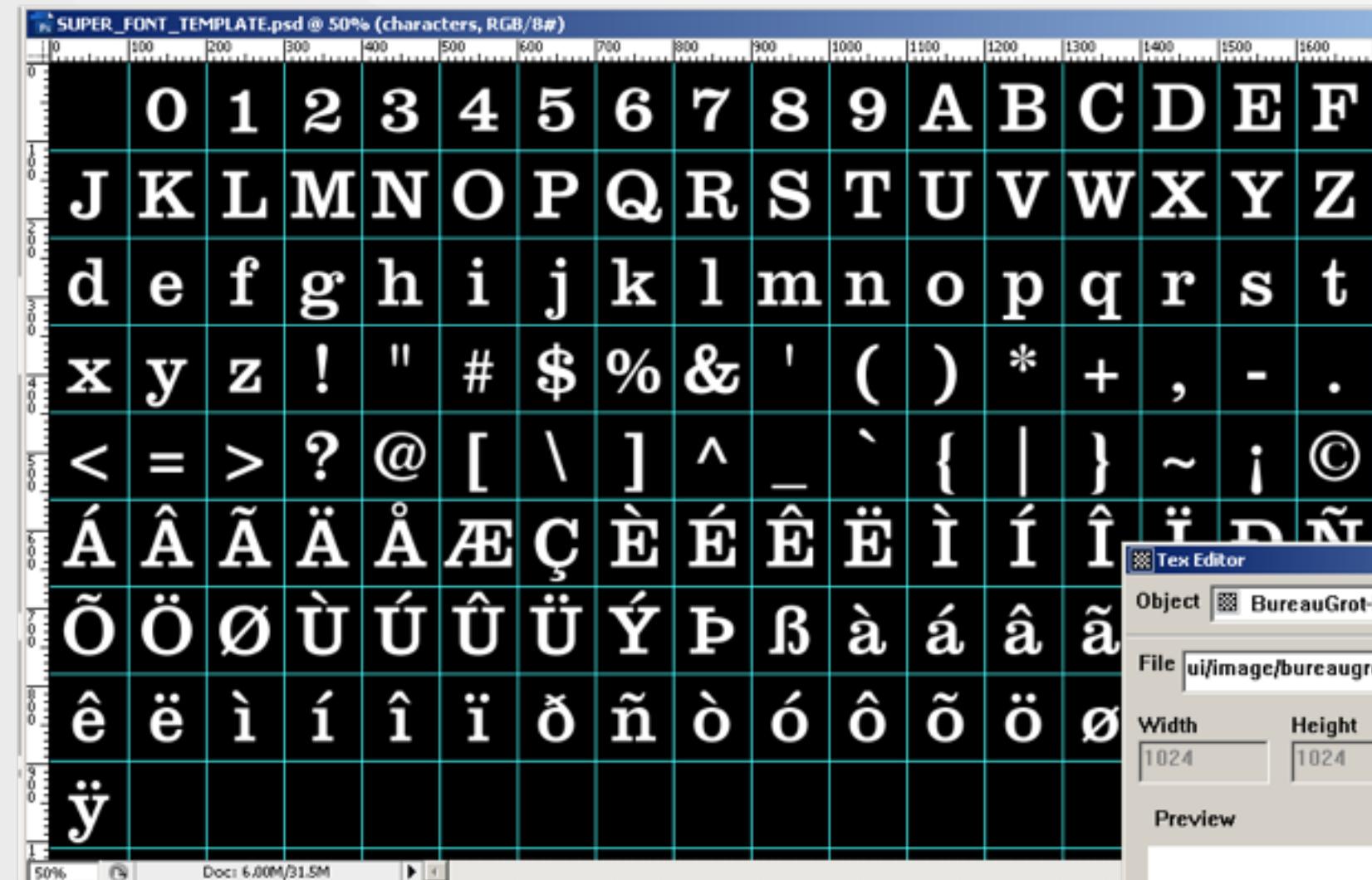
handmade



handmade



handmade



Mat Editor

Object: BureauGrot-Medium... Editor: Mat

color	RGB (255, 255, 255)
alpha	1.000000
use_environ	<input checked="" type="checkbox"/>
prelit	<input type="checkbox"/>
diffuse_tex	BureauGrot-Medium(65).tex
intensify	<input type="checkbox"/>
tex_wrap	kTexWrapRepeat
tex_gen	kTexGenNone
+ tex_xfm	
blend	kBlendSrcAlpha
z_mode	kZModeDisable
alpha_cut	<input checked="" type="checkbox"/>
alpha_threshold	0
alpha_write	<input type="checkbox"/>
next_pass	None
ng	

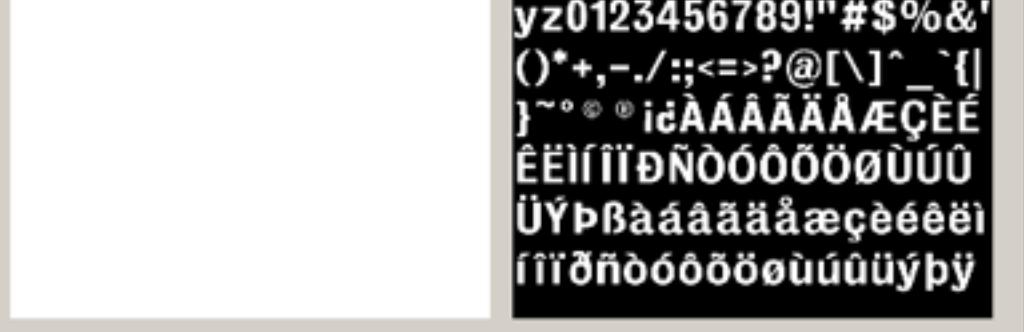
Tex Editor

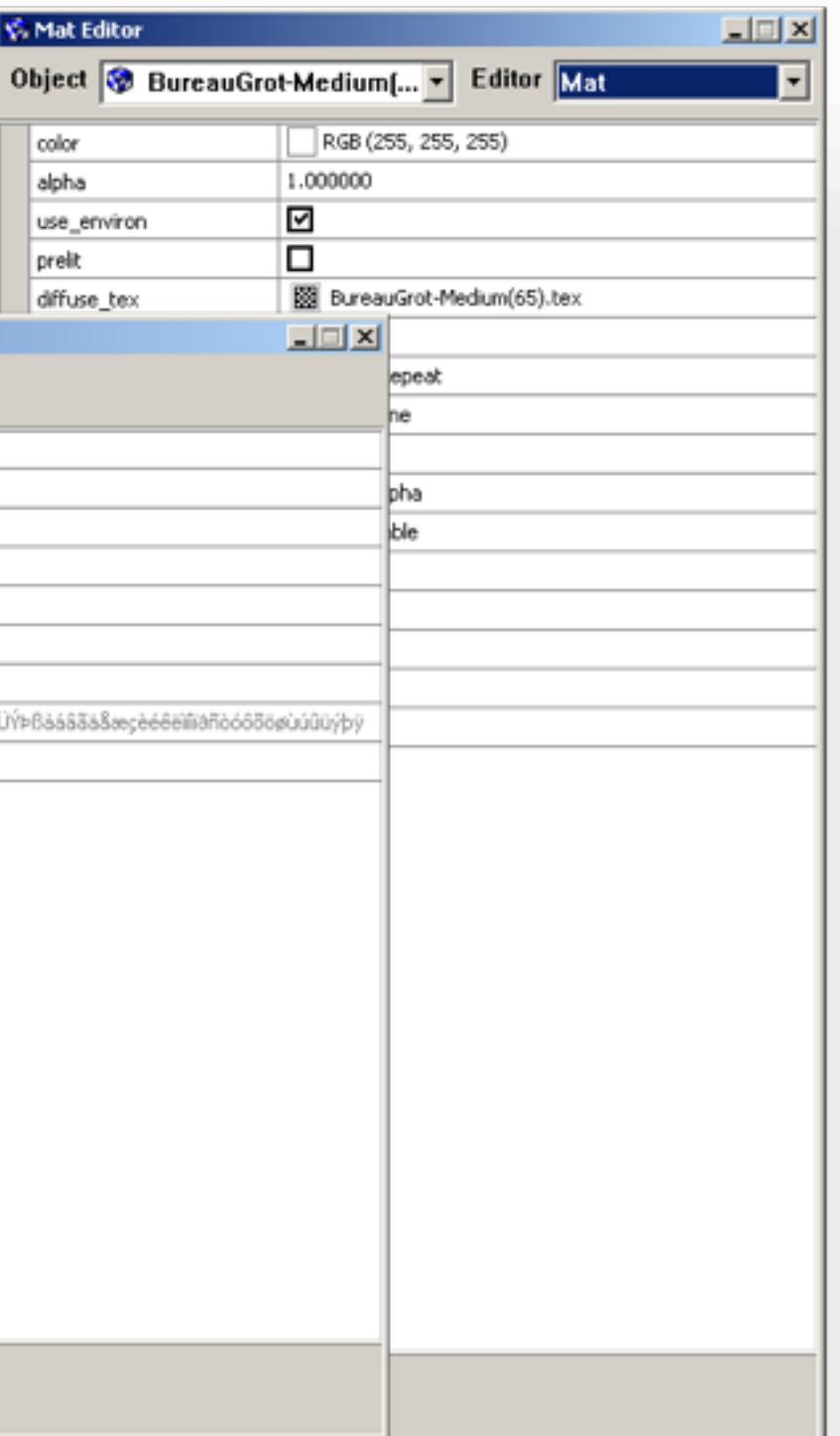
Object: BureauGrot-Medium

File: ui/image/bureaugrot

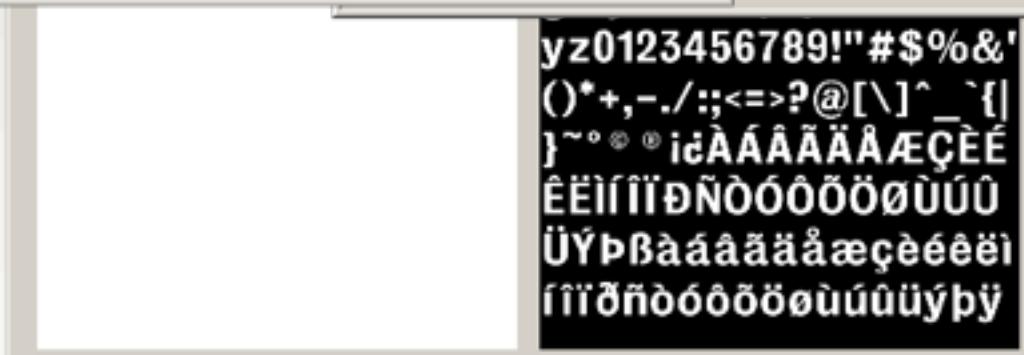
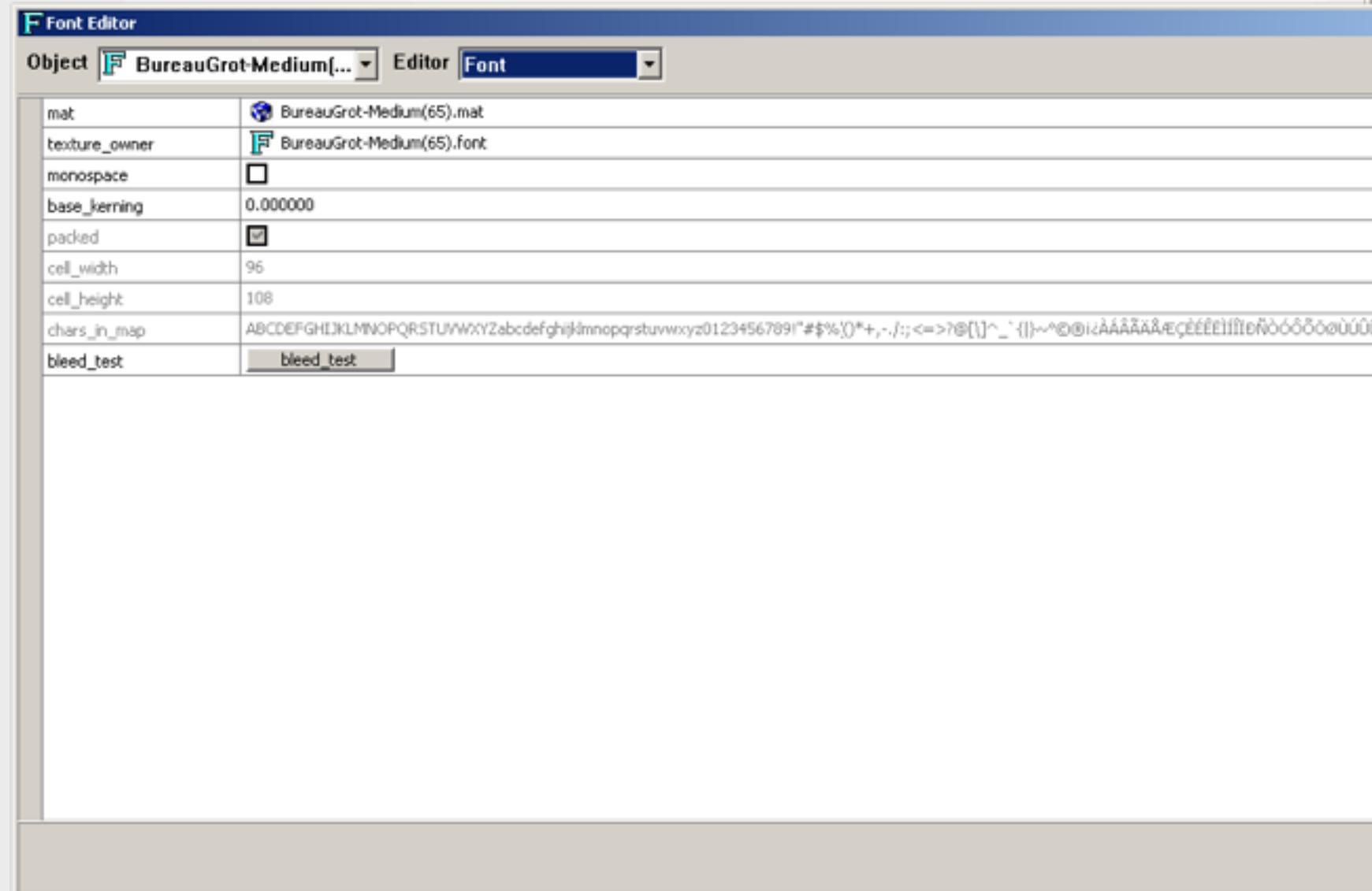
Width: 1024 Height: 1024

Preview





handmade



handmade

The screenshot displays three overlapping windows from a game engine's asset editor:

- Font Editor (Top Left):** Shows properties for "BureauGrot-Medium(65).font". Key settings include:
 - mat: BureauGrot-Medium(65).mat
 - texture_owner: BureauGrot-Medium(65).font
 - monospace:
 - base_kerning: 0.000000
 - packed:
 - cell_width: 96
 - cell_height: 108
 - chars_in_map: ABCDEFGHIJKLMNOPQRSTUVWXYZ
 - bleed_test: bleed_test
- Text Editor (Middle Left):** Shows properties for "BureauGrot-Medium(65).text". Key settings include:
 - text: BureauGrot-Medium
 - font: BureauGrot-Medium(65).font
 - color:
 - alpha: 1.000000
 - align: kMiddleCenter
 - caps_mode: kCapsModeNone
 - wrap_width: 0.000000
 - leading: 1.000000
 - italics: 0.000000
 - fixed_length: 0
 - size: 96.000000
 - markup:
- Mat Editor (Top Right):** Shows material properties for "BureauGrot-Medium(65).mat". Key settings include:
 - color:
 - alpha: 1.000000
 - use_environ:
 - prelit:
 - diffuse_tex: BureauGrot-Medium(65).tex

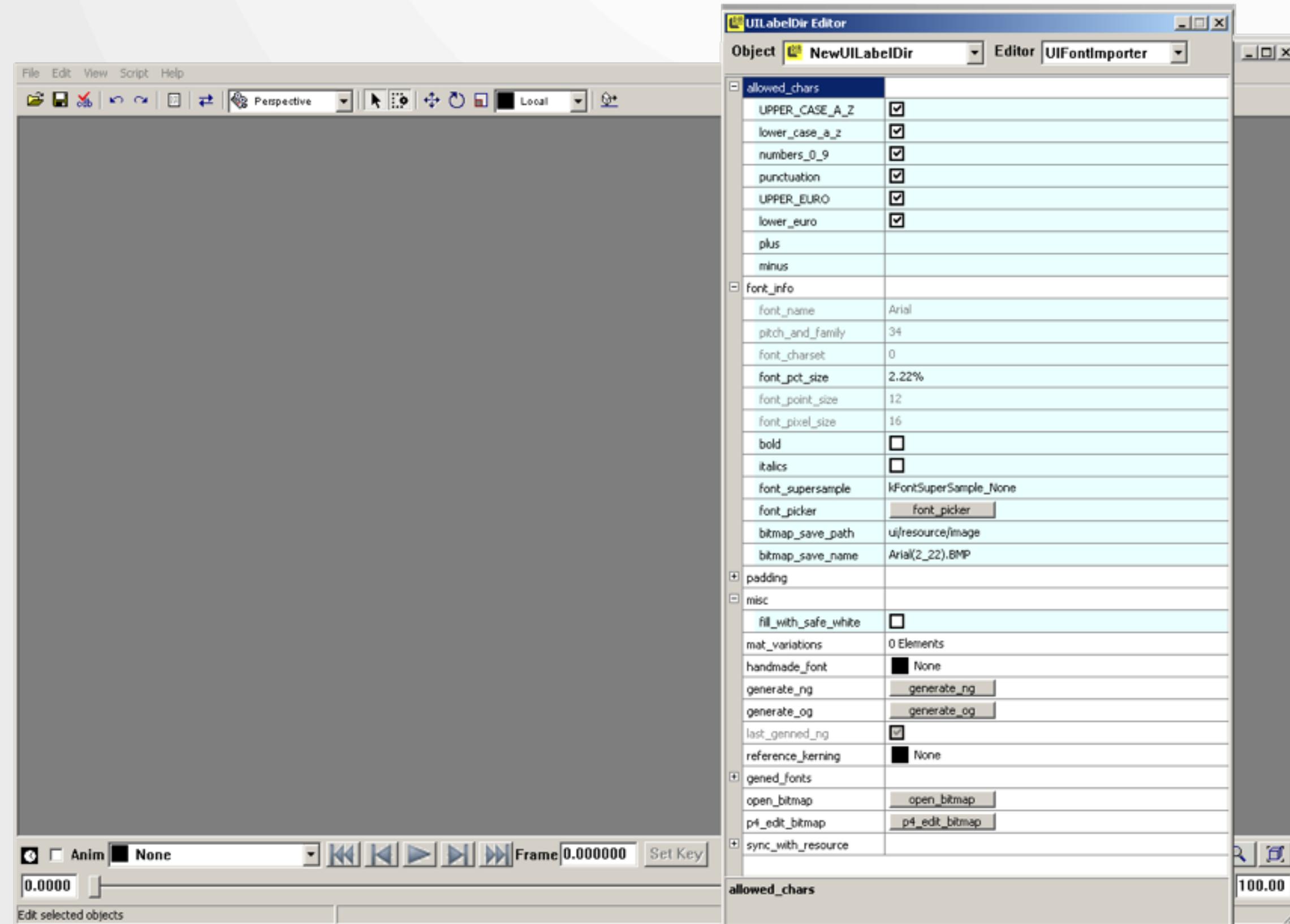
yz0123456789!"#\$%&'
()/*,-./;:<=>?@[\\]^_`{|}
}~°®®® içÄÄÄÄÄÄÆÇÈÉ
ÊËÌÌÌÌÐÑÒÓÓÓÓØÙÙÙ
ÜÝþÞàääääääæçèéééí
ííñòóóóóøùùüýþþ

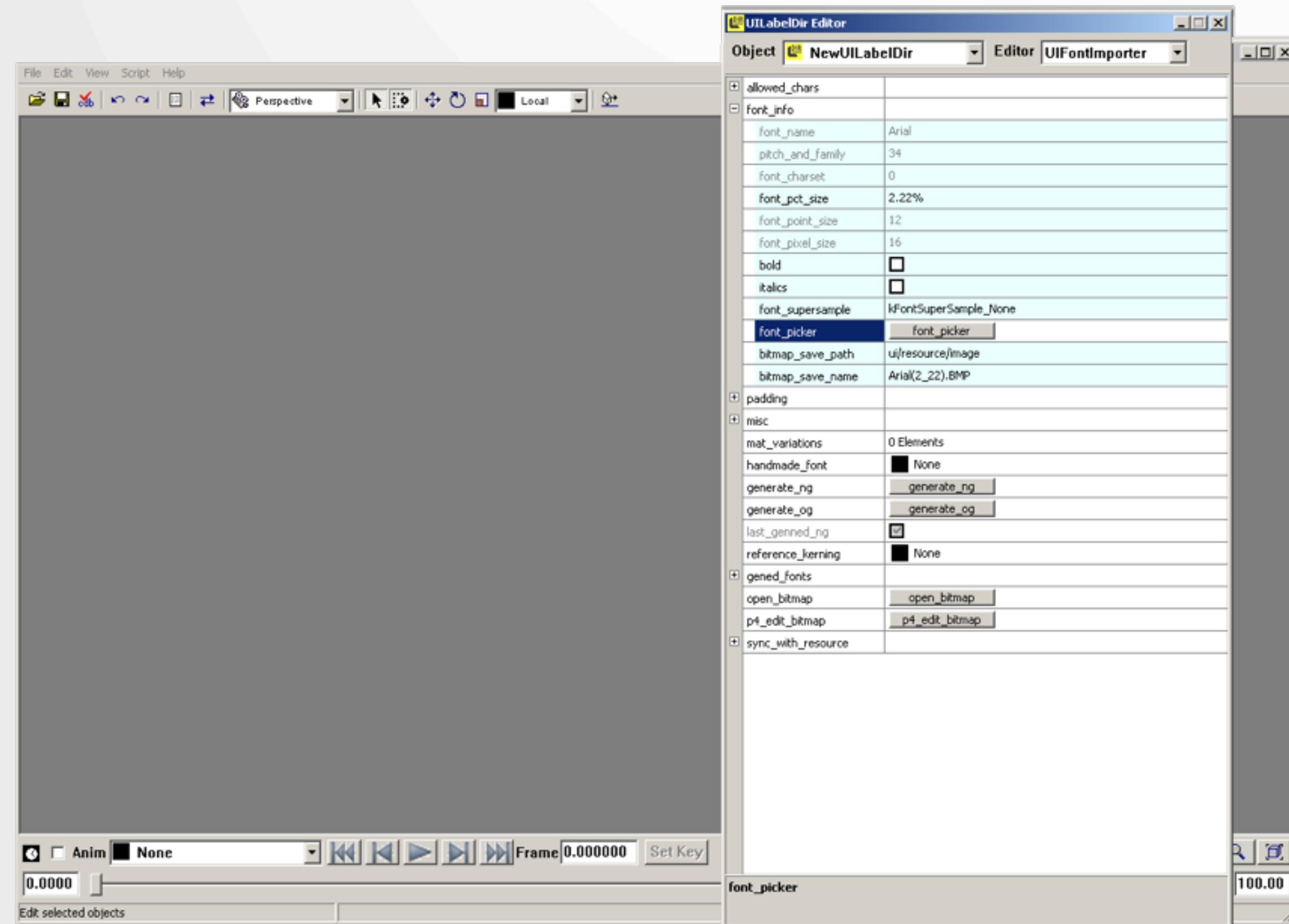
handmade

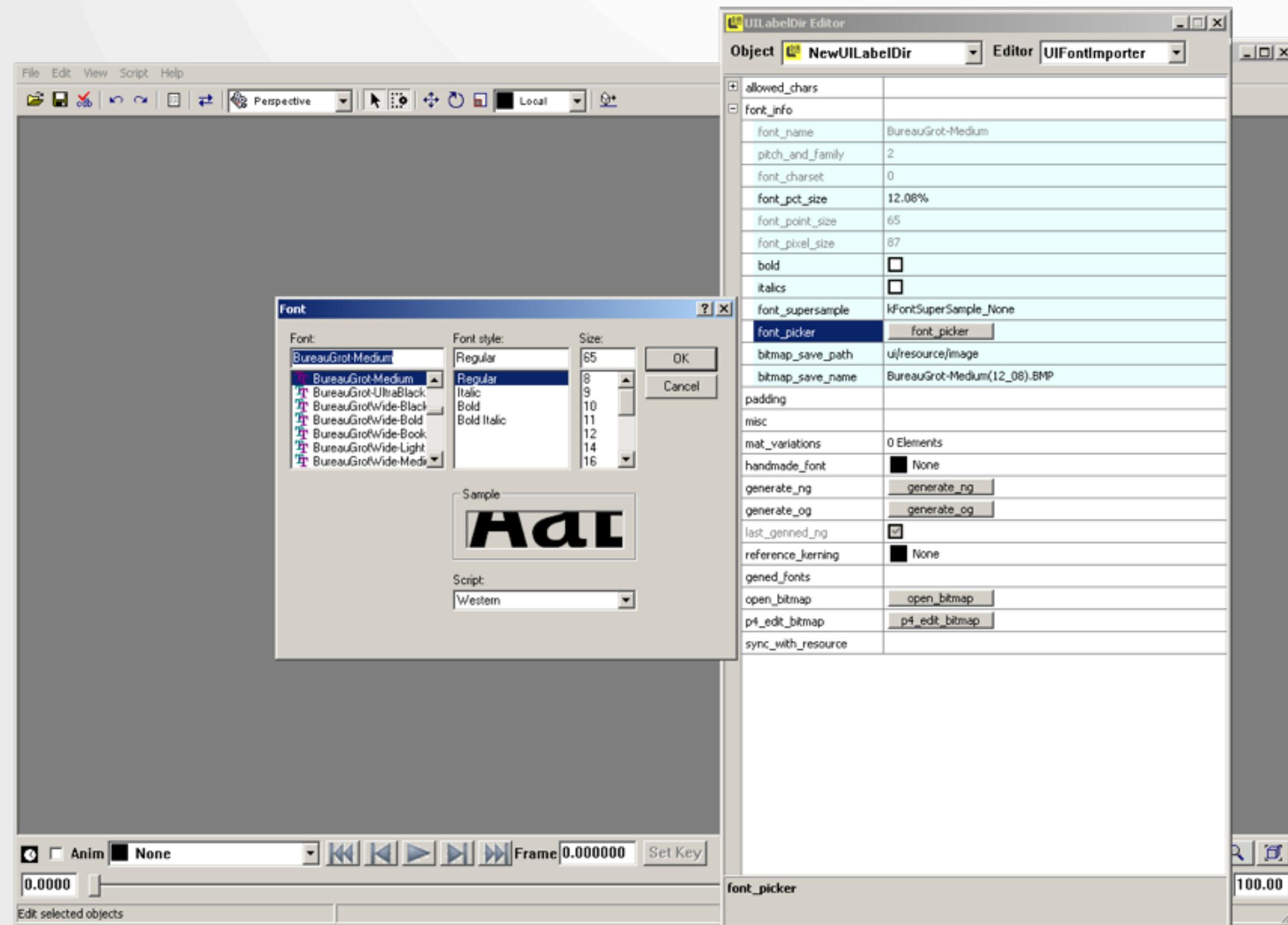




mike mandell







Assuming Dots Per Inch of 96 for all televisions

XBOX and PS3

$$\text{font size in pixels} = \frac{\text{font size in points}}{72 \text{ points per inch}} \times 96 \text{ dpi} = \frac{65 \text{ pts}}{72 \text{ ppi}} \times 96 \text{ dpi} = 86.67 \text{ pixels}$$

www.emdpi.com

Assuming Dots Per Inch of 96 for all televisions

XBOX and PS3

$$\text{font size in pixels} = \frac{\text{font size in points}}{72 \text{ points per inch}} \times 96 \text{ dpi} = \frac{65 \text{ pts}}{72 \text{ ppi}} \times 96 \text{ dpi} = 86.67 \text{ pixels}$$

$$\frac{\text{screen } 1080 \text{ pixels}}{\text{font } 86.67 \text{ pixels}} = 12.4\% \text{ of screen}$$

www.emdpi.com

Assuming Dots Per Inch of 96 for all televisions

XBOX and PS3

$$\text{font size in pixels} = \frac{\text{font size in points}}{72 \text{ points per inch}} \times 96 \text{ dpi} = \frac{65 \text{ pts}}{72 \text{ ppi}} \times 96 \text{ dpi} = 86.67 \text{ pixels}$$

$$\frac{\text{screen 1080 pixels}}{\text{font 86.67 pixels}} = 12.4\% \text{ of screen}$$

Wii

$$\text{font size in pixels} = \frac{\text{font size in points}}{72 \text{ points per inch}} \times 96 \text{ dpi} = \frac{30 \text{ pts}}{72 \text{ ppi}} \times 96 \text{ dpi} = 40 \text{ pixels}$$

www.emdpi.com

Assuming Dots Per Inch of 96 for all televisions

XBOX and PS3

$$\text{font size in pixels} = \frac{\text{font size in points}}{72 \text{ points per inch}} \times 96 \text{ dpi} = \frac{65 \text{ pts}}{72 \text{ ppi}} \times 96 \text{ dpi} = 86.67 \text{ pixels}$$

$$\frac{\text{screen 1080 pixels}}{\text{font 86.67 pixels}} = 12.4\% \text{ of screen}$$

Wii

$$\text{font size in pixels} = \frac{\text{font size in points}}{72 \text{ points per inch}} \times 96 \text{ dpi} = \frac{30 \text{ pts}}{72 \text{ ppi}} \times 96 \text{ dpi} = 40 \text{ pixels}$$

$$\frac{\text{screen 480 pixels}}{\text{font 40 pixels}} = 12\% \text{ of screen}$$

www.emdpi.com

File Edit View Script Help

Perspective Local

10 20 30 40 50

10
20
30
40
50
60
70
80
90

Harmonix assumes a dpi of 96 for all televisions

font size in points **65pts**

$$\text{font size in pixels} = \frac{\text{font size in points}}{72 \text{ points per inch}} \times 96 \text{ dpi} = \frac{65}{72} \times 96 \text{ dpi} = 86.67 \text{ pixels}$$

UILabelDir Editor

Object: NewUILabelDir Editor: UIFontImporter

+ allowed_chars	
+ font_info	
font_name	BureauGrot-Medium
pitch_and_family	2
font_charset	0
font_pct_size	12.08%
font_point_size	65
font_pixel_size	87
bold	<input type="checkbox"/>
italics	<input type="checkbox"/>
font_supersample	kFontSuperSample_None
font_picker	font_picker
bitmap_save_path	ui/resource/image
bitmap_save_name	BureauGrot-Medium(12_08).BMP
+ padding	
+ misc	
mat_variations	0 Elements
handmade_font	<input type="checkbox"/> None
generate_ng	generate_ng
generate_cg	generate_cg
last_genned_ng	<input type="checkbox"/>
reference_kerning	<input type="checkbox"/> None
+ gened_fonts	
open_bitmap	open_bitmap
p4_edit_bitmap	p4_edit_bitmap
+ sync_with_resource	

font_supersample
our own supersampling that draws the font texture at 2 or 4x and scales down like in photoshop.
Might improve anti-aliasing at small font sizes.

Anim: None Frame: 0.000000 Set Key

0.000000

100.00







The screenshot shows a software interface for managing UI fonts. On the left, a main window displays a large, bold, dark gray font sample of the word "BureauGrot-Medium". The font is overlaid on a grid with numerical scales from 10 to 60 on both the horizontal and vertical axes. Below the font sample is a "Text Editor" panel. The "Object" dropdown in this panel is set to "BureauGrot-Medium(12_08).txt". The "Editor" dropdown is set to "Text". The "Text" field contains the text "Text value". A detailed properties table lists various font and text settings:

text	BureauGrot-Medium
font	BureauGrot-Medium(12_08)2x.font
color	RGB (255, 255, 255)
alpha	1.000000
align	kMiddleCenter
caps_mode	kCapsModeNone
wrap_width	0.000000
leading	1.000000
italics	0.000000
fixed_length	0
size	92.000000
markup	

Below the properties table is a text input area labeled "text" containing "Text value". At the bottom of the Text Editor panel are controls for "Anim" (set to "None") and a frame slider with the value "0.000000" and a "Set Key" button.

To the right of the Text Editor is a "UILabelDir Editor" window. The "Object" dropdown here is set to "NewUILabelDir". The "Editor" dropdown is set to "UIFontImporter". The main area of the window is a table of font properties:

allowed_chars	
font_info	
font_name	BureauGrot-Medium
pitch_and_family	2
font_charset	0
font_pct_size	12.08%
font_point_size	65
font_pixel_size	87
bold	<input type="checkbox"/>
italics	<input type="checkbox"/>
font_supersample	kFontSuperSample_2x
font_picker	font_picker
bitmap_save_path	ui/resource/image
bitmap_save_name	BureauGrot-Medium(12_08)2x.BMP
padding	
misc	
mat_variations	0 Elements
handmade_font	<input checked="" type="checkbox"/> None
generate_ng	generate_ng
generate_og	generate_og
last_generated_ng	<input checked="" type="checkbox"/>
reference_kerning	BureauGrot-Medium(12_08)2x.font
gened_fonts	
open_bitmap	open_bitmap
p4_edit_bitmap	p4_edit_bitmap
sync_with_resource	

UILabelDir Editor

Object **NewUILabelDir** Editor **UIFontImporter**

allowed_chars	
font_info	
font_name	BureauGrot-Medium
pitch_and_family	2
font_charset	0
font_pct_size	12.08%
font_point_size	65
font_pixel_size	87
bold	<input type="checkbox"/>
italics	<input type="checkbox"/>
font_supersample	kFontSuperSample_4x
font_picker	font_picker
bitmap_save_path	ui/resource/image
bitmap_save_name	BureauGrot-Medium(12_08)4x.BMP
padding	
misc	
mat_variations	0 Elements
handmade_font	<input checked="" type="checkbox"/> None
generate_ng	generate_ng
generate_og	generate_og
last_generated_ng	<input checked="" type="checkbox"/>
reference_kerning	BureauGrot-Medium(12_08)4x.font
gened_fonts	
open_bitmap	open_bitmap
p4_edit_bitmap	p4_edit_bitmap
sync_with_resource	

Text Editor

Object **BureauGrot-Medium(12_08).txt** Editor **Text**

text	BureauGrot-Medium
font	BureauGrot-Medium(12_08)4x.font
color	<input type="color"/> RGB (255, 255, 255)
alpha	1.000000
align	kMiddleCenter
caps_mode	kCapsModeNone
wrap_width	0.000000
leading	1.000000
italics	0.000000
fixed_length	0
size	91.250000
markup	<input type="checkbox"/>

text
Text value

Anim **None**

Frame **0.000000** Set Key

0.0000

Edit selected objects BureauGrot-Medium(12_08).txt

Mat Editor

Object BureauGrot-Medium(12_08).mat Editor Mat

color	<input type="color"/> RGB (255, 255, 255)
alpha	1.000000
use_environ	<input checked="" type="checkbox"/>
prelit	<input type="checkbox"/>
diffuse_tex	<input checked="" type="checkbox"/> BureauGrot-Medium(12_08)2x.tex
intensify	<input type="checkbox"/>
tex_wrap	kTexWrapRepeat
tex_gen	kTexGenNone
+ tex_xfm	
blend	kBlendSrcAlpha
z_mode	k2ModeDisable
alpha_cut	<input checked="" type="checkbox"/>
alpha_threshold	0
alpha_write	<input type="checkbox"/>
next_pass	<input checked="" type="checkbox"/> None
+ ng	
+ shader_capabilities	
point_lights	<input checked="" type="checkbox"/>
proj_lights	<input type="checkbox"/>
fog	<input type="checkbox"/>
fade_out	<input type="checkbox"/>
color_adjust	<input type="checkbox"/>
per_pixel_lit	<input type="checkbox"/>
+ emissive_settings	
+ normal_map_settings	
+ specular_settings	
+ rim_light_settings	
+ environ_map_settings	
+ custom_shader_settings	
+ misc_settings	

UILabelDir Editor

Object NewUILabelDir Editor UIFontImporter

+ allowed_chars	
+ font_info	
font_name	BureauGrot-Medium
pitch_and_family	2
font_charset	0
font_pct_size	12.08%
font_point_size	65
font_pixel_size	87
bold	<input type="checkbox"/>
italics	<input type="checkbox"/>
font_supersample	kFontSuperSample_2x
font_picker	<input type="button"/> font_picker
bitmap_save_path	ui/resource/image
bitmap_save_name	BureauGrot-Medium(12_08).BMP
+ padding	
+ misc	
mat_variations	Select Value for Insertion
handmade_font	<input type="button"/> None
generate_ng	<input type="button"/> None
generate_og	<input checked="" type="checkbox"/> BureauGrot-Medium(12_08).og
last_generated_ng	<input checked="" type="checkbox"/> BureauGrot-Medium(12_08)2x_pl.mat
reference_kerning	<input type="button"/> BureauGrot-Medium(12_08)2x.font
+ gened_fonts	
open_bitmap	<input type="button"/> open_bitmap
p4_edit_bitmap	<input type="button"/> p4_edit_bitmap
+ sync_with_resource	

point_lights
Is the Mat lit with point lights?

Anim None
0.0000

Clone selected objects BureauGrot-Medium(12_08).txt

The screenshot shows a game development environment with two main windows:

- Font Preview Window:** A large window at the top displays the text "BureauGrot-Medium" in a large, bold, dark gray font. The background is a light gray gradient. A vertical ruler on the left indicates positions from 10 to 60, and a horizontal ruler at the top indicates positions from 10 to 60. A blue selection box surrounds the text.
- Object Lister:** A smaller window below the font preview lists objects. It has a "Class" dropdown set to "All Object", a "Name filter" input field, and a "Views" section with "Subdirs" checked and "List" selected. The list shows the following items:
 - NewUILabelDir
 - BureauGrot-Medium(12_08)2x.font
 - BureauGrot-Medium(12_08)2x_BureauGrot-Medium(12_08)2x_pl.font
 - BureauGrot-Medium(12_08)2x.mat
 - BureauGrot-Medium(12_08)2x_pl.mat
 - BureauGrot-Medium(12_08)2x.tex
 - BureauGrot-Medium(12_08)2x.txt
 - BureauGrot-Medium(12_08)2x_BureauGrot-Medium(12_08)2x_pl.txt
 - UIGuide.guide
 - UIGuide01.guide

At the bottom of the screen, there is a toolbar with icons for file operations and a status bar showing "0.0000".

UILabelDir Editor: A right-hand panel titled "UILabelDir Editor" showing the properties of the selected object "NewUILabelDir". The "Editor" dropdown is set to "UIFontImporter". The properties listed are:

Property	Value
allowed_chars	
font_info	
font_name	BureauGrot-Medium
pitch_and_family	2
font_charset	0
font_pct_size	12.08%
font_point_size	44
font_pixel_size	58
bold	<input type="checkbox"/>
italics	<input type="checkbox"/>
font_supersample	kFontSuperSample_2x
font_picker	font_picker
bitmap_save_path	ui/resource/image
bitmap_save_name	BureauGrot-Medium(12_08)2x.BMP
padding	
misc	
mat_variations	1 Element
mat_variations[0]	BureauGrot-Medium(12_08)2x_pl.mat
handmade_font	<input type="checkbox"/> None
generate_ng	generate_ng
generate_og	generate_og
last_genned_ng	<input type="checkbox"/>
reference_kerning	BureauGrot-Medium(12_08)2x.font
gened_fonts	
open_bitmap	open_bitmap
p4_edit_bitmap	p4_edit_bitmap
sync_with_resource	

LABELS

controller object of fonts



BandLabel Editor	
Object	Editor
Object	Editor
text_token	<None>
sync_reload_tokens	<input type="text" value="sync_reload_tokens"/>
get_magnu_tokens	<input type="text" value="get_magnu_tokens"/>
add_token	<input type="text" value="add_token"/>
icon	
edit_text	The quick brown fox jumped over the the lazy
text_size	12.00%
font_mat_variation	<None>
alignment	kMiddleCenter
caps_mode	kCapsModeNone
markup	<input type="checkbox"/>
leading	1.000000
kerning	0.000000
italics	0.000000
fit_type	kFitWrap
preserve_trunc_text	
width	0.000000
height	0.000000
alpha	1.000000
color_override	<input type="color"/> None
adjust_height	<input type="text" value="adjust_height"/>
fixed_length	0
reserve_lines	0
use_highlight_mesh	<input type="checkbox"/>
alt_font_resource_name	<None>
open_alt_font_resource	<input type="text" value="open_alt_font_resource"/>
alt_text_size	6.29%
alt_mat_variation	<None>
alt_text_color	<input type="color"/> None
alt_z_offset	0.000000
alt_style_enabled	<input type="checkbox"/>

text_size

Text size in percentage of screen height (i.e. 50% is half the screen height for the largest glyph)



BandLabel Editor

Object BandLabel.lbl Editor UILabel

text_token	<None>
sync_reload_tokens	sync_reload_tokens
get_magnu_tokens	get_magnu_tokens
add_token	add_token
icon	
edit_text	The quick brown fox <alt>jumped</alt> over
text_size	12.00%
font_mat_variation	<None>
alignment	kMiddleCenter
caps_mode	kCapsModeNone
markup	<input checked="" type="checkbox"/>
leading	1.000000
kerning	0.000000
italics	0.000000
fit_type	kFitWrap
preserve_trunc_text	
width	0.000000
height	0.000000
alpha	1.000000
color_override	<input type="color"/> None
adjust_height	adjust_height
fixed_length	0
reserve_lines	0
use_highlight_mesh	<input type="checkbox"/>
alt_font_resource_name	BureauGrotWide-medium_test1
open_alt_font_resource	open_alt_font_resource
alt_text_size	6.29%
alt_mat_variation	<None>
alt_text_color	<input type="color"/> None
alt_z_offset	0.000000
alt_style_enabled	<input checked="" type="checkbox"/>

alt_font_resource_name
path to alt font resource file for this component
BureauGrotWide-medium_test1: <no help text available>

uick brown fox jumped ove



The image shows a software interface for editing UI elements, specifically a BandLabel Editor. The main area displays a large, bold, white font text "quick brown fox jumped over". The word "jumped" is highlighted in orange, indicating it is the selected text. To the right of the text is a detailed configuration window titled "BandLabel Editor".

The configuration window lists numerous properties for the selected "BandLabel.lbl" object, categorized under "Editor" and "UILabel". The properties include:

- text_token: <None>
- sync_reload_tokens: sync_reload_tokens
- get_magnu_tokens: get_magnu_tokens
- add_token: add_token
- icon: (empty)
- edit_text: The quick brown fox <alt>jumped</alt> over
- text_size: 12.00%
- font_mat_variation: <None>
- alignment: kMiddleCenter
- caps_mode: kCapsModeNone
- markup:
- leading: 1.000000
- kerning: 0.000000
- italics: 0.000000
- fit_type: kFitWrap
- preserve_trunc_text: (empty)
- width: 0.000000
- height: 0.000000
- alpha: 1.000000
- color_override: None
- adjust_height:
- fixed_length: 0
- reserve_lines: 0
- use_highlight_mesh:
- alt_font_resource_name: BureauGrotWide-medium_test1
- open_alt_font_resource:
- alt_text_size: 6.29%
- alt_mat_variation: <None>
- alt_text_color: UIColor.color
- alt_z_offset: 0.000000
- alt_style_enabled:

A tooltip for the "alt_text_color" property is visible at the bottom, stating "Color to use when in alt style".



uick brown fox over the lazy dog
The quick brown fox <alt>jumped</alt> over the lazy dog

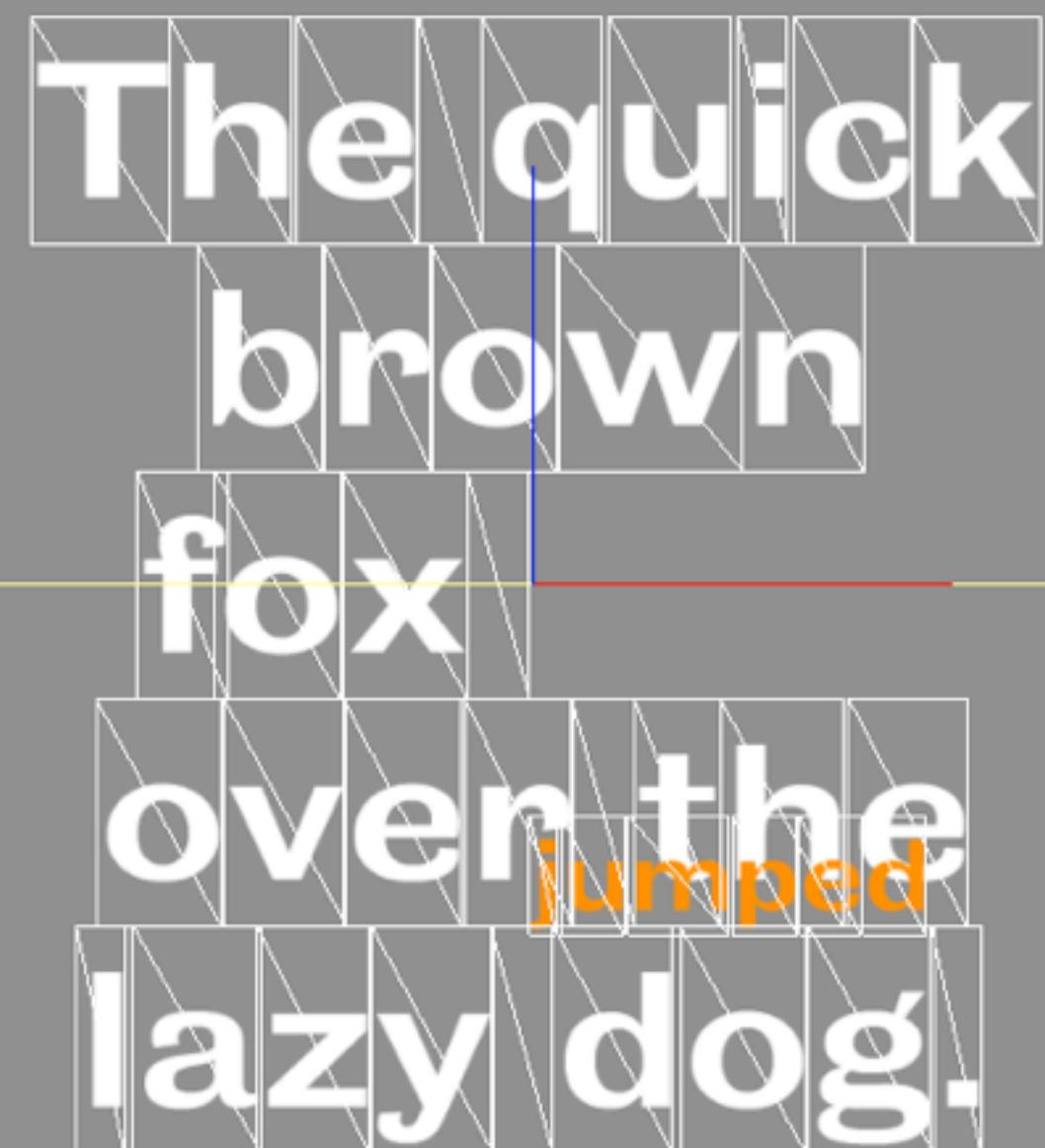
BandLabel Editor	
Object	BandLabel.lbl
Editor	UILabel
sync_reload_tokens	<input type="text"/> sync_reload_tokens
get_magnu_tokens	<input type="text"/> get_magnu_tokens
add_token	<input type="text"/> add_token
icon	
edit_text	The quick brown fox <alt>jumped</alt> over the lazy dog
text_size	12.00%
Font_mat_variation	<None>
alignment	kMiddleCenter
caps_mode	kCapsModeNone
markup	<input checked="" type="checkbox"/>
leading	1.000000
kerning	0.000000
italics	0.000000
fit_type	kFitWrap
preserve_trunc_text	
width	0.000000
height	0.000000
alpha	1.000000
color_override	<input type="color"/> None
adjust_height	<input type="text"/> adjust_height
fixed_length	0
reserve_lines	0
use_highlight_mesh	<input type="checkbox"/>
alt_font_resource_name	BureauGrotWide-medium_test1
open_alt_font_resource	<input type="text"/> open_alt_font_resource
alt_text_size	6.29%
alt_mat_variation	<None>
alt_text_color	<input type="color"/> UIColor.color
alt_z_offset	<input type="text"/> -87.181602
alt_style_enabled	<input checked="" type="checkbox"/>
validate	<input type="text"/> validate

alt_z_offset

Z-offset for alt text (to manually match up baselines)



BandLabel Editor	
Object	Editor
sync_reload_tokens	<input type="button" value="sync_reload_tokens"/>
get_magnu_tokens	<input type="button" value="get_magnu_tokens"/>
add_token	<input type="button" value="add_token"/>
icon	
edit_text	The quick brown fox <alt>jumped</alt> over the lazy dog.
text_size	12.00%
Font_mat_variation	<None>
alignment	kMiddleCenter
caps_mode	kCapsModeNone
markup	<input checked="" type="checkbox"/>
leading	1.000000
kerning	0.000000
italics	0.000000
fit_type	kFitWrap
preserve_trunc_text	
width	<input type="text" value="280.000000"/>
height	0.000000
alpha	1.000000
color_override	<input type="color" value="None"/>
adjust_height	<input type="button" value="adjust_height"/>
fixed_length	0
reserve_lines	0
use_highlight_mesh	<input type="checkbox"/>
alt_font_resource_name	BureauGrotWide-medium_test1
open_alt_font_resource	<input type="button" value="open_alt_font_resource"/>
alt_text_size	6.29%
alt_mat_variation	<None>
alt_text_color	<input type="color" value="UIColor.color"/>
alt_z_offset	-87.181602
alt_style_enabled	<input checked="" type="checkbox"/>
validate	<input type="button" value="validate"/>



File Edit View Insert Tools Window Help

[ui.cam] Local

BandLabel Editor

Object BandLabel.lbl Editor UILabel

sync_reload_tokens	sync_reload_tokens
get_magnu_tokens	get_magnu_tokens
add_token	add_token
icon	
edit_text	The quick brown fox <alt>jumped</alt> over the lazy dog.
text_size	12.00%
Font_mat_variation	<None>
alignment	kMiddleCenter
caps_mode	kCapsModeNone
markup	<input checked="" type="checkbox"/>
leading	1.000000
kerning	0.000000
italics	0.000000
fit_type	kFitWrap
preserve_trunc_text	
width	280.000000
height	230.000000
alpha	1.000000
color_override	<input type="checkbox"/> None
adjust_height	<input type="checkbox"/> adjust_height
fixed_length	0
reserve_lines	0
use_highlight_mesh	<input type="checkbox"/>
alt_font_resource_name	BureauGrotWide-medium_test1
open_alt_font_resource	<input type="checkbox"/> open_alt_font_resource
alt_text_size	6.29%
alt_mat_variation	<None>
alt_text_color	<input type="checkbox"/> UIColor.color
alt_z_offset	-87.181602
alt_style_enabled	<input checked="" type="checkbox"/>
validate	<input type="checkbox"/> validate

height
Height of label

The quick brown fox over the jumped lazy dog.

Properties:

- sync_reload_tokens
- get_magnu_tokens
- add_token
- icon
- edit_text: The quick brown fox <alt>jumped</alt> over the lazy dog.
- text_size: 12.00%
- Font_mat_variation: <None>
- alignment: kMiddleCenter
- caps_mode: kCapsModeNone
- markup:
- leading: 1.000000
- kerning: 0.000000
- italics: 0.000000
- fit_type: kFitWrap
- preserve_trunc_text
- width: 280.000000
- height: 230.000000
- alpha: 1.000000
- color_override: None
- adjust_height: adjust_height
- fixed_length: 0
- reserve_lines: 0
- use_highlight_mesh:
- alt_font_resource_name: BureauGrotWide-medium_test1
- open_alt_font_resource: open_alt_font_resource
- alt_text_size: 6.29%
- alt_mat_variation: <None>
- alt_text_color: UIColor.color
- alt_z_offset: -87.181602
- alt_style_enabled:
- validate: validate

File Edit View Insert Tools Window Help

[ui.cam] Local

BandLabel Editor

Object BandLabel.lbl Editor UILabel

sync_reload_tokens	sync_reload_tokens
get_magnu_tokens	get_magnu_tokens
add_token	add_token
icon	
edit_text	The quick brown fox <alt>jumped</alt> over the lazy dog.
text_size	12.00%
Font_mat_variation	<None>
alignment	kMiddleCenter
caps_mode	kCapsModeNone
markup	<input checked="" type="checkbox"/>
leading	1.000000
kerning	0.000000
italics	0.000000
fit_type	kFitJust
preserve_trunc_text	
width	280.000000
height	230.000000
alpha	1.000000
color_override	<input type="color"/> None
adjust_height	adjust_height
fixed_length	0
reserve_lines	0
use_highlight_mesh	<input type="checkbox"/>
alt_font_resource_name	BureauGrotWide-medium_test1
open_alt_font_resource	open_alt_font_resource
alt_text_size	6.29%
alt_mat_variation	<None>
alt_text_color	<input type="color"/> UIColor.color
alt_z_offset	0.000000
alt_style_enabled	<input checked="" type="checkbox"/>
validate	validate

fit_type
How to fit text in the width/height specified
kFitJust: <no help text available>



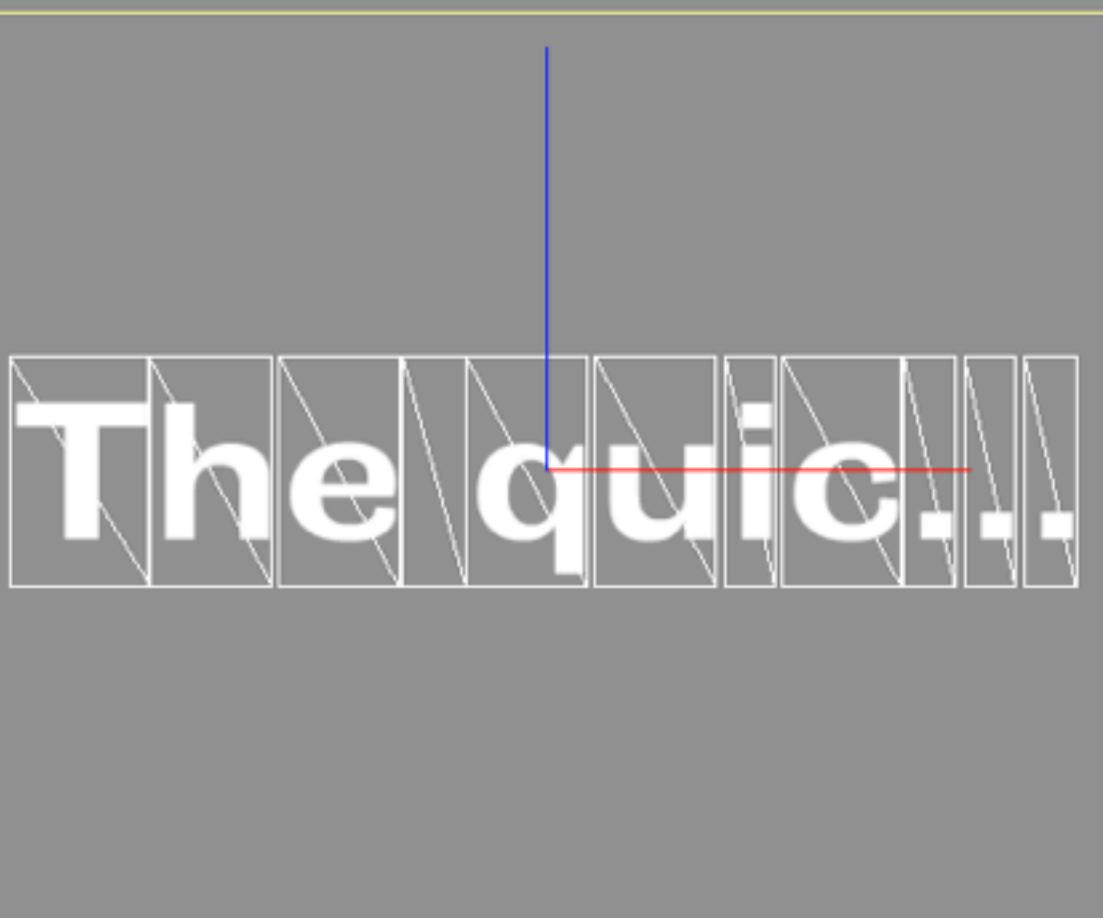
BandLabel Editor

Object **BandLabel.lbl** Editor **UILabel**

sync_reload_tokens	<input type="text" value="sync_reload_tokens"/>
get_magnu_tokens	<input type="text" value="get_magnu_tokens"/>
add_token	<input type="text" value="add_token"/>
icon	
edit_text	The quick brown fox <alt>jumped</alt> over the lazy dog.
text_size	12.00%
Font_mat_variation	<None>
alignment	kMiddleCenter
caps_mode	kCapsModeNone
markup	<input checked="" type="checkbox"/>
leading	1.000000
kerning	0.000000
italics	0.000000
fit_type	<input type="text" value="kFitEllipsis"/> <input type="button" value="▼"/>
preserve_trunc_text	
width	280.000000
height	230.000000
alpha	1.000000
color_override	<input type="color" value="None"/>
adjust_height	<input type="text" value="adjust_height"/>
fixed_length	0
reserve_lines	0
use_highlight_mesh	<input type="checkbox"/>
alt_font_resource_name	BureauGrotWide-medium_test1
open_alt_font_resource	<input type="text" value="open_alt_font_resource"/>
alt_text_size	6.29%
alt_mat_variation	<None>
alt_text_color	<input type="color" value="UIColor.color"/>
alt_z_offset	0.000000
alt_style_enabled	<input checked="" type="checkbox"/>
validate	<input type="text" value="validate"/>

fit_type

How to fit text in the width/height specified
kFitEllipsis: <no help text available>





BandLabel Editor

Object BandLabel.lbl Editor UILabel

sync_reload_tokens	<input type="text" value="sync_reload_tokens"/>
get_magnu_tokens	<input type="text" value="get_magnu_tokens"/>
add_token	<input type="text" value="add_token"/>
icon	
edit_text	The quick brown fox <alt>jumped</alt> over the lazy dog.
text_size	<input type="text" value="4.00%"/> 4.00%
Font_mat_variation	<None>
alignment	kMiddleCenter
caps_mode	kCapsModeNone
markup	<input checked="" type="checkbox"/>
leading	1.000000
kerning	0.000000
italics	0.000000
fit_type	kFitWrap
preserve_trunc_text	
width	280.000000
height	230.000000
alpha	1.000000
color_override	<input type="color" value="None"/> None
adjust_height	<input type="text" value="adjust_height"/>
fixed_length	0
reserve_lines	0
use_highlight_mesh	<input type="checkbox"/>
alt_font_resource_name	BureauGrotWide-medium_test1
open_alt_font_resource	<input type="text" value="open_alt_font_resource"/>
alt_text_size	6.29%
alt_mat_variation	<None>
alt_text_color	<input type="color" value="UIColor.color"/> UIColor.color
alt_z_offset	0.000000
alt_style_enabled	<input checked="" type="checkbox"/>
validate	<input type="text" value="validate"/>

text_size
Text size in percentage of screen height (i.e. 50% is half the screen height for the largest glyph)

PRODUCTION STARTS

art / wireframes / panels

ART



Nick Bright

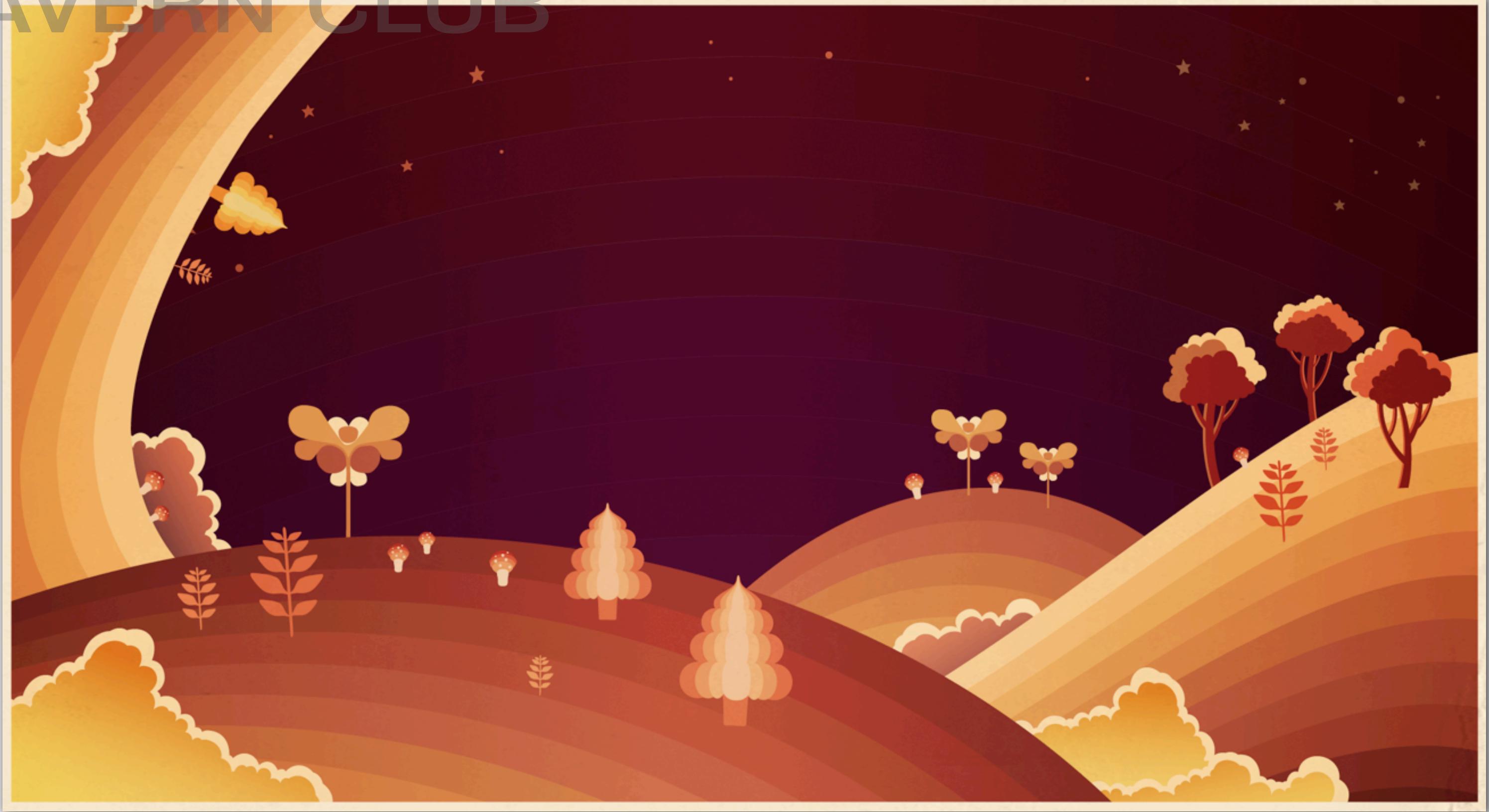
CAVERN CLUB



CAVERN CLUB



CAVERN CLUB





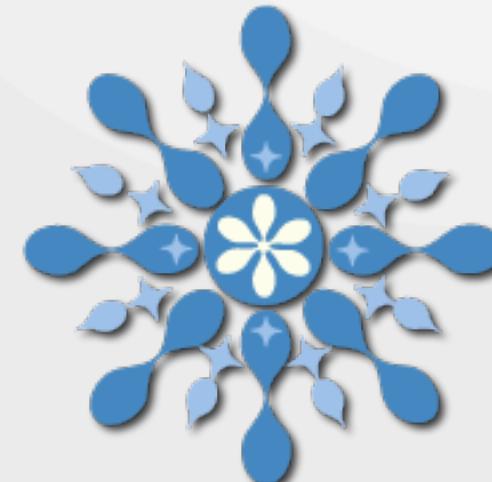
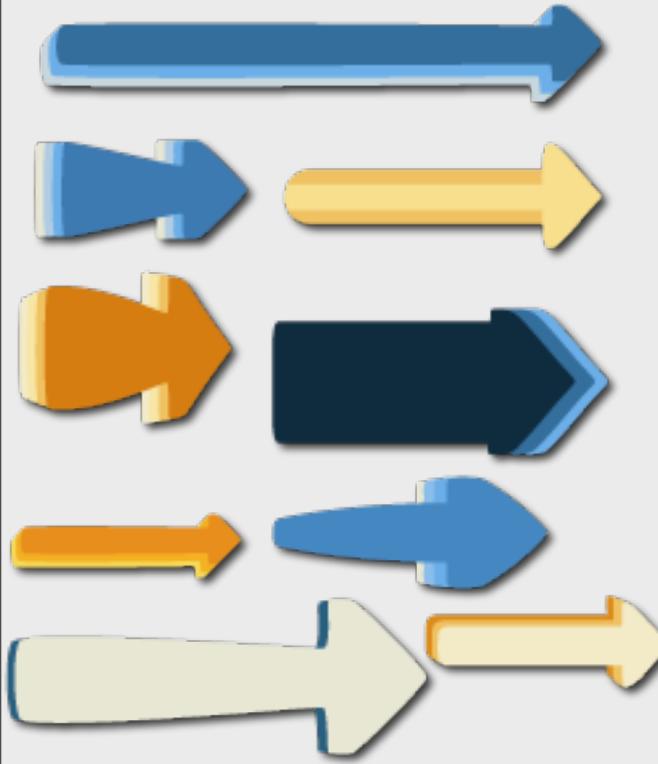
You don't have to worry about missing notes when playing
on Easy. No-Fail protection is always on for Easy players!

LOADING

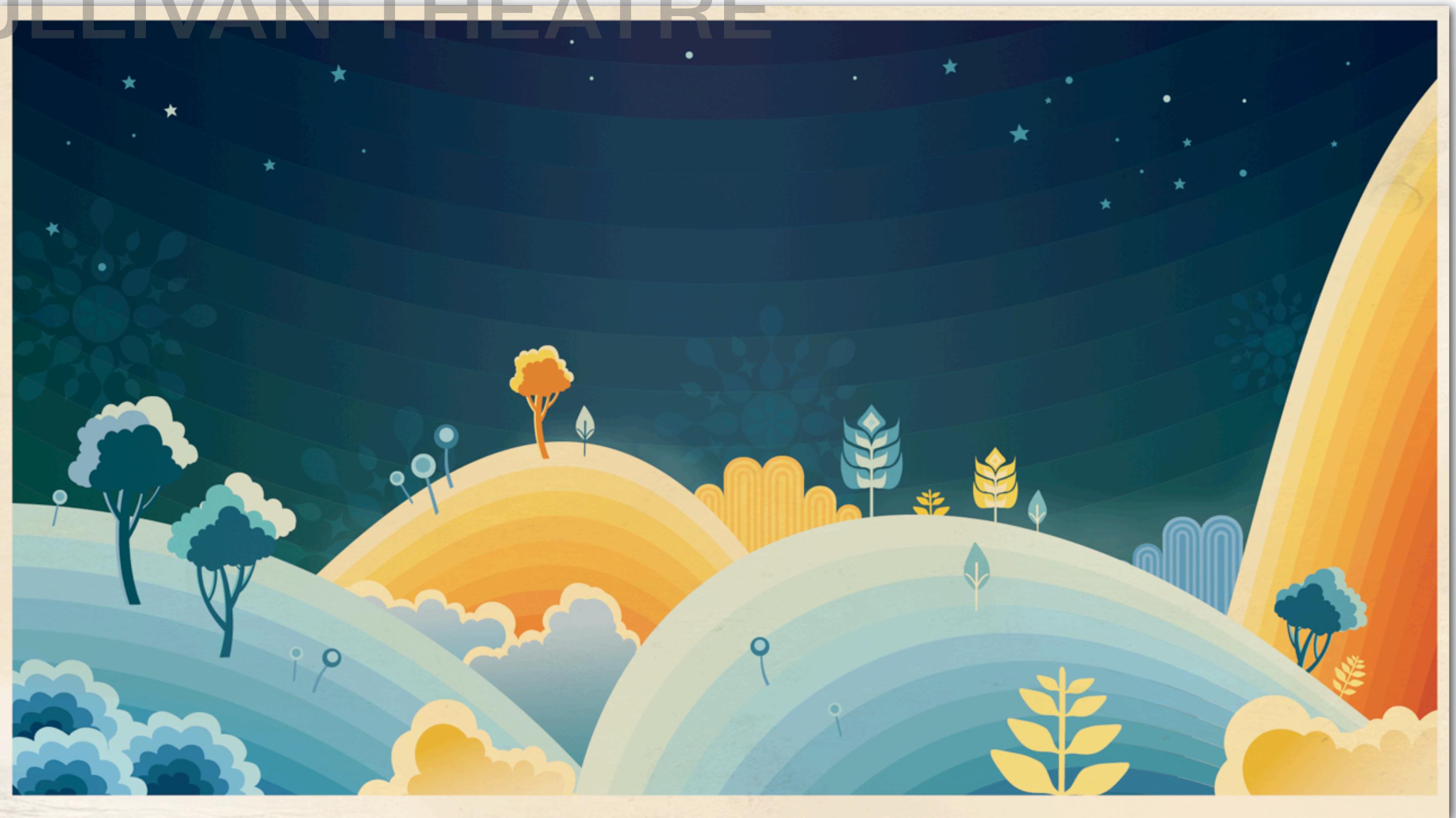
SULLIVAN THEATRE



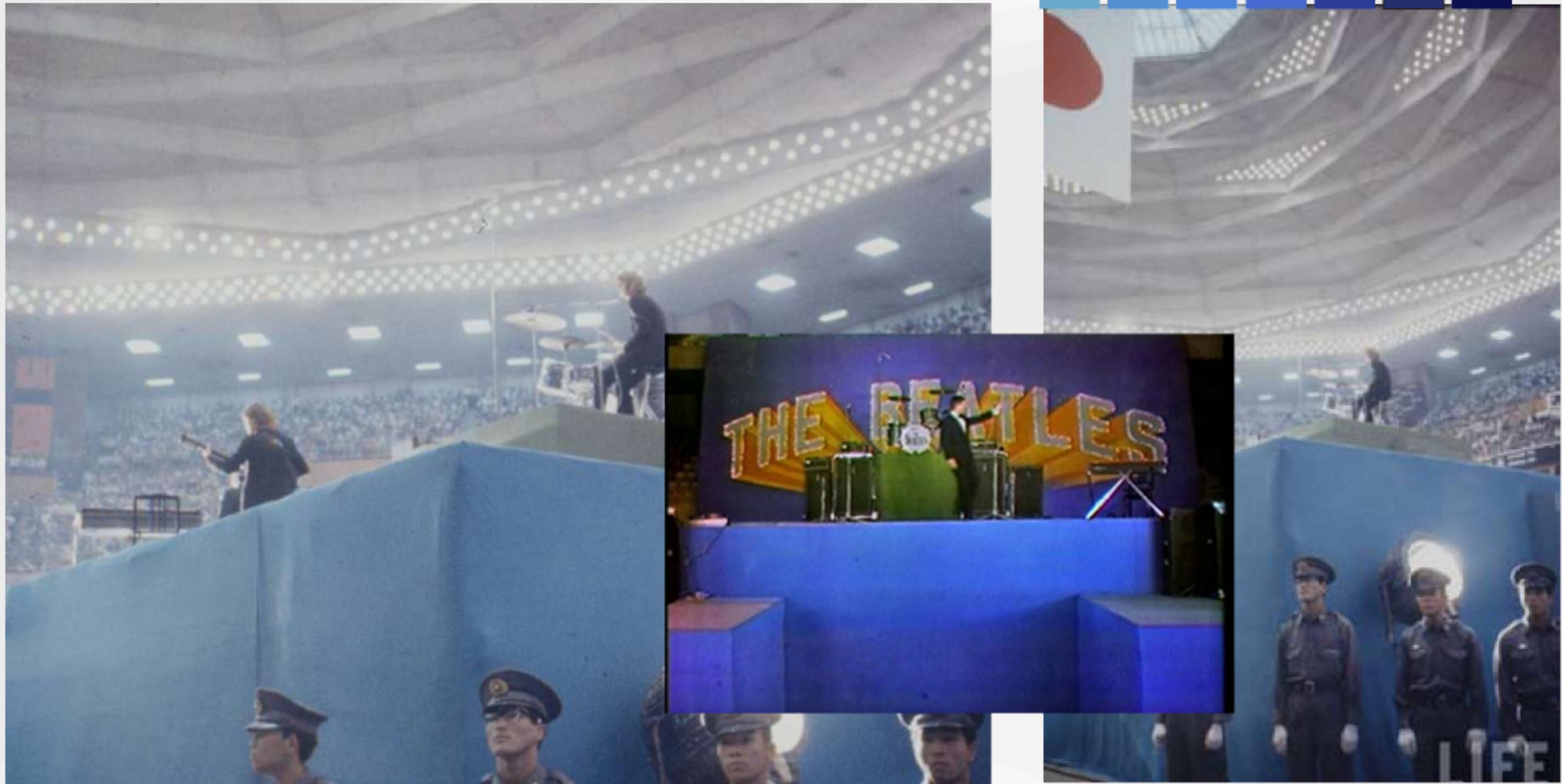
SULLIVAN THEATRE



SULLIVAN THEATRE



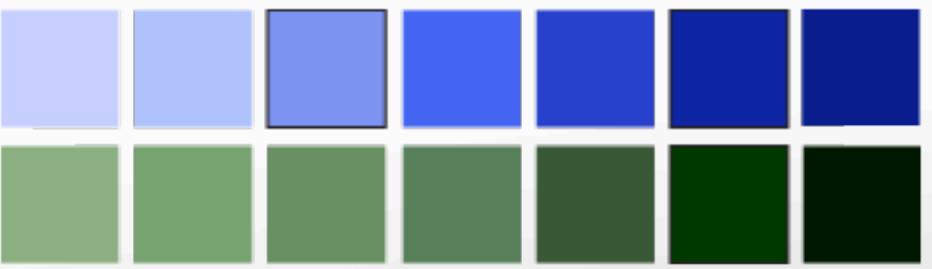
BUDAKON



BUDAKON



SHEA



SHEA



SHEA



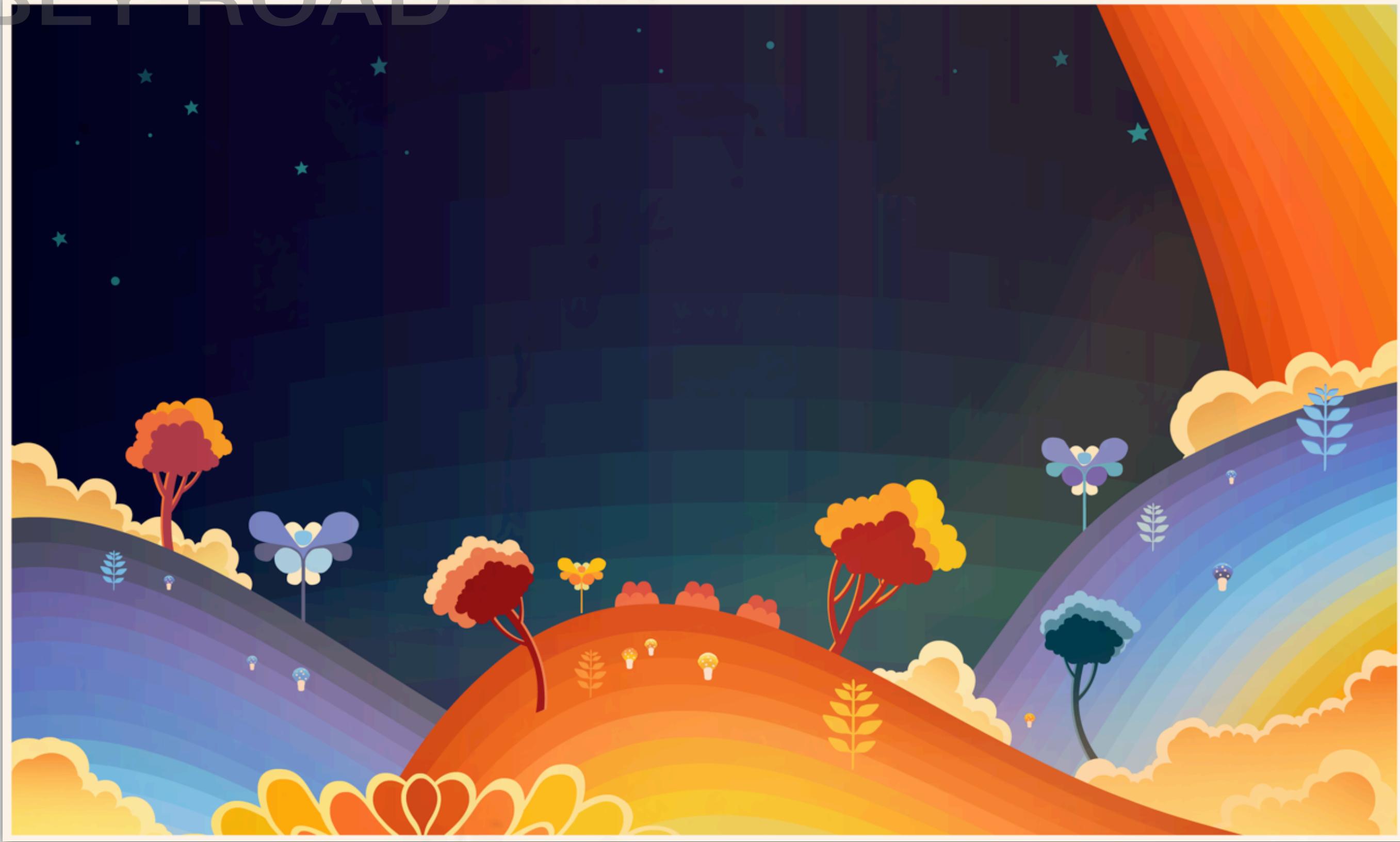
ABBEY ROAD



ABBEY ROAD



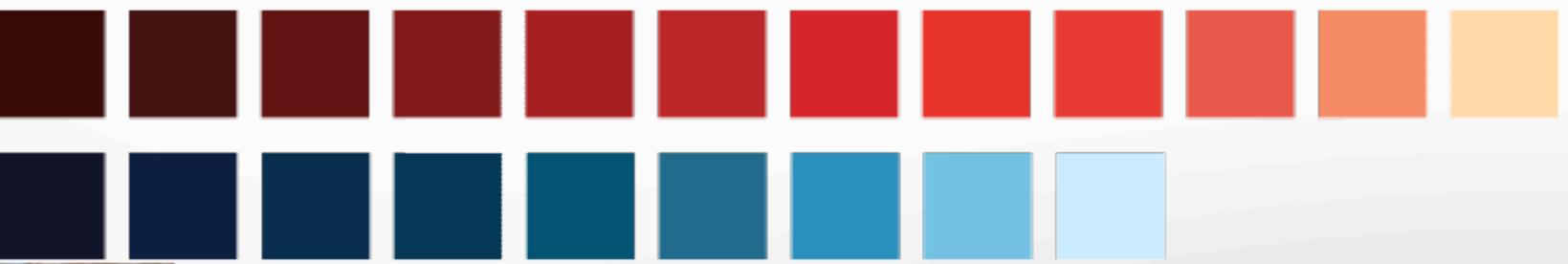
ABBEY ROAD



ABBEY ROAD



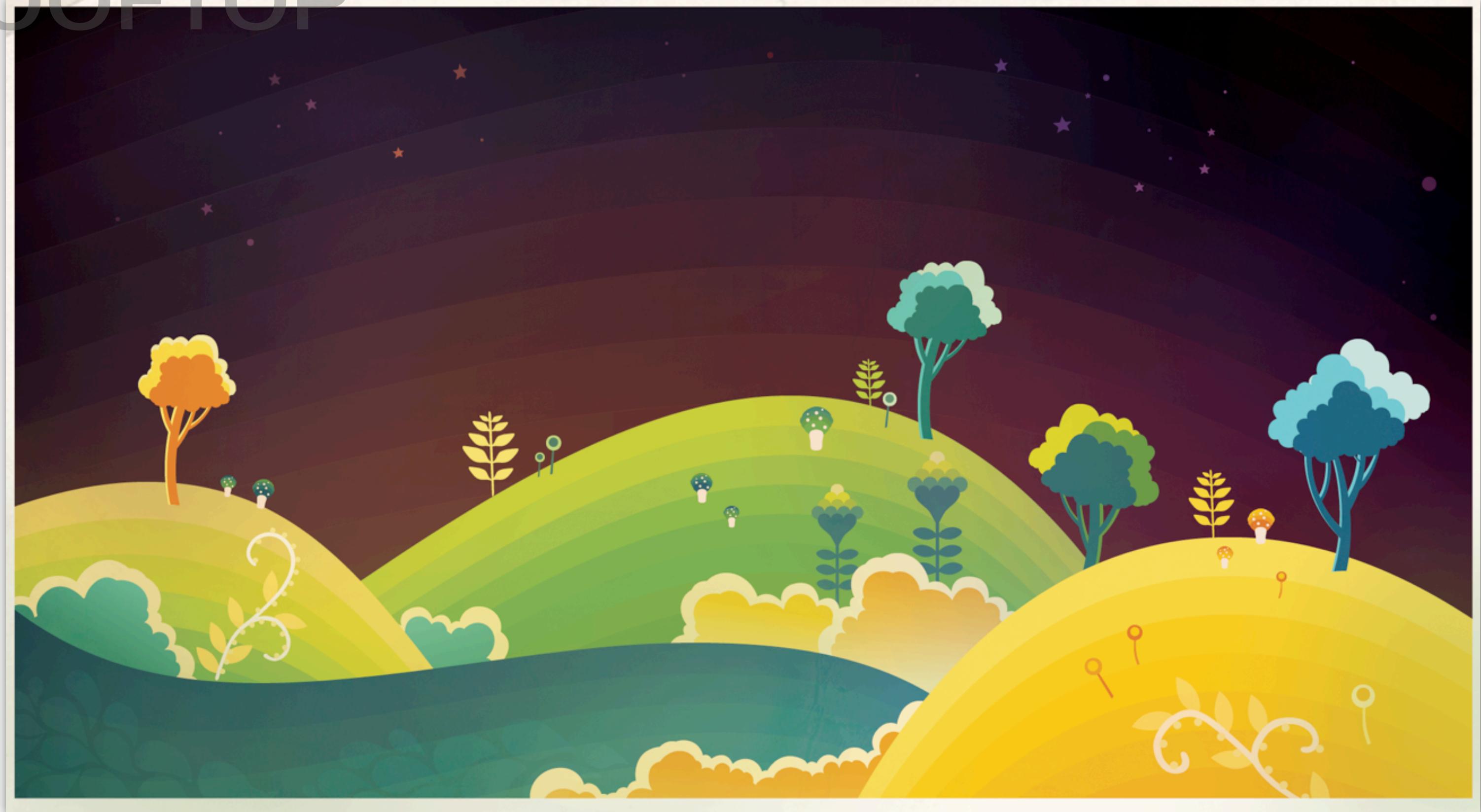
ROOFTOP

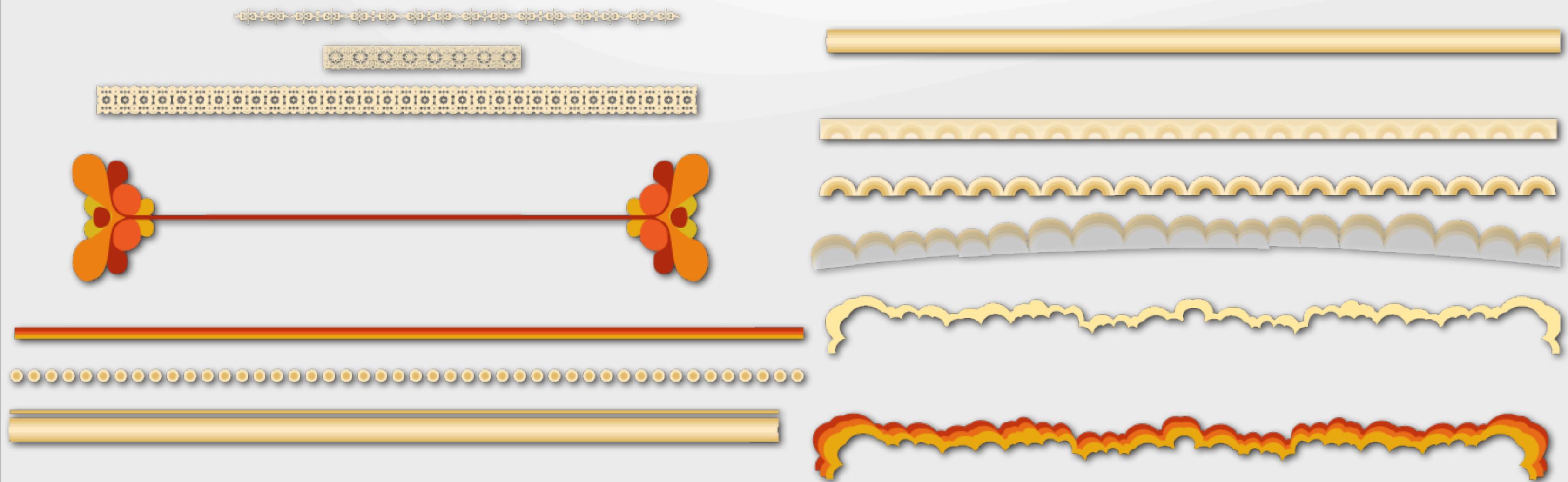


ROOFTOP

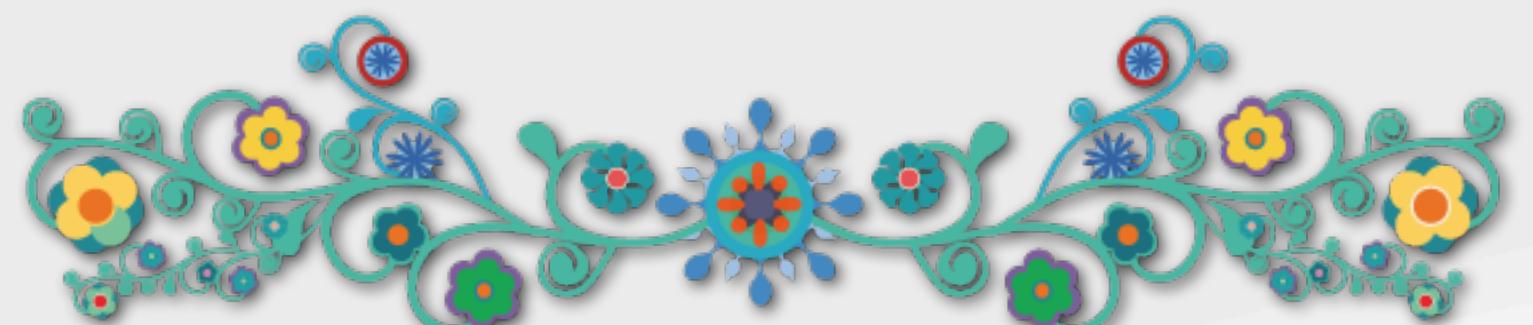
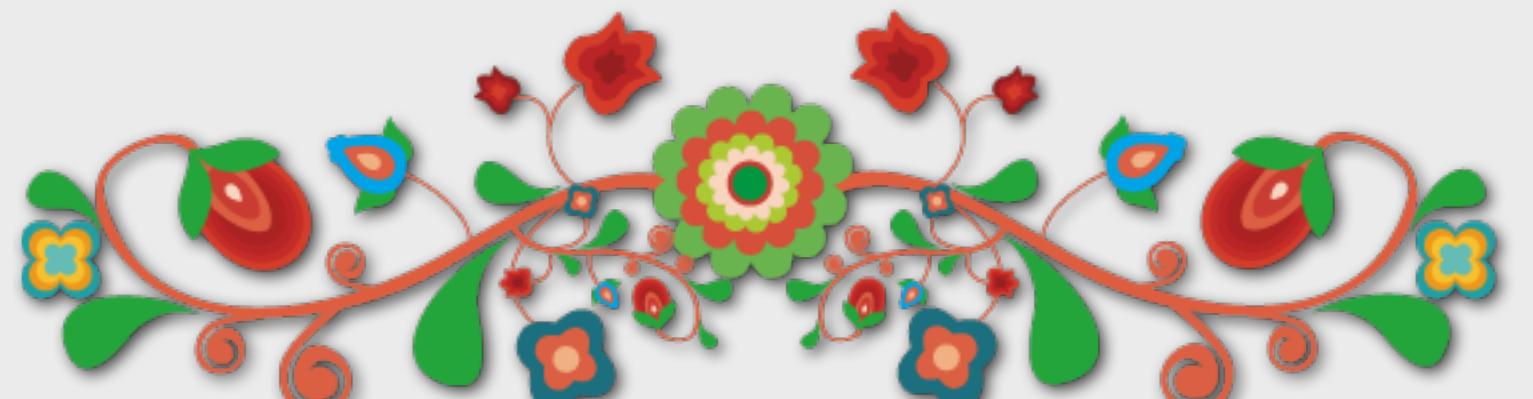
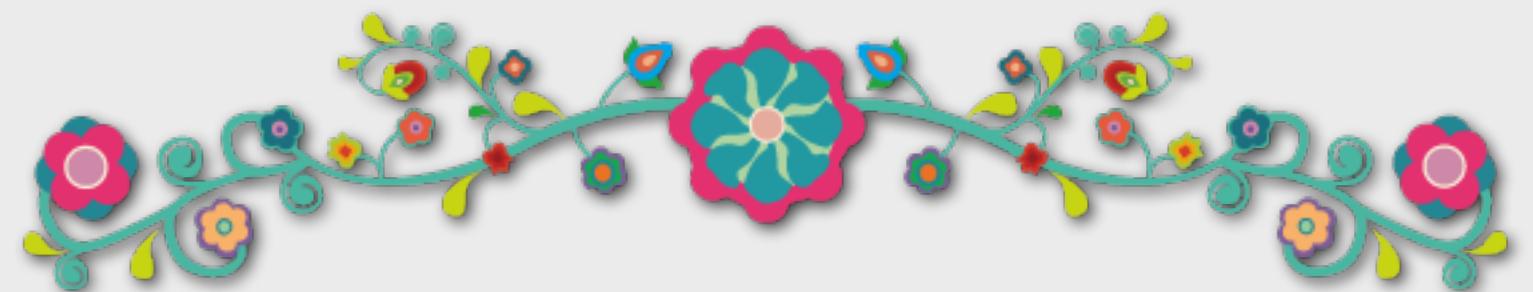
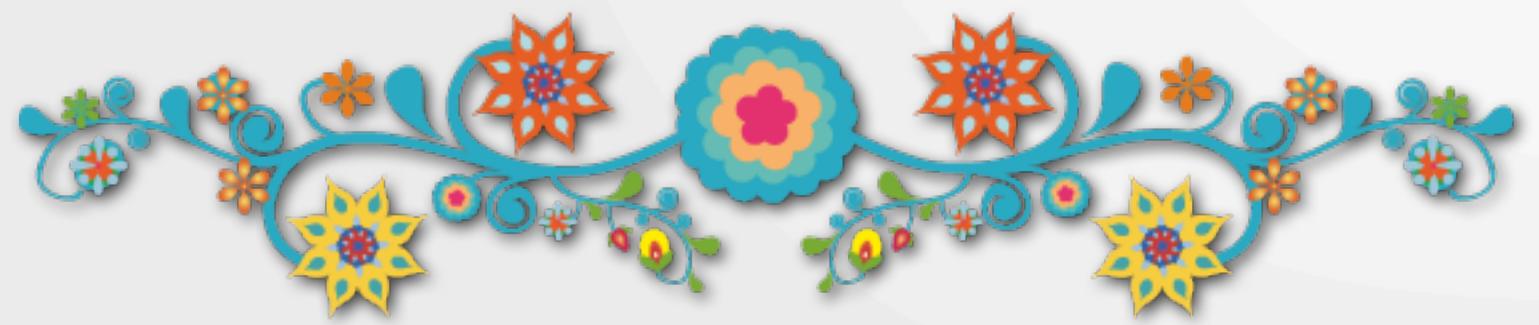


ROOFTOP





borders



panels



Liverpool ★ 1963



U.S.★1964





REVOLVE

WIREFRAMES

deciphering design docs and the beginning of the marriage
between art and design



Soe Lin Post

Instrument and Difficulty Select Changes

Contents

1. Instrument and Difficulty Select Changes
 1. Overview
 2. Dynamic Instrument Text
 3. Missing Parts
 4. Split Vocal Lines
 5. Microphone-to-Pitch Arrow Clarity
 1. Headset Microphones
 6. Lefty Flip/Lyrical Style Adjustments
 7. Song Part Difficulty Display
 1. Guitar/Bass Functionality
 2. Setlist Behavior
 3. Mid-Setlist Functionality

Overview

We're going to incorporate fading in-and-out arrow specific animations to show which microphones are active for vocal harmonies, dynamic text labels are being added to better show the player what instruments their controllers will be playing, adding a "Song Difficulty Display" and functionality allowing players to change their lefty-flip settings on this screen.

Unless otherwise noted, all functionality is the same as in Rock Band 2.

Dynamic Instrument Text

The Guitar Controller slots, when in the Part Select mode, need to possess dynamic text slots.

These slots need to change between the following states:

- * Guitar
- * Bass
- * Guitar as... [Instrument]
- * Bass as... [Instrument]

The [Instrument] field will be filled with whatever instrument players will be using for a particular song in cases where it's not simply a guitar or a bass. Examples include Star and Piano, but we'll have a comprehensive list once the songlist for ProjectNine is solidified and audio decides which parts to focus their authoring on.

Which instrument is the focus of the song will have to be tagged by the audio team.

The Guitar as [Instrument] tag always exists in the top slot of the instrument selection slot, and Bass as [Instrument] tag always exists as the bottom option.

Missing Parts

Some songs, such as Blackbird, are missing parts.

We're retaining the same functionality from Rock Band 2; If in a multiplayer session, the players choose a single song with missing parts, those parts need to be grayed out and any buttons or screen elements associated with it inactive and also grayed out.

If in a multiplayer session, the players create or choose a setlist with songs containing missing parts, the screen should function normally, regardless of which song is missing parts. Further setlist functionality for missing parts is laid out in the Mid-Setlist Functionality section of this spec and the ProjectNine/MissingParts spec.

Split Vocal Lines

We have split the vocal options for the player into two separate, selectable parts.

These parts are the composite "Lead" vocal line which is the harmony and lead lines combined into a single line, and the full, "Group" three part lead and Harmony lines.

On the difficulty select screen, players will have option of choosing either:

- * "Lead" which is the composite line, or..
- * "Group" which is all the separate Harmony lines.

Microphone-to-Pitch Arrow Clarity

We're supporting up to three microphones for Vocal Harmonies in Project Nine. This can be a bit confusing with so many microphones kicking around, and we want players to be able to detect which microphone is mapped to which pitch arrow before they actually are in-song.

Since Vocal Harmonies are only present when a Vocalist is in the session, we're going to map this functionality to three icons beneath the Vocalist's difficulty list.

These 3 icons represent the three vocal harmony pitch arrows. When players enter the screen the arrows are at

half opacity. Each microphone that's plugged in is assigned an arrow under the hood.

When a player makes noise into a microphone on this screen while a vocalist is present, the arrow assigned to that Microphone will fade into full opacity, showing which pitch arrow they'll be controlling.

Headset Microphones

Unlike Rock Band 2, we are not supporting the Xbox Headset as an in-game microphone.

The vocal lag and static are too intense for 3 microphones, so the functionality was removed.

Lefty Flip/Lyrical Style Adjustments

We're allowing people to switch either their Lefty/Righty alignment or their Scrolling/Static lyric styles on the Instrument/Difficulty select screen.

This requires a Dynamic text field beneath the instrument icon in each player's instrument slot.

For drummers/bassists and guitarists, this text should read "RIGHTY" by default. For vocalists, it should read "SCROLLING" by default.

Players can then change this by pressing the "Back" (360) or "Select" (PS3) buttons. This will swap the text to read "LEFTY" for the first three instruments, and "STATIC LYRICS" for vocalists.

When a player does this, the text animates and a sound effect plays to draw the player's attention to what they've just changed.

This option will remain until the session is destroyed (by backing out past the matchmaking screen) or the player changes it back again.

Song Part Difficulty Display

To better let players choose the appropriate individual difficulty for a given song, we're adding the per-part difficulty information to players "Choose Difficulty" slots.

Here is one of Soe Lin's mock-ups:

<http://filedepot/wikidocs/project9/images/soelinmockup.jpg>

Guitar/Bass Functionality

The "Choose Difficulty" slot for the guitar controllers have two separate parts in the song for the player to choose from, each with their individual difficulty ratings.

Here is one of Soe Lin's mock-ups:

<http://filedepot/wikidocs/project9/images/soelinmockup.jpg>

Guitar/Bass Functionality

The "Choose Difficulty" slot for the guitar controllers have two separate parts in the song for the player to choose from, each with their individual difficulty ratings.

As the player flips back and forth between the two options, the "Difficulty Ratings" (the yellow bars) need to change dynamically to reflect either the bass or guitar parts, whichever is highlighted.

This should accurately depict to the player which level of difficulty they're attempting.

Setlist Behavior

When playing a setlist, players can end up playing songs that vary in difficulty from beginner to expert.

Since players have to choose difficulty for an entire set at the beginning, this screen element should display the highest per-instrument difficulty of any song in the set.

This difficulty rating is independent of the set and represents the highest instrument specific difficulty level of any song in the set. This means that the rating for each part could theoretically come from four different songs.

Mid-Setlist Functionality

This functionality is related to the Instrument/Difficulty select screen, but is present on the game's in-setlist Loading Screen.

Unlike in Rock Band 2, the instrument the player is playing can change between songs in a setlist. This means that selecting "Guitar as Keyboard" on the first song is going to accurately reflect what's being played for that first song, but for all others there may not even be a keyboard.

For clarity's sake, a scaled down version of the instrument select screen is going to be displayed during setlist loading screens.

If the game detects that an instrument's part has changed between songs, a window will slide up from the "Loading" panel.

This window should display:

- * The Instrument Icon
- * Player information (Gamertag/Player Number)
- * The new part name
 - o Guitar, Bass, etc..
- * Part difficulty information for the upcoming song.

Similar functionality is needed for parts that go missing in the middle of a setlist. If players begin a set with a full band, a drummer, bassist, or guitarist might go missing if the next song has no part for them.

The same panel should pop-up, but the player's instrument icon should be darkened.

The vocal lag and static are too intense for 3 microphones, so the functionality was removed.

Lefty Flip/Lyrical Style Adjustments

We're allowing people to switch either their Lefty/Righty alignment or their Scrolling/Static lyric styles on the Instrument/Difficulty select screen.

This requires a Dynamic text field beneath the instrument icon in each player's instrument slot.

For drummers/bassists and guitarists, this text should read "RIGHTY" by default. For vocalists, it should read "SCROLLING" by default.

Players can then change this by pressing the "Back" (360) or "Select" (PS3) buttons. This will swap the text to read "LEFTY" for the first three instruments, and "STATIC LYRICS" for vocalists.

When a player does this, the text animates and a sound effect plays to draw the player's attention to what they've just changed.

This option will remain until the session is destroyed (by backing out past the matchmaking screen) or the player changes it back again.

Song Part Difficulty Display

To better let players choose the appropriate individual difficulty for a given song, we're adding the per-part difficulty information to players "Choose Difficulty" slots.

Here is one of Soe Lin's mock-ups:

<http://filedepot/wikidocs/project9/images/soelinmockup.jpg>

Guitar/Bass Functionality

The "Choose Difficulty" slot for the guitar controllers have two separate parts in the song for the player to choose from, each with their individual difficulty ratings.

As the player flips back and forth between the two options, the "Difficulty Ratings" (the yellow bars) need to change dynamically to reflect either the bass or guitar parts, whichever is highlighted.

This should accurately depict to the player which level of difficulty they're attempting.

Setlist Behavior

When playing a setlist, players can end up playing songs that vary in difficulty from beginner to expert.

Since players have to choose difficulty for an entire set at the beginning, this screen element should display the highest per-instrument difficulty of any song in the set.

This difficulty rating is independent of the set and represents the highest instrument specific difficulty level of any song in the set. This means that the rating for each part could theoretically come from four different songs.

Mid-Setlist Functionality

This functionality is related to the Instrument/Difficulty select screen, but is present on the game's in-setlist Loading Screen.

Unlike in Rock Band 2, the instrument the player is playing can change between songs in a setlist. This means that selecting "Guitar as Keyboard" on the first song is going to accurately reflect what's being played for that first song, but for all others there may not even be a keyboard.

For clarity's sake, a scaled down version of the instrument select screen is going to be displayed during setlist loading screens.

If the game detects that an instrument's part has changed between songs, a window will slide up from the "Loading" panel.

This window should display:

- * The Instrument Icon
- * Player information (Gamertag/Player Number)
- * The new part name
 - o Guitar, Bass, etc..
- * Part difficulty information for the upcoming song.

Similar functionality is needed for parts that go missing in the middle of a setlist. If players begin a set with a full band, a drummer, bassist, or guitarist might go missing if the next song has no part for them.

The same panel should pop-up, but the player's instrument icon should be darkened.

Instrument and Difficulty Select Changes

Contents

1. Instrument and Difficulty Select Changes

1. O
2. D
3. M
4. Sp
5. M
1
6. L
7. Sc
1
2
8. M

Overview

We're going to support up to three microphones for Vocal Harmonies in Project Nine. This can be a bit confusing with so many microphones kicking around, and we want players to be able to detect which microphone is mapped to which pitch arrow before they actually are in-song.

The [Instrument] cases who list once the

Which ins

The Guita [Instrum

Missing P

Some son

We're seta single son with it ina

If in a mul should fun parts is la

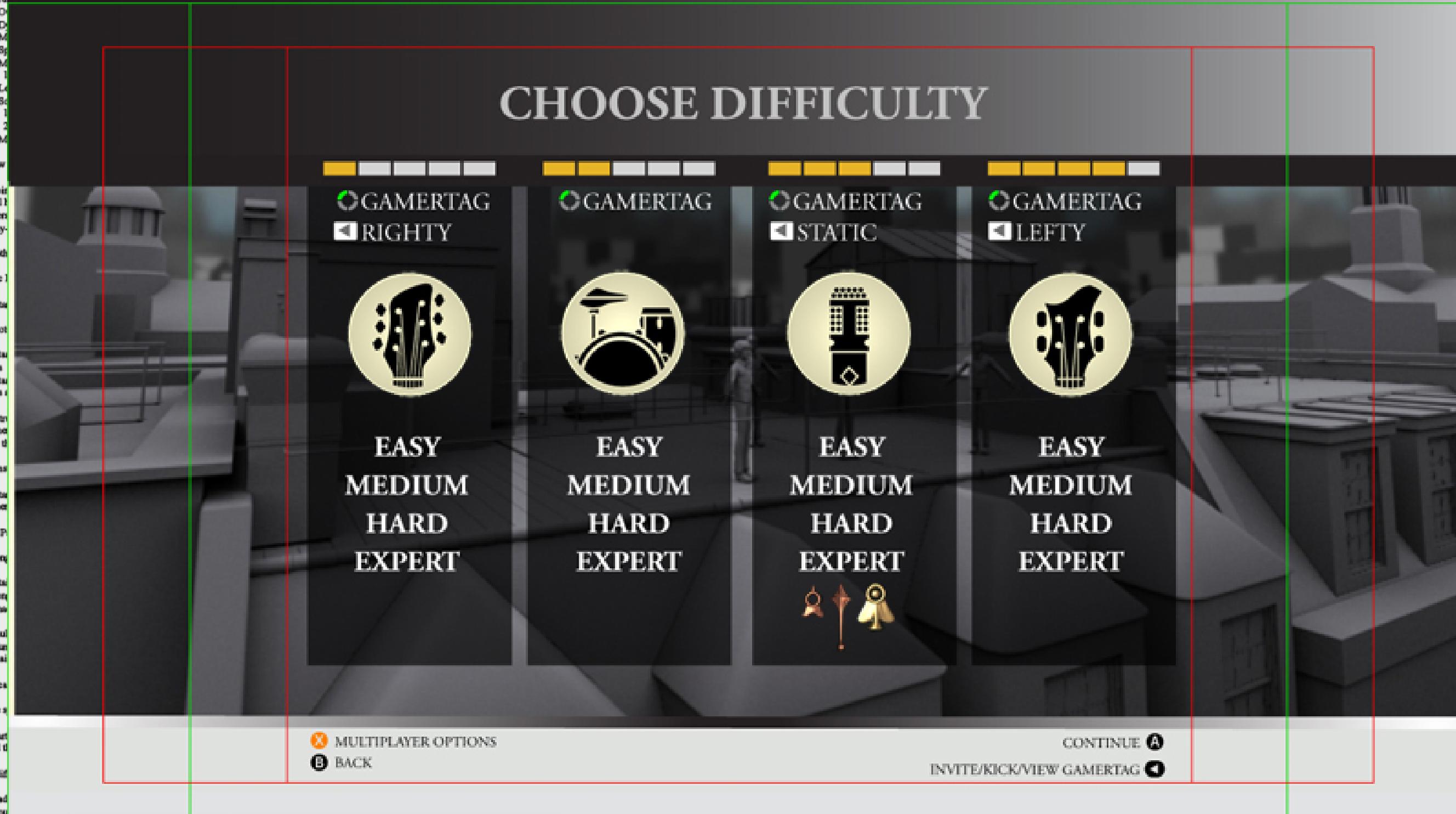
Split Voca

We have s

These part line, and t

On the da

* "Lead
* "Grou



Microphone-to-Pitch Arrow Clarity

We're supporting up to three microphones for Vocal Harmonies in Project Nine. This can be a bit confusing with so many microphones kicking around, and we want players to be able to detect which microphone is mapped to which pitch arrow before they actually are in-song.

Since Vocal Harmonies are only present when a Vocalist is in the session, we're going to map this functionality to three icons beneath the Vocalist's difficulty list.

These 3 icons represent the three vocal harmony pitch arrows. When players enter the screen the arrows are at half opacity. Each microphone that's plugged in is assigned an arrow under the hood.

If the game detects that an instrument's part has changed between songs, a window will slide up from the "Loading" panel.

This window should display:

- * The Instrument Icon
- * Player information (Gamertag/Player Number)
- * The new part name
 - o Guitar, Bass, etc...
- * Part difficulty information for the upcoming song.

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Similar functionality is needed for parts that go missing in the middle of a setlist. If players begin a set with a full band, a drummer, bassist, or guitarist might go missing if the next song has no part for them.

The same panel should pop-up, but the player's instrument icon should be darkened.

Join State Screen

JOIN STATE



GAMERTAG
PLAYER 1

JOIN STATE

CONNECT
CONTROLLER

JOIN STATE



GAMERTAG
CAREER SCORE

JOIN STATE



JOIN

X MULTIPLAYER OPTIONS
B BACK

CONTINUE A

Ready State

JOIN STATE



GAMERTAG
PLAYER 1

JOIN STATE

CONNECT
CONTROLLER

JOIN STATE



GAMERTAG
CAREER SCORE

JOIN STATE



JOIN



PRESS START TO CONTINUE

X MULTIPLAYER OPTIONS
B BACK

CONTINUE A

Multiplayer Options

JOIN STATE

JOIN STATE

JOIN STATE

JOIN STATE

INVITE PLAYER
KICK PLAYER
VIEW GAMERCARD

KICK PLAYER

PLAYER 1
PLAYER 2
PLAYER 3

VIEW GAMERCARD

PLAYER 1
PLAYER 2
PLAYER 3

 MULTIPLAYER OPTIONS
 BACK

CONTINUE 

Venue Select

VENUE NAME 01

VENUE NAME 02

VENUE IMAGE

{SELECTED VENUE NAME}

VENUE NAME 04

VENUE NAME 05

 MULTIPLAYER OPTIONS

 BACK

CONTINUE 



Revolver

August 5, 1966

DIFFICULTY

BAND

Guitar

Drums

Vocals

Bass

LEADERBOARDS

1.	15_char_WWWWWWWW	9,999,999
999.	Gamertag2 (ahead of you)	678,888
1000.	Gamertag3 (where u stand)	500,000
1001.	Gamertag4 (behind you)	499,999

SORTING BY: album

Revolver (album title)

14 songs

I TAXMAN	HIGH SCORE
I ELEANOR RIGBY	HIGH SCORE
I I'M ONLY SLEEPING	HIGH SCORE
I LOVING YOU TO	HIGH SCORE
I HERE, THERE AND EVERYWHERE	HIGH SCORE
I YELLOW SUBMARINE	HIGH SCORE
I SHE SAID, SHE SAID	HIGH SCORE
I GOOD DAY SUNSHINE	HIGH SCORE

Let it Be (album title)

12 songs

I YOU NEVER GIVE ME YOUR MONEY	HIGH SCORE
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Rob “Windhammer” Weychert

PANELS

one or more make a screen

THE BEATLES

ROCKBAND

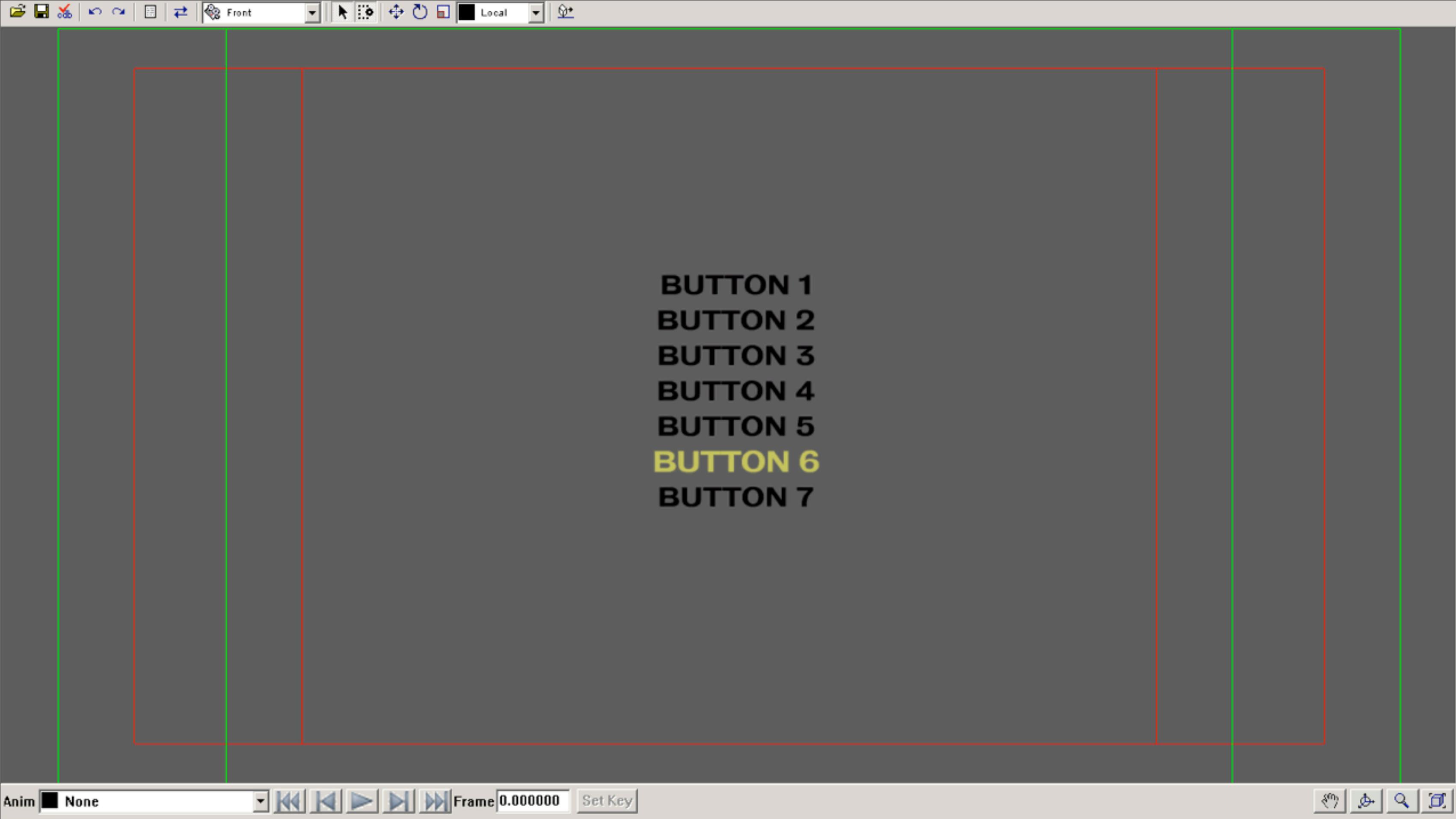


QUICKPLAY
STORY
TRAINING
OPTIONS
EXTRAS
MUSIC STORE

BACK

SELECT

BUTTON 1
BUTTON 2
BUTTON 3
BUTTON 4
BUTTON 5
BUTTON 6
BUTTON 7



PRESS START TO CONTINUE



**CONNECT
CONTROLLER**

**CONNECT
CONTROLLER**

**CONNECT
CONTROLLER**

 **Player1**

NO-FAIL MODE: OFF

 **BACK**



BACK: TURN NO-FAIL MODE ON

CHOOSE IPERSON STATION TO SPARE INSTRUMENT

GUITAR
Te**BASS**st



GUITAR
Te**BASS**st



GUITAR
Te**BASS**st



GUITAR
Te**BASS**st



CONNECT
READY2BAILE

hmxusername03

h1**000000**03

hmxusername03

hmxusername03

hmxusername03

hmxusername03

hmxusername03

CONNECT
READY2BAILE

hmxusername03

h1**000000**03

hmxusername03

hmxusername03

hmxusername03

hmxusername03

hmxusername03

CONNECT
READY2BAILE

hmxusername03

h1**000000**03

hmxusername03

hmxusername03

hmxusername03

hmxusername03

hmxusername03

CONNECT
READY2BAILE

hmxusername03

h1**000000**03

hmxusername03

hmxusername03

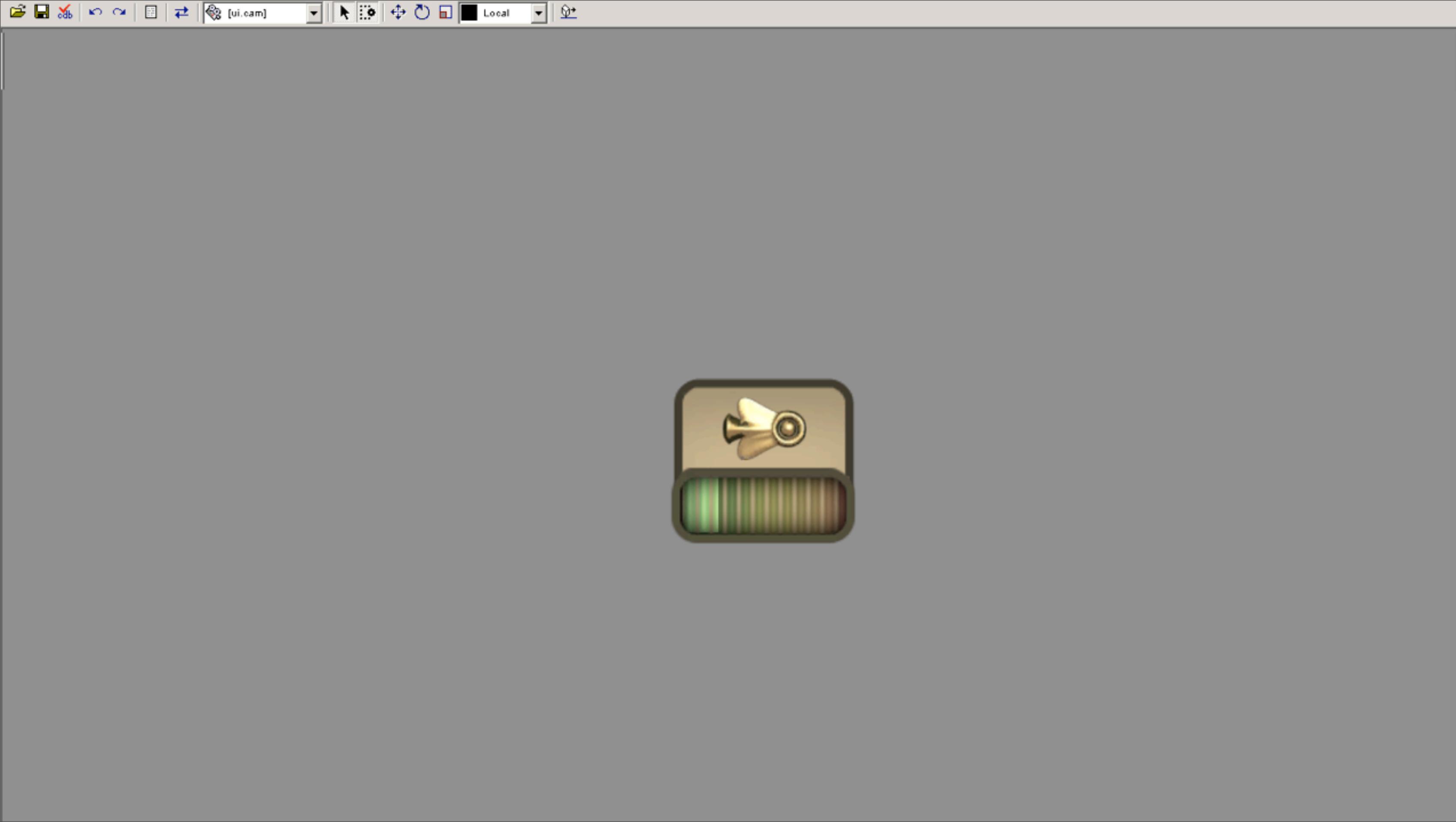
hmxusername03

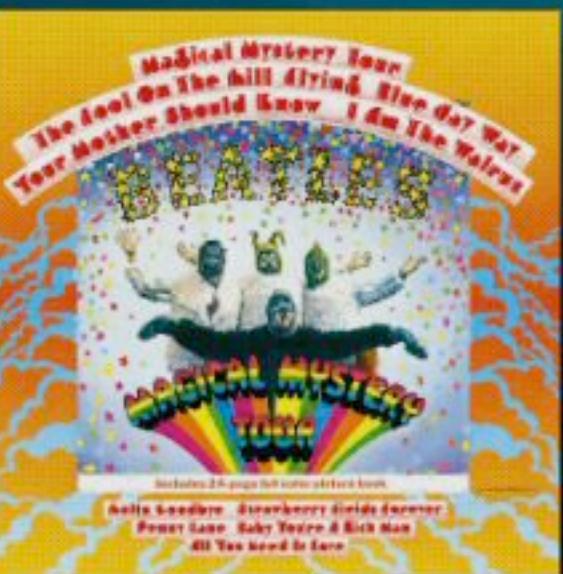
hmxusername03

hmxusername03

PLEASE WAIT...







Hello Goodbye

MAGICAL MYSTERY TOUR

DIFFICULTY



◀ SORTING: BY DIFFICULTY: BEGINNER

[Mystery Song]

[Make A Setlist]

BEGINNER

- ➊ Hello Goodbye
- ➋ Getting Better
- ➌ Lucy In The Sky With Diamonds
- ➍ Within You Without You / Tomorrow Never...
- ➎ Yellow Submarine

(5 SONGS)

APPRENTICE

(6 SONGS)

SHOW BASS SCORES

BACK

CHANGE SORTING

NEXT CATEGORY

CHOOSE SONG



Sgt. Pepper's Lonely Hearts Club Band / With a Little Help From My Friends

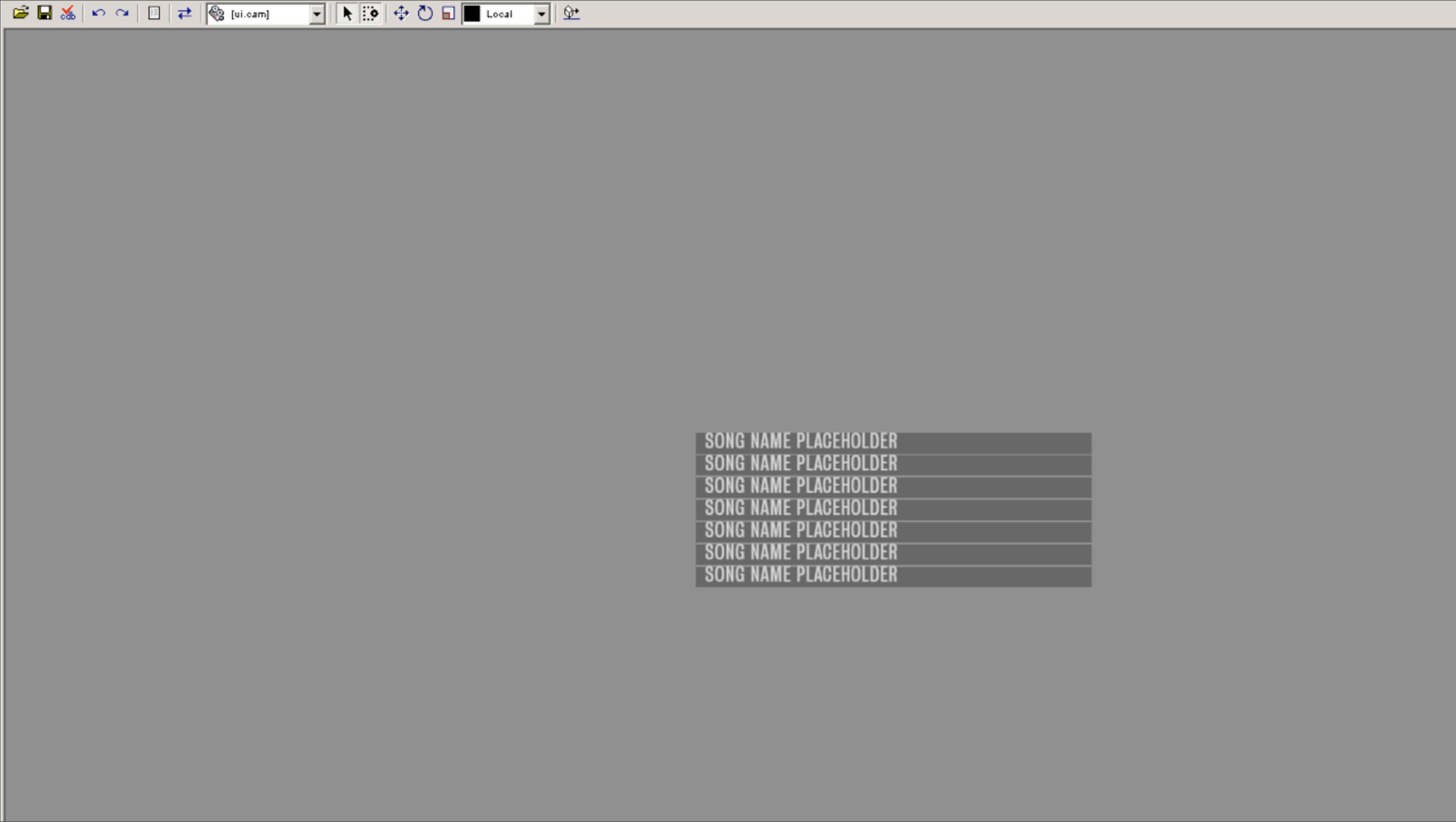
ALBUM NAME

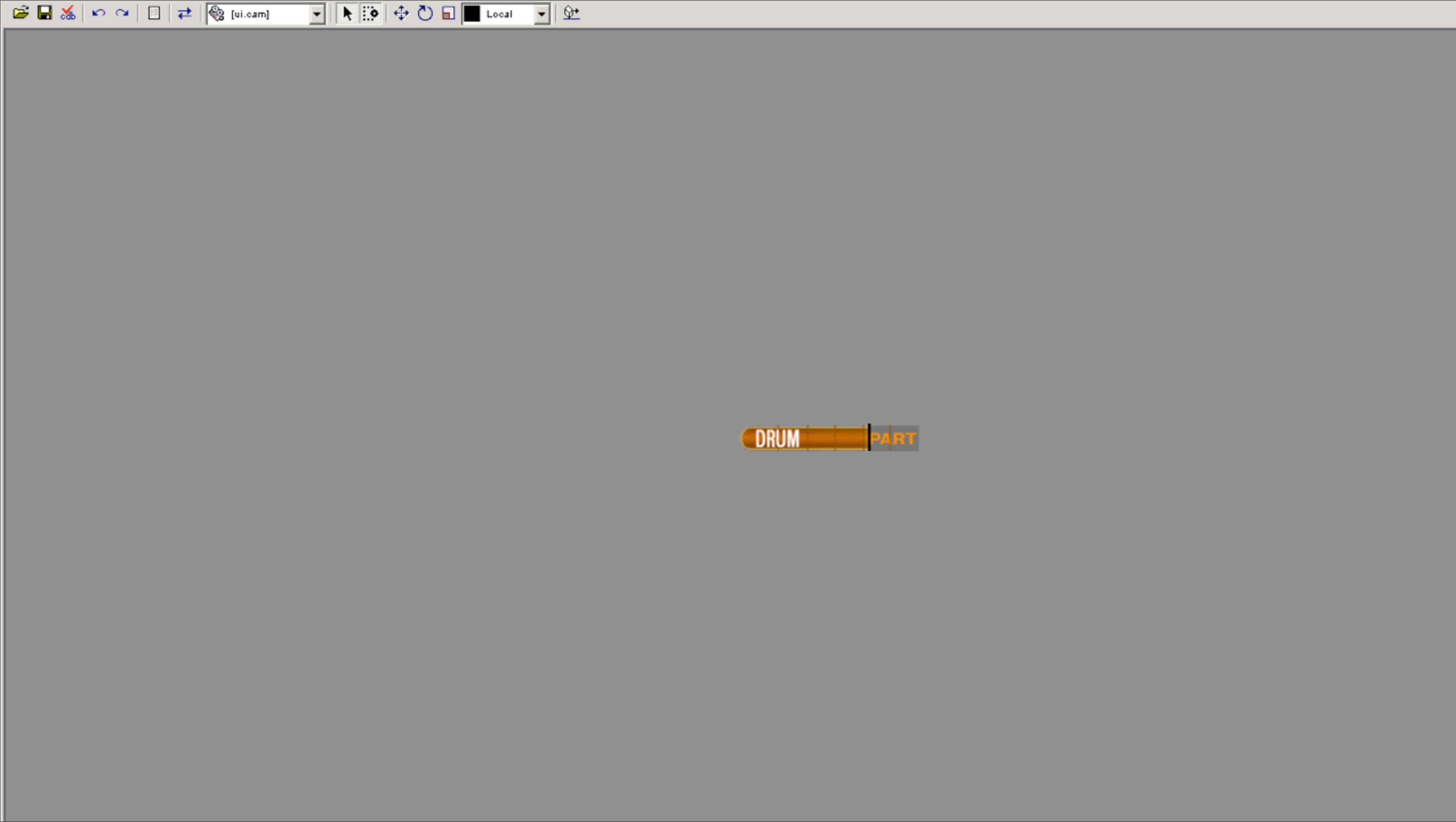
DIFFICULTY

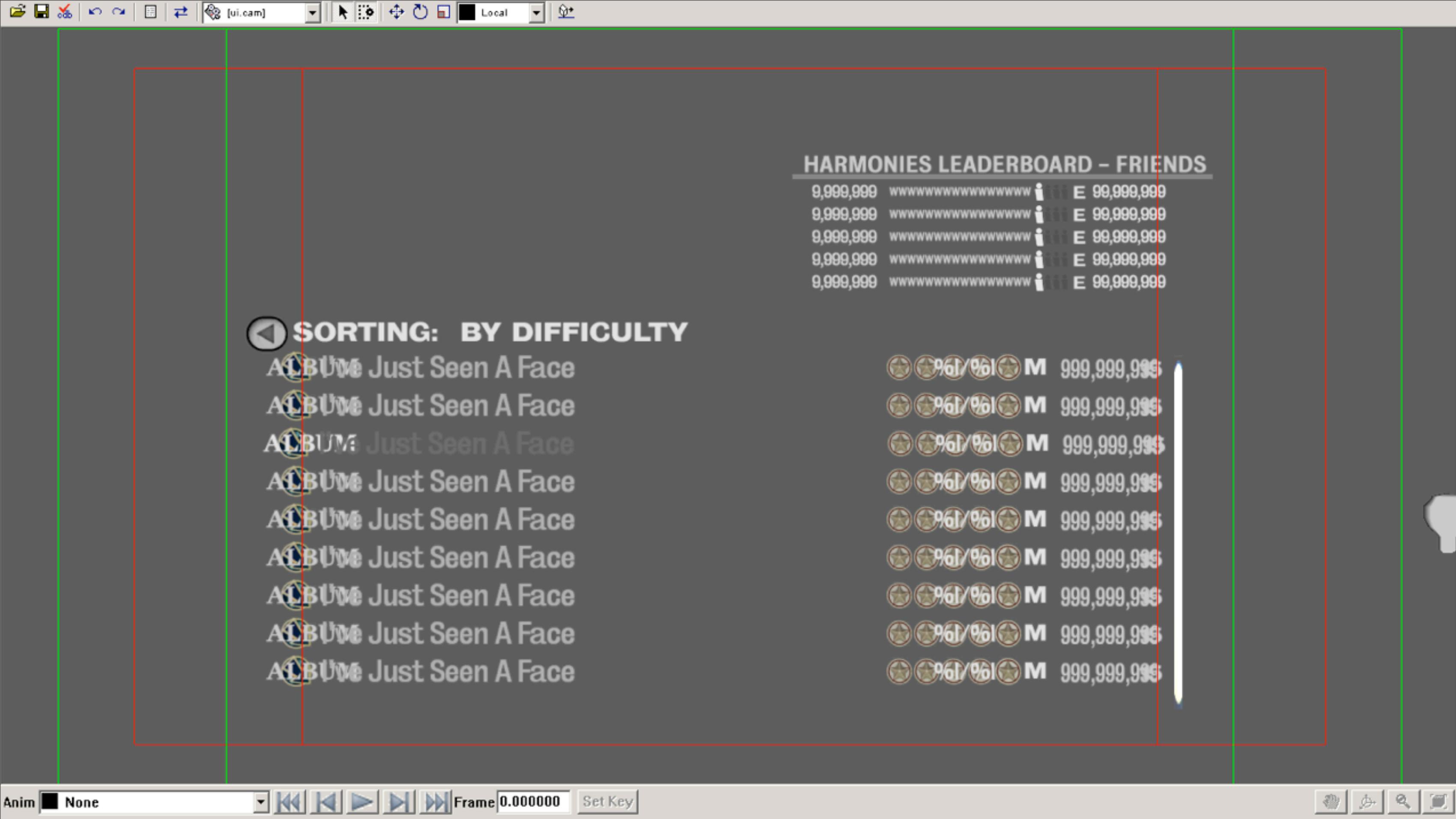
BAND			
GUITAR			
DRUM			
VOCALS			
BASS			

GUITAR LEADERBOARDS – ALL

SONG NAME PLACEHOLDER
SONG NAME PLACEHOLDER







HARMONIES LEADERBOARD – FRIENDS

9,999,999	WWWWWWWWWWWWWWWW	iii E	99,999,999
9,999,999	WWWWWWWWWWWWWWWW	iii E	99,999,999
9,999,999	WWWWWWWWWWWWWWWW	iii E	99,999,999
9,999,999	WWWWWWWWWWWWWWWW	iii E	99,999,999
9,999,999	WWWWWWWWWWWWWWWW	iii E	99,999,999

◀ SORTING: BY DIFFICULTY

ALBUM	Just Seen A Face	☆☆☆1/10☆ M	999,999,996
ALBUM	Just Seen A Face	☆☆☆1/10☆ M	999,999,996
ALBUM	Just Seen A Face	☆☆☆1/10☆ M	999,999,996
ALBUM	Just Seen A Face	☆☆☆1/10☆ M	999,999,996
ALBUM	Just Seen A Face	☆☆☆1/10☆ M	999,999,996
ALBUM	Just Seen A Face	☆☆☆1/10☆ M	999,999,996
ALBUM	Just Seen A Face	☆☆☆1/10☆ M	999,999,996
ALBUM	Just Seen A Face	☆☆☆1/10☆ M	999,999,996
ALBUM	Just Seen A Face	☆☆☆1/10☆ M	999,999,996
ALBUM	Just Seen A Face	☆☆☆1/10☆ M	999,999,996

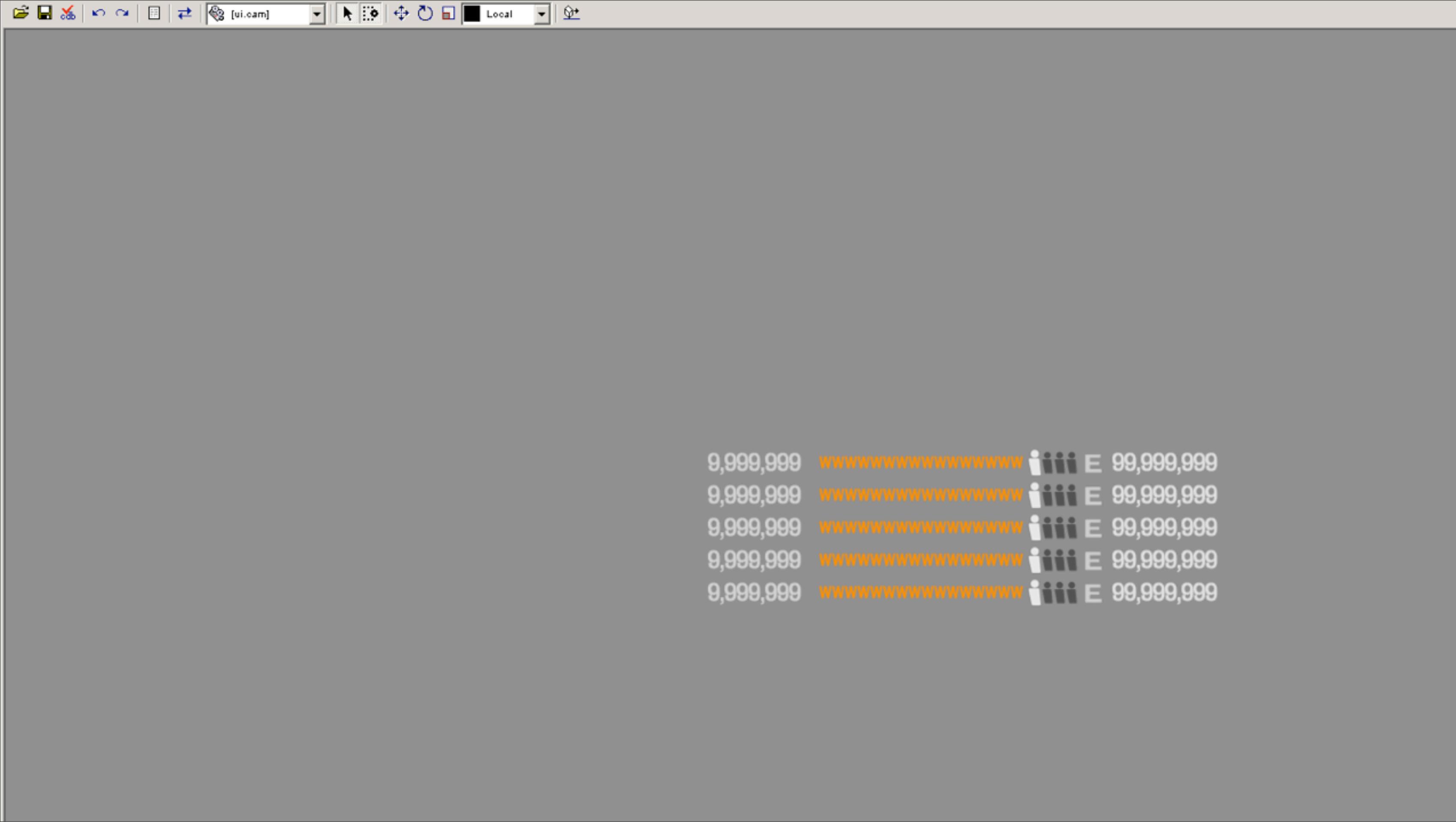
 ALBUM Just Seen A Face
 ALBUM Just Seen A Face
 ALBUM Just Seen A Face
 ALBUM Just Seen A Face
 ALBUM Just Seen A Face
 ALBUM Just Seen A Face
 ALBUM Just Seen A Face
 ALBUM Just Seen A Face
 ALBUM Just Seen A Face
 ALBUM Just Seen A Face


     M 999,999,999
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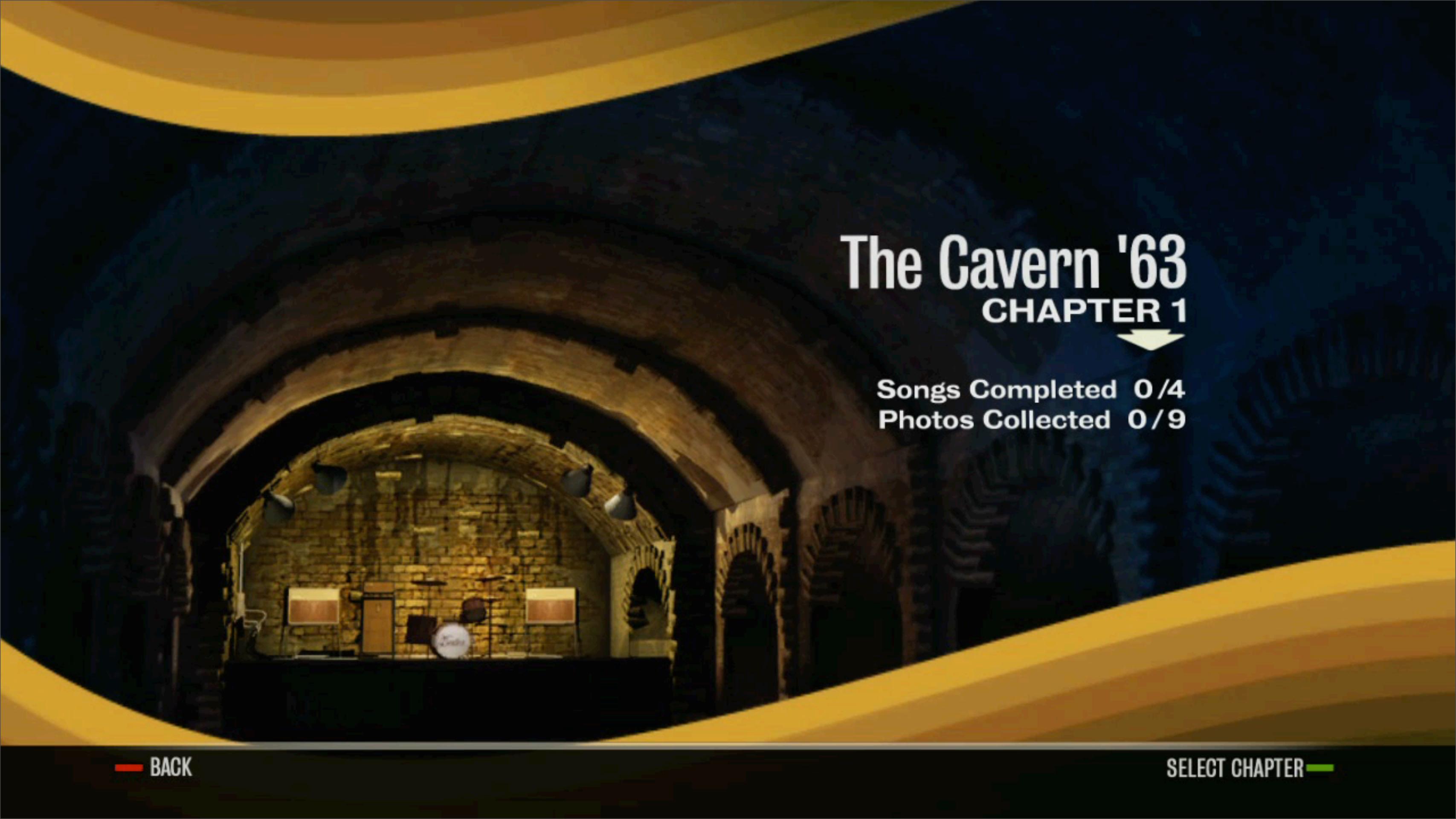


HARMONIES LEADERBOARD – FRIENDS

9,999,999	wwwwwwwwwwwwwww	 E	99,999,999
9,999,999	wwwwwwwwwwwwwww	 E	99,999,999
9,999,999	wwwwwwwwwwwwwww	 E	99,999,999
9,999,999	wwwwwwwwwwwwwww	 E	99,999,999
9,999,999	wwwwwwwwwwwwwww	 E	99,999,999



9,999,999	wwwWWWWWWWWWWWW		E	99,999,999
9,999,999	wwwWWWWWWWWWWWW		E	99,999,999
9,999,999	wwwWWWWWWWWWWWW		E	99,999,999
9,999,999	wwwWWWWWWWWWWWW		E	99,999,999
9,999,999	wwwWWWWWWWWWWWW		E	99,999,999



The Cavern '63

CHAPTER 1

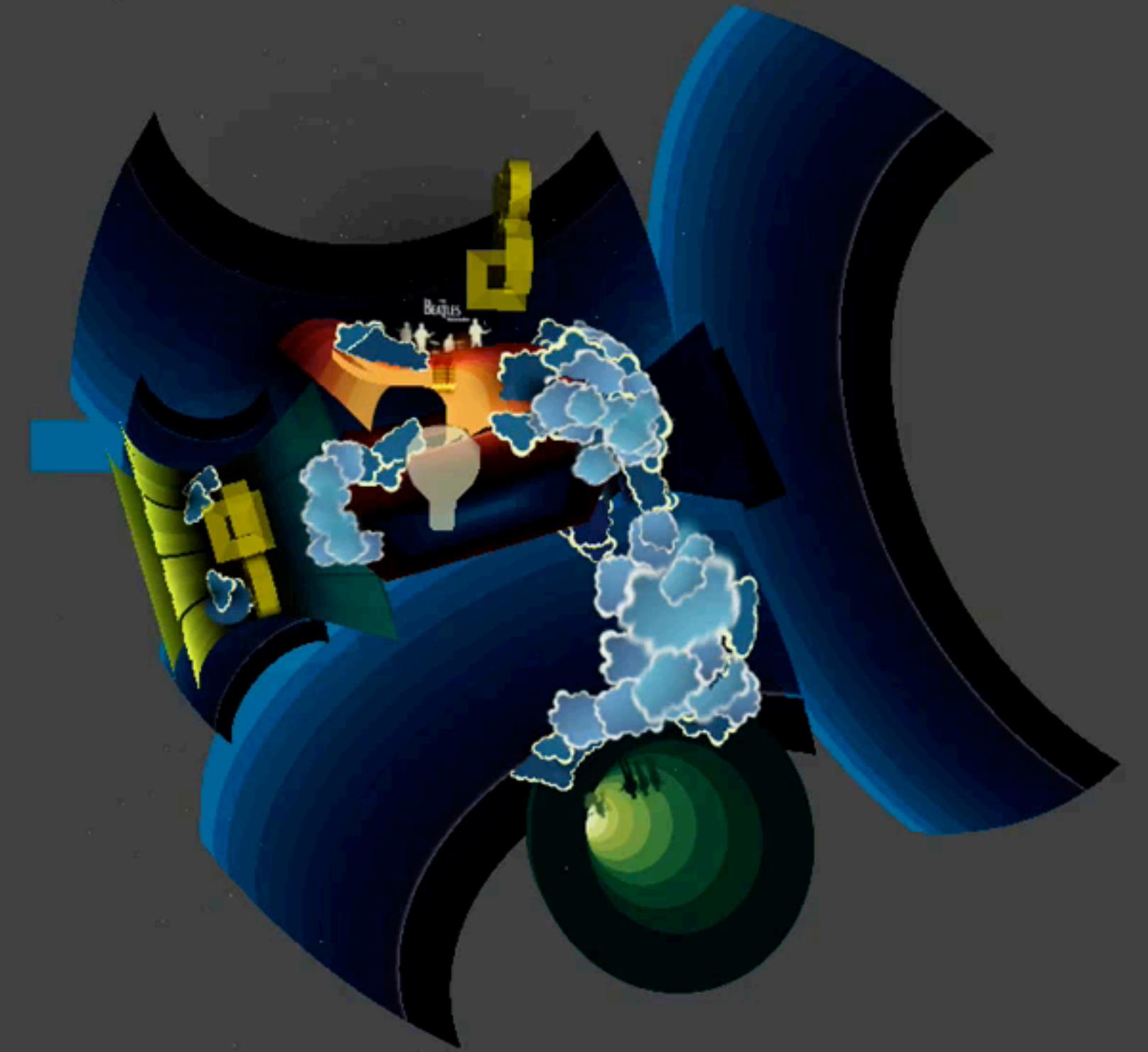
Songs Completed 0/4
Photos Collected 0/9

BACK

SELECT CHAPTER

NEW
Apple Corps Rooftop '69
CHAPTER 8

Songs Completed %/100
Photos Collected %/100



PRESS START

CONCLUSION

THE DIVINITY OF DESIGN IS
ALWAYS TRUMPED BY THE
PROCESS OF PRACTICAL
EXECUTION.

QUEST
NIS

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www.rockband.com

www.harmonixmusic.com