

# The osu!monthly



<http://osu.ppy.sh>

June 2011 Edition

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## Tablet vs. Mouse

Written by: [KRZY](#)

Hi all, KRZY writing here. So like most of you, I enjoyed Doomsday's take on the two major input utilities of osu! gameplay, mouse and tablet. Being a player who uses a tablet as his main playing device instead of a mouse, I would like to offer my view on the same matter.

I am someone who thinks tablet players have certain advantages over mouse players. In most cases, the tablet area corresponds to the game screen in a proportional way, meaning that a certain spot on the screen is always the same spot on the tablet area. This really helps when playing particularly fast-moving or jumpy maps, since by setting the tablet area so that you can reach all corners of the screen

while fixing your wrist, you can enjoy a rather stable gameplay whereas the mouse is likely to fly all over the place and the player must readjust at every break or so. A stylus is also much more accurate than a mouse (not for everyone, but in most cases), since it has a much more precise aim thanks to its tip compared to the mouse which has a flat, spacious bottom.

Tablets do, of course, have their downfalls. Often it takes some time to adjust to a tablet when one is accustomed to a mouse, which is, from my personal experience, quite frustrating. After a year of playing with a mouse, I switched to a tablet on June 2010. For the next three days, I had to struggle to pass Normal difficulties when I had been passing Insane difficulties with a mouse a week before! Also, lots of people have faster streaming skills with their right hand compared to their left hand, and

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## On Mapping

Written by: Starrod Kirby86

With the amount of beatmaps uploaded into the Beatmap Submission System increasing at such a staggering rate, it's more important than ever to create maps that truly stand out and ooze their god-forbidding awesomeness to the whole world. Unfortunately, it's not as simple as turning Auto-Pilot on and enjoying the show (in most scenarios, at least). There isn't a magic elixir to lust over or an osu!cookie that gives marvelous mapping powers, but the following can help give more conscious thought into creating phenomenal maps.

Have something that can define the map as "unique". For players, there has to be a reason behind a map that's forever kept and constantly played. Besides per-

sonal song preferences, the map's content can easily convince a player whether they'll treasure it as a favorite or forget its existence in a few months. It obviously differs how a map will steal the player's heart, whether it be the mapper's style, song choice, or even the storyboard. For example, simplistic's masterpiece can easily be considered his finest work, making players addicted due to its breakneck yet creative patterns. The controversial yet sensational map BASARA had mapping techniques that were simply unprecedented and perhaps fueled everyone's appetite for higher Approach Rates. Groundhog (Beat Juggle) revolved around playing in progressively difficult "Levels", showing how a storyboard can easily complement both the map and the song itself.

Of course, I'm not encouraging any mapper to merely copy and paste these maps. The aforementioned, as well as many other beatmap gems,

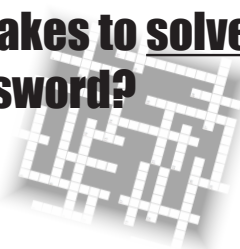
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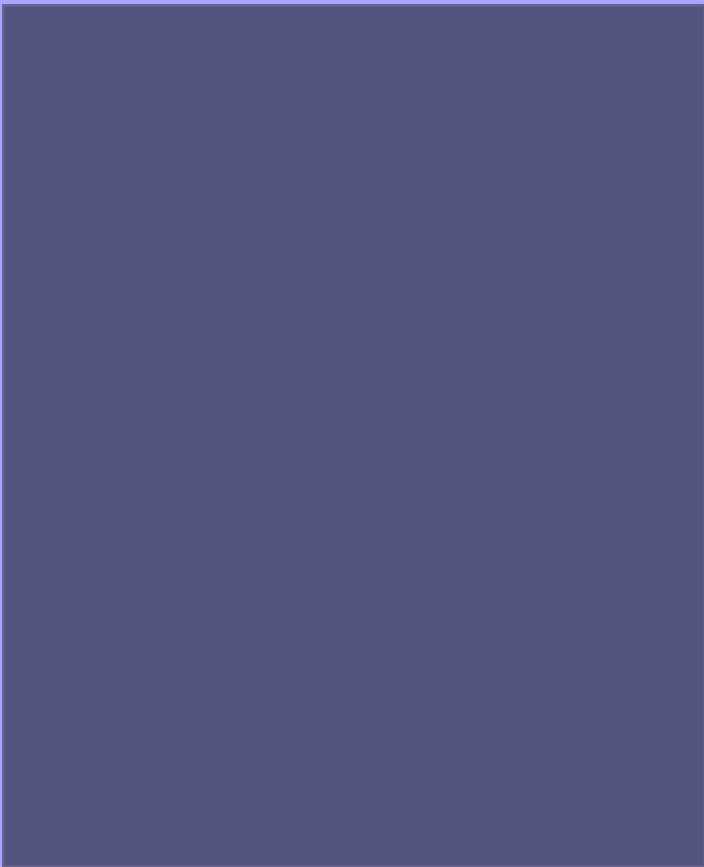
**Is ranking up important? A look on ranking, written by Doomsday!**

**Click here!**

**Think you got what it takes to solve the osu!monthly Crossword?**

**Click here!**





# The osu!monthly



## Interview with ztrot

Interviewed by: [Gcode](#)

This month's main interview is with MATmanager and longtime osu! member, ztrot! All questions are user-submitted.

### **When did you join osu? How did you find it?**

I joined osu! on February 12th, 2008. I found it while I was looking up S ranks on [EBA](#) in YouTube.

### **Did you ever expect to be a MAT, let alone MAT manager?**

I never thought I would get any type of admin position on osu!, to be honest. It just kinda turned out this way.

### **What do you think of being the MAT manager? Do you enjoy it?**

It has its ups and downs. I do enjoy trying to help in the map ranking process as much as possible. It makes me happy to see that maps overall are always improving.

### **What kind of skills should modders have to become a MAT?**

I personally think the person up for MAT should be well rounded. Things like storyboarding skills are not needed, but are a major plus. A sense of style helps as well, but when you get right down to it, as long as they can work out a song's timing and be able to pick out errors, I think just about anyone that is willing to take the time to learn could be a MAT.

### **Do you think osu! is getting boring for you, or do you still enjoy it as much as before?**

I wouldn't say it is boring. Real life has taken a major chunk of my time and I can't put as much energy as I would like to towards osu!, but I still enjoy it as much as when I first launched the game, if not more :)

### **Yeah, real life can be annoying sometimes, time wise. Now that we are on the topic of real life; How has osu! influenced your life?**

Well, I can say that without osu! I most likely would have never even thought of making my own music, so in that aspect it has had a good deal of impact on me. As for my everyday life, osu! hasn't af-

fected it that much, but I'm really glad I found osu!, or I may have never taken the plunge to the world of music.

### **Who do you look up to in osu! the most?**

Ah, that is hard to say. I owe my map learning to [JarJarJacob](#), aka [Jarby](#), so I respect him for that, but the main person that has my full respect would be my great friend [jericho2442](#). I respect him, among other things, for his fair judgement and overall modding skill. When you have been around as long as me, though, users come and go...I couldn't possibly list everyone that I've ever looked up to, but I thank them all.

### **Now for a more touchy subject, There have been plenty of times in osu! where things have gotten rather ugly (e.g. [Flyaway](#), [D City Rock](#)). How do you handle these situations?**

Well, when things get like that, there are only so many things I can do. Flyaway I'll chalk up to the fact I was still learning. As for D City Rock, I had made a map for that way before I had seen the one I unranked; mind you, I only had the Insane difficulty finished. I only did what any mod would do with a ranked map that had incorrect timing. Now, should I have waited to finish mine? Yeah, possibly, but maps get double-mapped around here all the time. I'll admit I didn't handle the map thread so well, but I had quite a few people tormenting me when I had done nothing wrong. The way the mapper handled it was shocking as well, seeing that, since I posted, I would do everything in my power to help him get his map reranked. Mind you, even after all the abuse I got from that map, I still kept my word and helped him get his map reranked the following days.

### **Many people say that maps get bubbled/ranked by the mappers' buddies all the time. Do you believe this is true?**

I don't really think it is a matter of friendship as much as mapper experience. I sometimes choose the lesser of two evils: for example, in a [Larto](#) map,

9 times out 10 you are gonna find less errors compared to a newbie map. It will take more time to mod though the latter. This usually doesn't bother me, but if we have a massive page of pending maps, you wanna get the easy ones outta the way first, right? Usually the ones that bring up the friend tag ranking thing are either new or upset that their map isn't being looked at. I really don't think it is nearly as big of an issue that the community brings it up to be.

### **Do you think the osu! community has gotten better over time? Do you miss when it was more closely knit together, or do you think it's at its best now?**

I enjoyed the small "family" a bit more due to the simple fact everyone knew everyone, but as we expanded things have been more and more easy to do; mappers and modders work together to make great beatmaps, so I'd say it's around 50/50.

### **Lots of people dislike the ranking system and want it replaced. Do you think the ranking system will or should be reformed?**

Well, there is talk of reform, but I think the current one is fine in terms of beatmaps. As for the score ranking system, I think it might need a major re-haul.

### **If you could change one thing in osu!, what would it be?**

One thing I'd change? That's easy. I want a skinnable main menu, or hold sliders.

### **Let's end this interview on a light note. A user asks, "Are you considering to ever open your [moonbase](#) again?" (refers to ztrot's streaming video site that was banned for inappropriate content - Ed.)**

Yes, my moonbase will reopen, but this time as a website, not a livestream channel. I plan to get it up and running sometime mid next year. It will be a place for art, music, anime and all things otaku.

**Thank you ztrot! It was a pleasure speaking to you. Have a nice day!**  
:D





# The osu!monthly



Written by: [Backfire](#)

"Renard's Dash-Da-Dash! DX Edition" is a freeware rhythm/bullet hell hybrid game made in 2011 by the popular techno artist Renard Queenston's game division, PSURG Design and Sillyslardy.jpg Games. Its [bullet hell](#) gameplay is synchronised to the game's soundtrack in a way that's easier to experience than to explain. Despite playing like a crazy idea some kid made up in the 8th grade, it has the addictive properties of an old school coin-op arcade game.



## Controls and Gameplay

The controls are simple to learn, but hard to master. One aims with the pointer and clicks to dash to that spot. The player must collect gems around the map in order to boost their score while dodging bullets and fighting bosses whose movement and attack patterns are in time with the music. It sounds hard and it's harder than it sounds, but the adrenaline rush that comes from dodging all the bullet patterns is difficult to find in other games. Furthermore, many game elements, such as the background, music, and boss characters are randomised in each game session, keeping the experience fresh and engaging every time.

The game features two modes: DX and EX. In DX, the player has only one life and a limited dashing ability. In EX, however, things become more intense: dashing is unlimited, letting the player zoom all over the game screen with reckless abandon, but three lives are provided in compensation.

## Sound

The spectacular soundtrack heavily features hardcore techno music, a lot of it by renowned artists like DJ Technorch, Scott Brown, and t+pazolite. osu! players may be [familiar](#) with the [work](#) of the last two. The sound effects are also top notch, with several being samples from other games.

## Design and Graphics

The graphics consist of lots of strobe light effects, pretty colors, and cool boss designs. They're not what you'd call "top quality", but it's obvious the graphic artists put a lot of heart into their work. Besides, this also means you don't need a high-end graphics card to enjoy the game!

## Epilogue

With a great soundtrack supporting addictive and original gameplay, Dash-Da-Dash DX is a strong contribution to the indie game scene that blows some big budget games out of the water. Since osu! is a rhythm game and has a significant [Touhou](#) fanbase, we think that many of you will enjoy this game. Give it a try and let us know how you liked it!

## osu!monthly CROSSWORD

Think you got what it takes to solve osu!monthly's crossword? Give it a go! The first users to solve or submit the most correct answers for the crossword will be forever crowned in next edition's Hall of Fame.

A few friendly ground rules and tidbits:

- Answers for the crossword revolve around anything within the osu! universe. This can include game modes, events, osu! terms, famous users, and even famous maps. No holds barred.
- Answers cannot be publicly discussed among the forums or IRC. Treat this like hidden achievements. They're hush hush. After all, you don't want to have more competition on who completes the crossword first, right?
- You are allowed to work in teams with other members. When submitting answers (more on that later), credit all the contributing members.
- You have until the release date of the next issue to solve this crossword while being eligible for the Hall of Fame. Consider July 1st, 2011 as your due date.
- 
- A printable version for solving on the go (or just making life easier in writing answers) is available [here](#).
- 
- This is unfinished, so go suck some cocks while you wait.

