

# FoFiX Options: Overview

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Advanced Options

## **Advanced View:**

As above, including:

Advanced Settings

Simple Options

In this guide, SP is equivalent to both starpower and overdrive.

# Advanced View: All Options

## Gameplay Settings

- **Language.** Choose your language from the available translations.
- **Drum Miss Penalty.**
  - First Note
  - Song Start
  - Always.
- **Star Scoring Style.** How Stars are awarded by FoFiX.
  - Accuracy
  - GH
  - RB
  - RB2
  - GH+RB
- **Career Mode Advance.** How many stars you need on a song to count it as unlocked. Stars must be achieved in career mode (or Solo Tour mode, for Rock Band themes) Choose from 1-7 stars. 6 stars are gold stars. 7 stars are full combos.
- **Countdown on Resume.** After pause, should the game countdown for 3 seconds before resuming the song.
  - Yes or No.
- **SP Refill Mode.**
  - None: SP never refills (GH)
  - Always: SP refills (RB)
  - By MIDI type: if the MIDI is RB, SP refills. If the MIDI is not, SP does not refill.
  - By Theme: if using a RB theme, SP refills. If using a GH theme, SP does not refill
- **Drum SP**
  - Auto/Fills: SP activated at the end of a drum fill, or automatically as soon as SP is available if in a song without fills.
  - Manual/Fills: SP activated at the end of a drum fill, or manually as soon as SP is available if in a song without fills.
- **Upload Highscores.** Determine whether or not to upload scores to the world chart.
- **AV Delay:** The delay, in milliseconds, between audio and video.
- **Advanced Gameplay Settings>**
  - **Note Hitwindow.** The amount of time you have to hit a note in game.
  - **Star Updates.** When the in game star score updates itself.
    - Score Change: stars update as the score changes
    - On Hit: stars update when notes are hit
  - **Bass Groove.** Choose whether or not Bass Groove is active
    - By Theme: Bass Groove is on for RB themes and off for GH themes.
    - By MIDI: Bass Groove is on for RB MIDIs, off for others.

- On: Always have Bass Groove
    - Off: Never have Bass Groove
  - **Loading Phrases.** Toggle the phrases before a song loads. On/Off.
  - **Stat Decimal Places.** How many decimal places percentages are measured to. 0-2
  - **Ignore Open Strums.**
    - On: game ignores pressing the pick button without holding a fret.
    - Off: game counts pressing the pick without holding a fret as a miss.
  - **Big Rock Endings.** Determines the usage of BREs
    - By Theme: BREs are on for RB themes, off for others
    - Off: No BREs
    - On: Always BREs
  - **SP Mode.** How SP paths are calculated
    - Auto MIDI: Uses MIDI information to display SP paths
    - FoF: Original SP generation
    - Off: No SP
  - **Party Mode Timer.** Time between player switches in Party Mode multiplayer in seconds. 1-98
  - **Remember Play Count.** Decides if FoFiX writes play counts to song.ini files.
  - **Pause on Loss of Focus.** Decides if FoFiX should pause the game if another program is selected. On/Off
- **HOPO Settings>**
  - **HOPO System.** The way HOPOs are handled
    - GH2
    - GH2 Strict
    - None
    - RF-Mod
  - **HOPO Frequency.** The number of HOPOs.
    - Least
    - Less
    - Normal
    - Most
  - **Song HOPO Frequency.** Determines if the song.ini controls HOPO frequency.
    - Auto: song.ini determines HOPO frequency, if setting is in song.ini
    - Off: game HOPO Frequency is used.
  - **HOPO After Chord.** Determines if HOPOs can follow chords. Off/On.

## Control Settings

- **Keyset:** Choose between Alternate and Normal key sets.
- **Change Controls>**

- **Key Conflicts.** Choose behaviour for key conflicts.
  - Notify: FoFiX tells you about key conflicts
  - Enforce: FoFiX requires there are no conflicting keys.
  - No Check: key conflicts are ignored
- **Player 1 Keys/alt keys:** setup player 1 keysets
- **Player 2 Keys/alt keys:** setup player 2 keys
- **Drum keys/alt drum keys:** setup drum set keys
- **Test Guitars:** test guitar keys. Good for checking available chord combinations.
- **Test Drums:** test drum keys.
- **P2 Menu Navigation:** Determines if Player 2's active keyset can navigate menus
- **Drum Navigation:** Determines if the drum keys can navigate menus
- **P1/2 Analog Effects:** How analog controllers are handled by FoFiX.
  - Choose the game console your controller is designed for.
  - Xbox, PS2, PS3, Wii
- **P1/2 Lefty Mode.** Toggle left handed display. On/Off
- **P1/2 Two Key Chords.** Three or more note chords can be played by picking the two outer notes. On/Off.

## Display Settings

- **Theme.** Choose your theme. The names displayed are based on the folder name the theme is stored in. Themes can affect gameplay and visual effects.
- **Video Resolution.** The resolution the game should run at. Use a lower resolution for better performance.
- **Fullscreen Mode.** Determine if the game runs in full screen (On) or in a window (Off).
- **Graphical Submenus.** Determine if themed submenus should be used. Enabled/Disabled
- **Stages Options>**
  - **Stage Selection.** Choose how stages are selected.
    - Random: stage is chosen randomly from the available set
    - Blank: Black background
    - Default: default.png stage is used.
    - NB: Stages in the song's folder override these settings
  - **Animated Stage.** Slideshow of stages, or choose one of the available animated stage folders.
  - **Song Stage.** Turns stages on or off.
  - **Stage Slideshow.** Runs a slideshow of stages during the song.
    - Random: stages are randomly cycled
    - BackNForth
    - In Order: stages are cycled in order of name
    - Off: no slideshow
  - **Slideshow Delay.** Delay in milliseconds between slides.
  - **Stage Animation.** Controls stage animation from animated stage folder.

- Random
  - BackNForth
  - In Order
  - Off
- **Animation Delay.** Delay in milliseconds between frames.
- **Miss Pauses Anim.** Determines if a missed note will pause the stage animation. On/Off
- **Choose P1/2 Neck.** Choose a fretboard texture from the available images.
- **Fretboard Settings>**
  - **Point of View.** The view of the fretboard
    - Theme: Settings in theme are used
    - FoF: Classic FoF point of view
    - GH2: GH2 POV
    - GH3: GH3 POV
    - Rock Band: RB POV
    - Rock Rev: Rock Revolution POV
  - **Missed Notes.** Determine how missed notes are displayed.
    - Keep On Going: Notes carry on under the hit zone.
    - Disappear: Notes disappear when missed.
  - **Board Speed Mode.** How the speed of the fretboard is calculated.
    - BPM & Diff
    - BPM
    - Difficulty
    - Percentage
  - **Board Speed Percent.** How fast the board goes, scaling dependent on Board Speed Mode. 10-400.
  - **Large Drum Neck.** Toggle extra wide drum neck.
  - **Bass Groove Neck.** Choose how the Bass Groove is rendered on the neck.
    - Overlay
    - Replace
    - Off
  - **Guitar Solo Neck.** Choose how the solo neck is rendered on the neck.
    - Overlay
    - Replace
    - Off
  - **Inc. Neck Mode.**
    - Start & End
    - Start Only
    - Off
  - **Change Neck Transparency>** 0-100% transparency of in game necks.
    - All Necks
    - Main Neck
    - Solo Neck
    - Bass Groove Neck

- Fail Neck
  - Overlay Neck
- **Lyrics Settings>**
  - **Show MIDI lyrics.** Determines display of MIDI (RB scrolling) lyrics.
    - 1p only: lyrics are only displayed in single players
    - Auto
    - Off: MIDI lyrics are not displayed.
  - **Lyric Display Mode.** Determines how MIDI lyrics are displayed
    - Scrolling: lyrics scroll across the top in time with the fretboard
    - Simple Lines
    - 2-Line
  - **Show MIDI sections.** Determines if MIDI sections are displayed
    - 1p only
    - Auto
    - Off
  - **Script Lyric Display.** Determines if script (text) lyrics are displayed
    - Auto
    - By Song
    - Dual Lyric Prevention
    - Off
  - **Script Lyric Pos.** How script lyrics are displayed
    - Top
    - Bottom
- **In-Game Display Settings>**
  - **Theme Display Settings>**
    - **RB SP Neck Glow.** Determines if the neck glows when SP is activated in RB themes. On/Off
    - **RB small 1x multiplier**
    - **RB Graphic Mode.** Switches between standard and beta RB themes.
    - **GH SP Lights**
    - **Animated SP Notes.** Determines if spinning SP notes are used. Yes/No
  - **Show Stars In-Game.** Determines if stars are displayed in game
    - By Theme
    - On
    - Off
  - **Show Partial Stars.** Determine if partial stars are displayed.
    - Auto
    - Off
  - **Partial Star Continuous Fillup.** Determine if the outside of stars are filled up during gameplay. Yes/No
  - **Show In-Game Text.** Choose what text alerts are displayed in game.
    - Always

- Never
    - Only Note Streaks
  - **Show HOPO indicator.** Choose display of HOPO indicator. Yes/No.
  - **Show Hit Accuracy.** Choose how hit accuracy is displayed.
    - Friendly: words are used.
    - Numeric: milliseconds delay of hit shown.
    - Both: both words and millisecond delay are shown
    - Off: No hit accuracy information.
  - **Show In-Game Stats.** Choose display of in game information about note streak, notes remaining etc.
    - By Theme
    - Off
    - On
  - **Show Solo Stats.** Choose if statistics in solo sections are displayed.
    - Detail: notes hit and total notes displayed, plus percentage.
    - Percent: percentage notes hit displayed
    - Off
  - **Show Solo Frame.** Choose if a frame surrounds the solo stats.
    - Auto
    - Off
  - **Show Fret Glow Effect.** Yes/No
  - **Fret Glow Color.**
    - Same as Fret
    - Actual Colour
  - **Time Display Format.** How the song length is displayed.
    - Countdown
    - Elapsed
    - Off
  - **Show at Song Start.** What is displayed at the start of a song.
    - Countdown: a countdown from 5-1
    - Part: the instrument being played.
- **Advanced Video Settings>**
  - **Frames Per Second.** Choose the game FPS. Only works when On (Set Below) is chosen in FPS Limiter.
  - **FPS Limiter.** Choose if the FPS should be limited.
  - **Hit Accuracy Pos.** Where the hit accuracy information is displayed.
  - **Solo Stat Positioning.** Where the solo stats are displayed.
    - Rock Band
    - Center
    - Left
    - Right
  - **3D Note Rotation**
    - New
    - Old

- **Show Theme Version Tag.** Choose if the version of the theme is displayed. Yes/No
- **Antialiasing Quality.** The number of AA samples performed on in-game objects. Turn off for higher performance.
- **In-Game Font Shadow.** Choose if fonts have shadows in game. Turn off for higher performance.
- **Preload Glyph Cache.** Choose when glyphs (stars) are loaded.
- **Static Strings.** Yes/No
- **Effects Display Mode.** Choose how sounds effects are displayed on notes. Turn off for higher performance.
  - Static: simple effect
  - Animated: complex effect
  - Off: No effect
- **Advanced Visual effects.** On/Off.

## Audio Settings

- **Volume Settings>**
  - **Guitar/Song/Rhythm Volume.** Choose the volume of each track. 0-10.
  - **Screw-up sounds.** Choose the volume of overstrum/miss sounds.
  - **Miss Volume.** Choose track volume for when notes are missed. 0-10
  - **Single track Miss.** Choose the track volume for when notes are missed, in songs with only guitar.ogg. 0-10
  - **Crowd Volume.** Choose the volume of the crowd.
  - **Kill Volume.** Choose what volume the killswitch drops the track to. 0-10.
  - **SFX Volume.** Choose the volume of menu sounds. 0-10
- **Sustain Muting.** Choose when sustained notes should be muted if the fret button is released prematurely.
  - Ultra Wide
  - Wide
  - Standard
  - Tight
  - Off
- **Mute Last Second.** Choose muting of the last second of a song to remove clicks. On/Off
- **Kick Bass Sound.** Choose if a sound is played when the bass drum is played in game. On/Off
- **Starpower claps.** Choose if a clap sounds when SP is ready/used? On/Off
- **Practice Beat Claps.** Choose if a metronome plays during practice play. On/Off.
- **Effects Mode.** Choose the effect the effect button produces on sustain notes.
  - Pitchbend: whammy-like effect

- Killswitch: kills volume to predefined level.
- **Crowd Cheers.** Choose if the crowd cheers in game.
  - Off (Disabled)
  - Always On
  - During SP & Green
  - During SP only
- **Advanced Audio Settings>**
  - **Sample Frequency.** The number of audio samples taken per second.
  - **Sample bits.**
  - **Buffer size.** Size, in kilobytes, of the audio buffer.
  - **Results Cheer Loop.** Choose how the cheering at results is looped.
  - **Cheer Loop Delay.** Time, in milliseconds, between loops of the results cheer.

## Setlist Settings

- **Change Setlist Path>** Choose the setlist folder.
- **Setlist Display Mode**
  - By Theme
  - List
  - CDs
  - List/CDs
  - RB2
- **Sort Setlist By**
  - Artist
  - Album
  - Genre
  - Title
  - Difficulty
  - Band Difficulty
  - Song Collection
  - Times Played
  - Year
- **Sort Direction**
  - Ascending/Descending
- **Use Subfolders**
  - Normal/List All
- **Use Tiers in Quickplay**
  - Normal/Sorting
- **Show Filepath**
  - Show/Hide
- **Label Type** Choose the use of album.png or label.png
  - Album Covers/CD Labels
- **Rotating CDs**

- On/Off
- **CD Mode Y-Rotation**
  - Enabled/Disabled
- **Show Song Type Icons** Toggle the display of small icons next to song titles. Requires icons folder in the theme.
  - Yes/No
- **Preload Song Labels** Toggle loading song labels while the setlist is loading. Turn off to decrease loading time.
  - Yes/No
- **Song Previews** Choose when song previews are played in the setlist.
  - Yellow Fret/Auto
- **Instrument (Setlist Score)**
  - Guitar/Lead/Rhythm/Bass/Drums
- **Difficulty (Setlist Score)**
  - Easy/Medium/Hard/Expert
- **Whammy Changes Sort Order**
  - Yes/No
- **Show Additional Stats**
  - Yes/No
- **Change Score Display**
  - Blue Fret/Auto
- **Show Setlist Size** Displays the number of songs in a setlist folder. Does not function in List All mode.
  - Yes/No
- **Cache Song Metadata** Choose if song data should be saved for faster library loading times.
  - Yes/No

## Advanced Settings

These settings are mainly for developers and alpha testers.

- **Process Priority** Change the priority of FoFiX on your processor.
- **Debug Settings>**
  - **Print FPS** Display the framerate of FoFiX
  - **Effects debug**
  - **HOPO debug**
  - **Rock Band MIDI events**
  - **Show Unused Events**
  - **Use (notes-unedited.mid)**
  - **Show Fill Status**
- **Log Settings>**
  - **Log INI reads**
  - **Log Class Inits**
  - **Log Loadings**
  - **Log MIDI Sections**

- **Log Undefined GETS**
- **Log Marker Notes**
- **Log SP Misses**
- **Log Unedited MIDIs.**

## Mods, Cheats, AI

Important Note: Most of these settings incur a score penalty.

- **Enable Jurgen** Toggle the use of our favourite guitarist, bassist, drummer.
  - On/Off
- **Jurgen Settings>**
  - **Jurgen Player** Choose which player Jurgen plays as.
    - 1/2/Both
  - **Jurgen Logic** If Jurgen is missing notes, mess with this setting.
    - MFH-OnTime1/MFH-OnTime2/Original/MFH-Early
- **Player One Assist** Choose how much Jurgen helps player one.
  - Easy: Jurgen plays the 4<sup>th</sup> and 5<sup>th</sup> frets
  - Medium: Jurgen plays the 5<sup>th</sup> fret
  - Drum: Jurgen plays the bass drum.
  - Off: You're on your own.
- **Player Two Assist** Choose how much Jurgen helps player two. Same options as player one.
- **GH2 Sloppy Mode** Toggle the use of Sloppy GH2 HOPOs
  - On/Off
- **Effects Save SP** Choose if whammy or killswitch saves starpower
  - Yes/No
- **Hit-window Cheat** Increase the size of your hit window. Makes notes easier to hit.
  - Wider/Widest
- **HOPO Frequency Cheats** Increase the number of HOPOs. Even More is equivalent to 8<sup>th</sup> note HOPOs.
  - More/Even More
- **No Fail** If you can't even pass that Puppetz Hero song, you may need this.
  - On/Off
- **Speed Factor** Choose how fast the song plays and so slow down notes.
  - 0.25x/0.5x/0.75x/1.00x
- **Early Hit-window** Choose how the early hit window is set up.
  - Auto: Song MIDI determines what setting to use.
  - Full (FoF): Hit window extends as far in front of the note as it does behind
  - Half (GH): Only half of the hit window is at the front

- None (RB2): No hit window before the notes.
- **Show Detailed Handicap** Choose if your handicap percentage is displayed in game.
  - Yes/No
- **Mod Settings>** These do not incur a penalty
  - **Cassettes** Use cassettes instead of CDs, just like old FoF.
    - On/Off
  - **Guitar Cases** Use guitar cases instead of CD boxes.
    - On/Off
  - **Low Poly CD List** Use low-poly CDs. Turn this on if you get corruption of the normal CD setlist.
    - On/Off
  - **Megalight RB Notes** Toggle the use of Megalight notes in RB themes. Useful if you get low performance, but want the rest of the RB theme.
    - On/Off