

# ELECTOZ ADVANCED MODDING GUIDE

**WHEN “JUST MOD MORE MAPS”  
NO LONGER IMPROVES YOU**



# Preface

Hello, Electoz here. Welcome to my personal modding guide.

This modding guide is meant to be one of my last legacies before leaving osu! entirely. Unlike any other osu! users, I did not find myself much of a talent in playing nor mapping. However, modding seems to be the only thing that kept me in touch with osu! mapping and modding community over the years.

When I was a Beatmap Nominator, I cannot stop wondering if I actually had any value at all as a modder. I was thinking that if I leave Beatmap Nomination Group - I will be nobody. Since then, I started mentoring modding to several well-known mappers, but that was not enough. I felt the need to record everything throughout mentorship days with my mentees to pass down what we experienced and learned to newer mappers and modders of this community. And this is where this modding guide has been inspired from.

It is hard to describe my feelings now that I have finished creating this. I have been wondering if there will be anyone who could understand what I wrote at all, or if the target audience would be too "niche" to the point where no one would care. But I hope that someone could make use of this guide to further improve the modding scene in this community - that alone would already be enough of an achievement.

This "Advanced" modding guide is mainly aimed towards modders that are at least experienced enough to apply for Beatmap Nominator position. If you are a new modder starting out, I would recommend finding other guides and/or ask for advices from other modders first. However, this guide still has Mentorship Materials/Activities section where you can find quite a number of modding related activities to your enjoyment. To top everything off, this guide was made with the intention of being printable. All formats and designs, including QR codes instead of hyperlinks, are done in a way to be accessible if printed out.

This modding guide came from the process of trial and error with my mentees for a period of nine months. During then, contents in this guide were trialled on mentees, resulted in a lot of successes and failures. Mentees stated they did not know what to do when they were looking at maps from experienced mappers. And with newer mappers maps, they were also unable to point out exact issues despite knowing the map's quality is substantially poor. Creating a modding guide with the aim to solve these two concerns was something that has not been done before anywhere. And it has definitely been my biggest challenge.

All in all, this modding guide might be widely useful - or it could be a complete flop. In either case, I would like to restate that by the time I released this guide, it would already have achieved one of my main purposes; to make sure that all the time I spent as a modder and mentor does not come down to nothing.

I would like to thank everyone involved in the creation of this advanced modding guide, especially Cycle 12-14 mentees. And lastly, a shout-out to [Creamy Candy](#), [Jelljel](#), and [Pennek](#) for their help during the creation process.

If you would like to provide any feedback on this modding guide, please do not hesitate to contact me through:

<https://osu.ppy.sh/users/6485263>

(And please do not forget to enjoy modding!)

\*This guide will be updated occasionally, please check my osu! profile to see if this is the latest version by date.

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# **BEATMAP NOMINATOR APPLICATION**

## **Application Process**

**What should I expect?**

## **Rejections**

**Why my mods are not good enough?**

## **Guides and Resources**

**How should I prepare myself?**

# Beatmap Nominator Application

## Application Process

Applicants can apply through <http://bn.mappersguild.com/>.

A sufficient modding activity is needed (an average of 4 mods/month).

The application process involves an applicant to:

- Complete BN test (Questions related to ranking criteria rules and guidelines)
- Submit 2-4 mods to get your mods evaluated by NATs (and possibly BNs)
  - You are also encouraged to answer whether you will nominate maps you modded with reason(s)

Once the test and the mods are submitted. There will be a waiting period ranging from 1-3 weeks for the results (depending on gamemode).

If you pass, you will be put on Probation status in Beatmap Nomination Group. Should you fail, you will be able to apply again according to the cooldown set by NATs.

## Rejections

Most applicants are rejected due to their modding. Known reasons are:

- Suggestions only cover specific individual objects/patterns instead of section-wide/map-wide issues
- Suggestions are made with superficial/flawed logic in NATs' perspective
- Modding is not focused enough on lower difficulties
- Lack of Ranking Criteria knowledge
- Modding is focused too much on one specific parts (e.g. aesthetics/hitsounding/etc.) and ignored some others that are more important
- Lack of demonstration that you can mod experienced mappers' maps
- Maps modded have more major issues/concerns than what you suggested/pointed out
- Not pointing out Ranking Criteria issues that are not picked up by modding tools (e.g. Metadata)
- Pointing out same issues over and over instead of explaining them in a single post
- Able to point out problems through modding but lacks suggestions to improve the maps themselves
- All concerns pointed out are very obvious to find (NATs are not sure if you are really skilled)

# Beatmap Nominator Application

## Guides and Resources

The following guides and resources can be used to prepare yourself in order to become a Beatmap Nominator:

### Ranking Criteria Knowledge Test

This is a mock-up version of BN test which will give you a general idea of what test questions are like.

The questions were taken from the BN test in mid-2019.

- <https://forms.gle/49j2hQJzv3MkMQ6N6>

### Modding Puzzles

Modding puzzles are mapsets made with intentional flaws/errors by previous BNs/QATs to improve modders' modding skills. Modder has to mod the map and find issues designed in it.

- [http://bit.ly/Modding\\_Puzzle](http://bit.ly/Modding_Puzzle)

### BN Application Checklist

This is to check what have your mods covered for BN application. To make sure that you are demonstrating what NATs are looking for as much as possible.

- Completing the checklist does not guarantee that you have covered enough areas for BN application (just means a higher chance of passing)
- [http://bit.ly/BN\\_Apps\\_Checklist](http://bit.ly/BN_Apps_Checklist)



**Ranking Criteria  
Knowledge Test**



**Modding  
Puzzles**



**BN Application  
Checklist**

# MODDING MINDSETS

**Good BN  $\neq$  Good Modder**

**Why are they different?**

**Mapping Meta**

**What is “forcing my opinion” ?**

**Rejected Suggestions**

**“I prefer what I did better than what  
you suggested”**

**Is it really just... “preference” ?**



# Modding Mindsets

## Good BN ≠ Good Modder

Good BN = Good at checking unrankables/major issues

Good Modder = Good at providing suggestions/feedback to the map

To be a BN, you are only required to be good at ensuring the nominated map does not have any issues.

While being a modder focuses on improving the map to the best quality possible.

BN does not always/have to improve quality of the map.

Modder does not always/have to check unrankables.

## Mapping Meta

Mapping Meta = Most common logics used in mapping generally. Examples of mapping meta logics are:

- High Spacing = More emphasis
- Stronger Rhythm = Clickable/active; Weaker Rhythm = Not clickable/passive

Forcing your opinion = Whenever you suggested something, and your logic does not match to what the map does. Your logic might be either your own logic, or logic influenced by mapping meta.

Forcing your opinion on mapper is not necessarily wrong if mapper agrees to your opinion.

Examples:

- Suggesting to blanket an object when the entire map does not have any blanket
- Suggesting to increase spacings for some objects in Hard while the map is entirely distance snapped

In short:

Mod and give suggestions according to what the map does. Not by your or mapping meta's logic.

# Modding Mindsets

## Rejected Suggestions

"I like my pattern better, so no fix"  
"Subjective, no change"  
"I prefer my rhythm, so keeping it for now"

*These are rejected suggestions...without any reason to why the suggestion is not good enough.*

Rejecting a suggestion because of preference  $\neq$  No reason.

There is always a reason(s) to why mapper prefers what they have instead of what you suggested.

But having a reason(s) does not necessarily mean mapper will realise/understand the reason themselves.

### Modder:

Will think mapper does not properly explain their reason, then blame them for being subjective.

### Good Modder:

Will find out why mapper prefers what they have even though mapper themselves does not know why.

If a good modder can find out reason(s) behind mapper's preferences on rejected suggestions, then that good modder will be able to mod the map according to what mapper prefers. This way, suggestions will be more useful to the mapper.

A good modder needs to know the map better than mapper, in order to guide the map into the direction mapper desires.

*It is very difficult to know the map better than mappers consistently even if you are good at modding.*

*This will happen if either the modder is good enough, or the mapper is still inexperienced.*

# WORDING

## Making Useful Suggestions

PRS (Problem, Reason, Suggestion)

## Length

When to make my mod shorter?

## Core Idea

How to make my wording easy to...

Read

Understand



# Wording

## Making Useful Suggestions

Useful Suggestion = A suggestion which can be *fully* understood by mapper  
If you cannot get what you want to point out across, then your wording is not good enough.

[To get your point across clearly and fully]

Three of the following parts should be implied through wording:

P

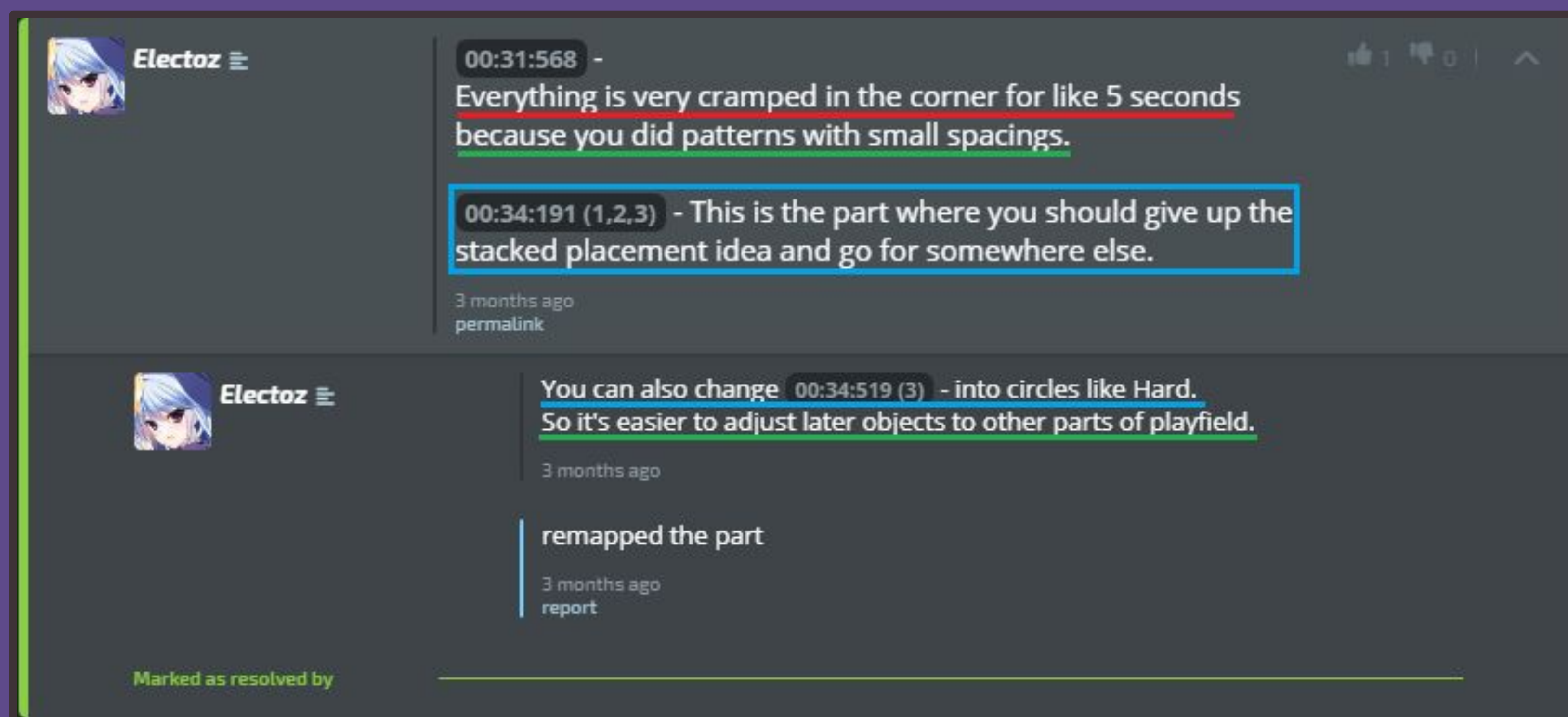
Problem = What is the [Problem]?

R

Reason = [Reason(s)] to [Problem] and/or [Suggestion]

S

Suggestion = How to solve/improve [Problem]



*Example of [PRS] is shown in respective colours.*

Not implying all of [PRS] through your wording = Mapper might not fully understand the suggestion  
As a result, your suggestion might be rejected. Not because of disagreement but because mapper did not understand your [Problem], [Reason], or [Suggestion].

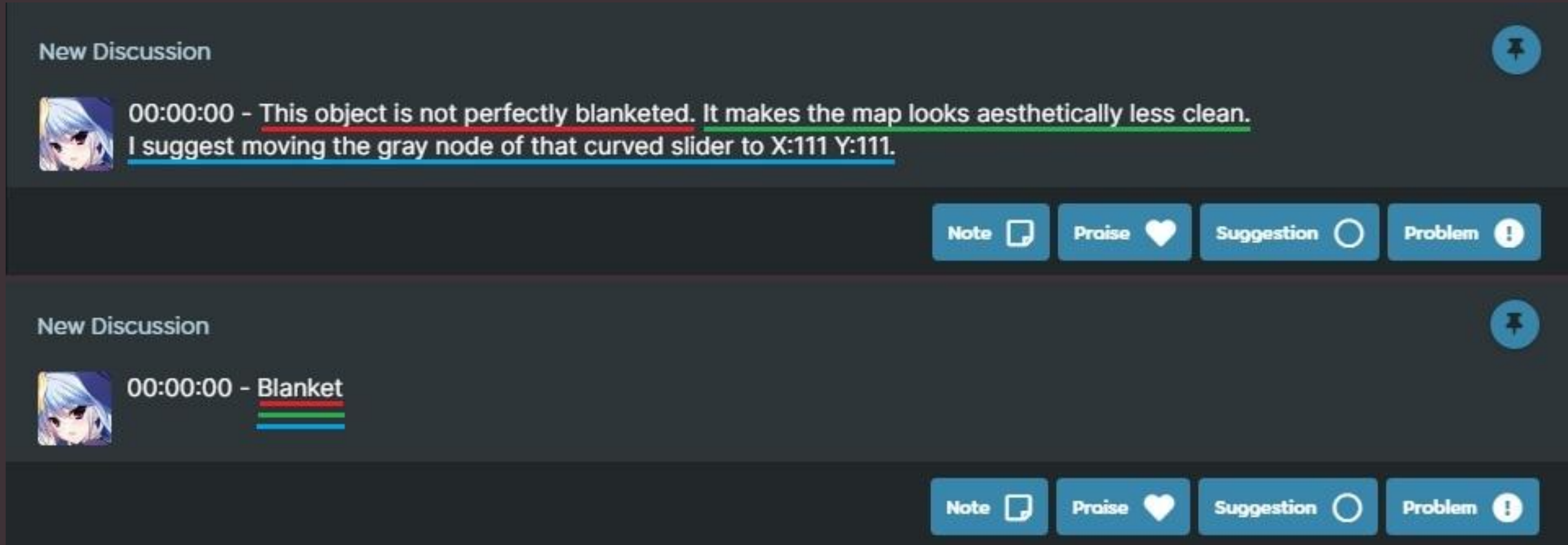


# Wording

## Length

This is the example of pointing out the same suggestion with different lengths.

*[Problem], [Reason], and [Suggestion] are separately stated.*



The screenshot shows two forum posts. The top post is titled "New Discussion" and contains a user profile picture, a timestamp "00:00:00", and a message: "This object is not perfectly blanketed. It makes the map looks aesthetically less clean. I suggest moving the gray node of that curved slider to X:111 Y:111." Below the message are four buttons: "Note", "Praise", "Suggestion", and "Problem". The bottom post is also titled "New Discussion" and contains a user profile picture, a timestamp "00:00:00", and a message: "Blanket". Below the message are the same four buttons: "Note", "Praise", "Suggestion", and "Problem".

*[Problem], [Reason], and [Suggestion], all are included in a single word.*

Modders will say "blanket" instead of saying why blanket is a problem, or how should you fix them.

This is because the word "blanket" already implies that:

P = Blanket is imperfect

R = Imperfect blanket will cause less clean aesthetics

S = Move slidernode(s) accordingly

If [PRS] can be implied without explicitly stating in full sentences, then there is no need to state each of [PRS] separately.

## Core Idea

*Make sure to get all of [PRS] across to mapper completely with least words possible.*

Mapper must understand [PRS] of the suggestion you are posting - but only state each of [PRS] explicitly if you think mapper will not understand without doing so.

# HANDLING NEW MAPPERS

## Modding

**“I know mapping more than you”  
Why my suggestions are rejected?**

**My mods are too overwhelming!**

**There are too many issues in the map!**

## Wording

**How to stop killing “mapper spirit”?**

**I cannot convince anyone to remap!**

# Handling New Mappers

## Modding

### Never assume whatever mapper did is wrong

Never assume just because “you have been mapping a for longer time”.

Never raise a problem/suggestion just because they have to follow mapping meta.

Only raise a problem/suggestion when you...:

- Disagree with something
- Think something can be better/improved

### Avoid writing multiple paragraphs in one problem/suggestion

If you have to write more than a paragraph in the thread, consider modding through chat with mapper instead.

Issue that requires a lot of explanation will be more understandable if the issue was discussed through instant messaging.  
(in-game chat/discord/etc.)

*Instant messaging gives mapper chances to ask modder for other details related to the issue.*

### Do not point out too many suggestions/issues at once

You cannot change the map entirely with your mod alone.  
New mappers also cannot improve their mapping skills drastically after one mod.

*Pointing out too many issues can overwhelm the mentality of newer mappers.*

If there are too many issues to point out, prioritise the following (from top):

- Section-wide/Map-wide issue (not enough contrast between sections, overall spacings too small, etc.)
  - If there are still too many to point out, focus only one or two issues (no need to point out everything)
- Specific patterns or objects (emphasis, rhythm, placement, etc.)
- Nitpicks (imperfect blanket/stacking, NCs, etc.)
- Ranking Criteria issues (audio bitrate/metadata/unused file, etc.)



# Handling New Mappers

## Wording

### How to Not Discourage New Mappers

- Focus less on mentioning [Problem], [Reason] and more on [Suggestion]
- Turn negative sentences into positive ones

#### Negative

This map is bad because...[Reason].

The quality of this map is not good enough.

#### Positive

This map will play better if you...[Suggestion].

This quality of this map will be closer to the ranked section if you...[Suggestion].

### Suggesting to Remap

“This should be remapped because...[Problem + Reason]”  
is a sure-fire way to discourage mapper.

*Mapper's response will usually be: “Mapping is too hard, I quit” or “You do not understand my map at all”*

What to do:

- Never say the word “remap” without saying what mapper should do specifically
- Insert specific suggestion(s) on what mapper should do while remapping
- Give [Reason] to why your [Suggestion] will improve the map
  - “Gameplay can be a lot more predictable if distance snapping is used between objects”
  - “Adding more slidershapes in this part will create contrast from other sections”
- Keep suggesting without saying “remap” until mapper realises the map should be remapped

Never suggest someone to remap because their map is bad.

Instead, show them what their map could have been if it had become better.



# DEFINING GOOD MODDERS

## Modding

What is "modding"?

What is "modding" consist of?

## Good Modders

What makes modders "good"?

What are "good" modders?

## Improving Yourself

What do I lack in my modding?

# Defining Good Modders

## Modding

Modding = A process of giving suggestions/feedback to the map.

In order to give a suggestion/feedback to the map, you need to:

- 1 Have a certain amount of [Mapping Knowledge]
- 2 Use [Modding Skills] to pick up issues in the map with your [1]
- 3 Communicate [1] x [2] through [Wording]

*[Mapping Knowledge], [Modding Skills], [Wording] are areas that define how good a modder is.*

### Mapping Knowledge

Knowledge related to mapping. This is not about how much knowledge you have, but rather how compatible your knowledge is to the map you are modding. This means you will be lacking in this area if you are modding a map with mapping styles or concepts/themes that you are not familiar with.

### Modding Skills

Ability to find issues/suggestions presented in the map, analyse maps/concepts in a bigger picture, and find out possible solutions to issues/suggestions pointed out.

### Wording

Communication from modder to mapper using [PRS] - [Problem], [Reason], [Suggestion]. Better wording will make your suggestion easier to understand from mapper's perspective.

# Defining Good Modders

## Good Modders

### Defining Modder's Quality

In order to define if a modder is good, putting these three areas in an equation will be simpler to understand:

$$\text{Modder's Quality} = \text{Mapping Knowledge} \times \text{Modding Skills} \times \text{Wording}$$

You cannot make a suggestion without any of the three areas:

Without [Mapping Knowledge] = Equivalent to modding a gamemode you never played/mapped

Without [Modding Skills] = Unable to tell what is and what is not the issue

Without [Wording] = Unable to communicate the issue/suggestion you have

If any of these three are absent (equivalent to zero),  
then you will be unable to mod/give out any suggestions (zero quality).

If you are worse in one of these areas, it will drag the other two down.

If you are better in one of these areas, it will drag the other two up.

### Defining Good Modders

Good modders:

Those whose mods are perceived as good when all three areas are combined.

Good modders will be either of the following:

- Experienced in all three areas
- Less experienced in one or two of the areas, but are very experienced in the remaining area(s) of the three.

Experience is not measurable in any kind of quantity or unit, but it can be estimated by comparing with other average modders in the community.

# Defining Good Modders

## Improving Yourself

To improve, identify which of the three areas you are weakest at, then improve accordingly.

### Mapping Knowledge

This can be improved primarily through mapping for experience, or learn from other external sources (guides, videos, osu! wiki, etc.) for knowledge.

### Modding Skills

Try using other modders as references/comparisons by modding the same maps they did, then compare your suggestions with theirs.

The best way to improve is to compare yourself vs. other modders to see:

- What they have pointed out when you did not
- Whether you can see and describe the map in a bigger picture
- Your suggestion vs. other modders' on the same issue

For those who are not sure how or where exactly to start, please refer to [Modding Puzzles - Page 3], [Modding Checklist - Page 24], and [Mentorship Materials and Activities - Page 36] as basic starters.

### Wording

To improve this, just make sure to follow [PRS] and [Length] principles mentioned in [Wording - Page 7].

Wording depends on each modder's writing style. You need to adjust what you learned and adapt accordingly to your writing style.

Adjusting your wording improvements to make them a new habit is much harder than knowing what you need to improve.

*Having a second perspective (mentor) constantly identifying your wording habits can improve you faster.*



# WORDING TIPS AND MISTAKES

## Wording Tips

Length Shortening

Formatting

Including Images

## Common Wording Mistakes

“This feels weird because...”

“Ranking Criteria said...”

“You must use distance snap”

“This pattern makes no sense”

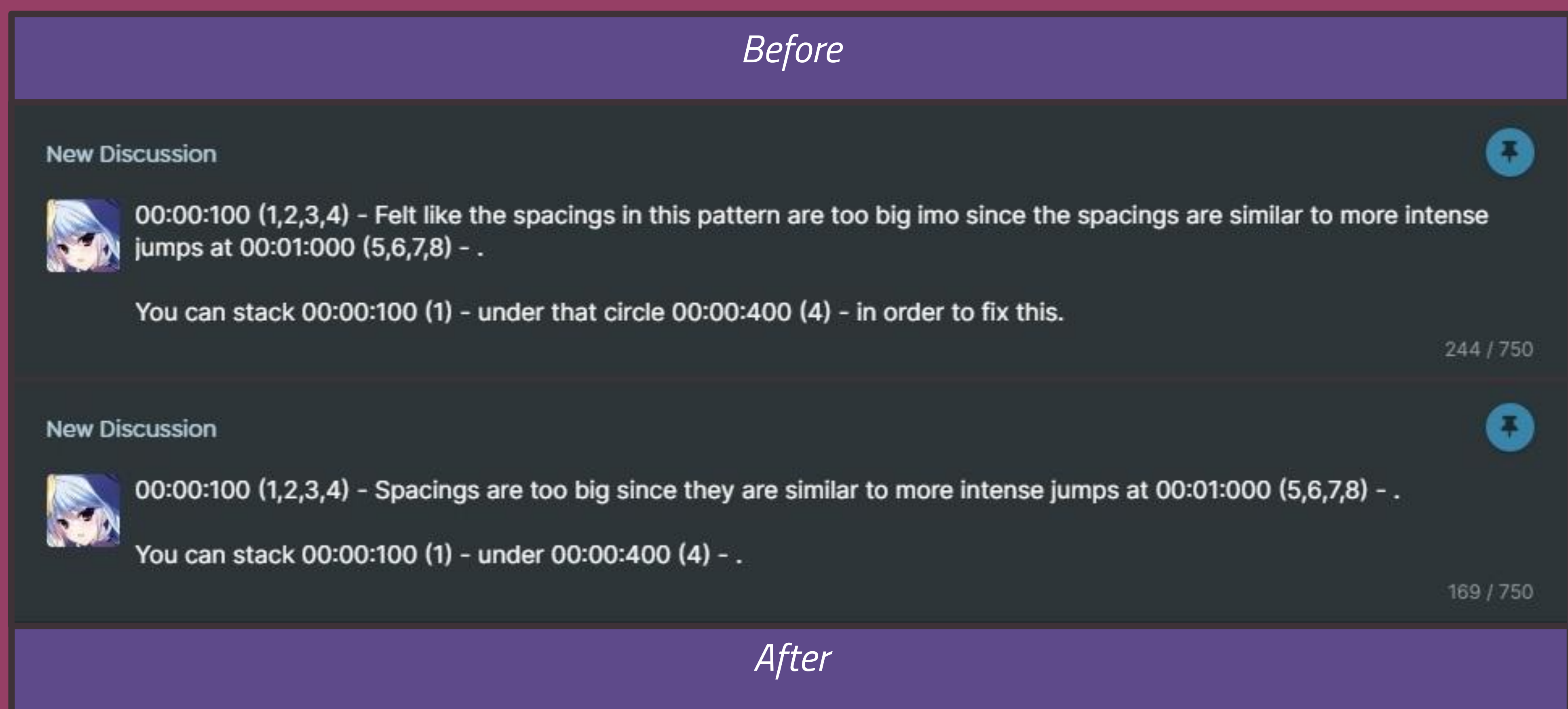
And More...

# Wording Tips and Mistakes

## Wording Tips

### Length Shortening

Shorter mods are less confusing and easier to understand. Some modders usually have habits of including words unrelated to [PRS] which can be left out. Below is an example:



Below is a comparison between two suggestions above, word-by-word:

Before	After	Details
Removed words/phrases		
Felt like, imo	-	This is just your own impression and not related to [PRS].
That circle	-	00:00:400 (4) - already refers to the circle.
In order to fix this	-	This does not add/involve any of [PRS] to the issue.
Changed words/phrases		
The spacings in this pattern	Spacings	00:00:100 (1,2,3,4) - already refers to the pattern.
The spacings	They	Pronoun should be used if same thing is being referred again.

- Only remove/change if the word(s) or phrase(s) are redundant and/or not related to [PRS] of the issue
- You do not need to necessarily remove/change everything. Always prioritise adjusting to what you usually prefer in writing. Everyone has different writing styles
- This method will usually take days or weeks to get yourself used to the adjustment(s) made

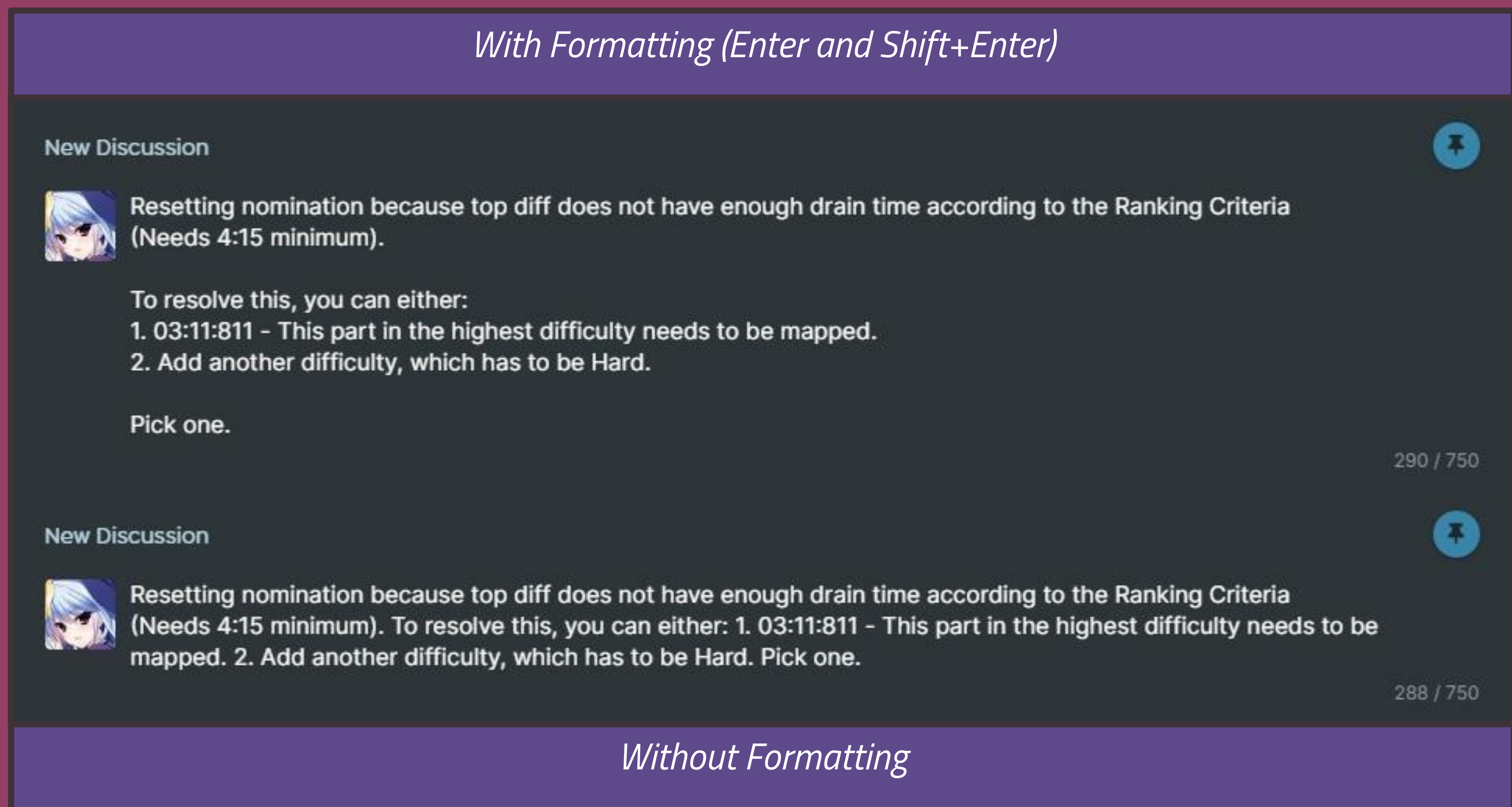


# Wording Tips and Mistakes

## Wording Tips (cont.)

### Formatting

Formatting in modding v2 comes down to a matter of using Enter and Shift+Enter at the right place and time.



Adjusting your format by separating each of [P], [R], [S] into separate paragraphs can make your mod significantly easier to read.

*It is not necessary to separate [PRS] to different paragraphs every time. This depends on suggestion's length.*

Modding V2 tends to have a narrow/thin textbox. In order to make your mod look cleaner, you need to take advantage of textbox's heights instead of widths.

If two or more of [PRS] can be combined within a single line or two, then splitting them into paragraphs might not be necessary.



# Wording Tips and Mistakes

## Wording Tips (cont.)

### Including Images

Always consider using images if your suggestion is longer than 2-3 lines.

*Sometimes an image/picture explains better than words. That is why "a picture is worth a thousand words".*

Images in modding are mostly used as suggestions. There are occasions where images can be more convenient than explaining through wording. Examples are provided below.

(This example is only to demonstrate images can be easier to understand than fully explaining in sentences.

For this case, most modders could have just said "blanket" anyway.)



Suggestion:

01:24:733 - Could easily blanket this. Use the positions noted in the picture of the same result.

Suggesting this without an image could be difficult, as referring to specific slider nodes can be confusing.

Below is another example where an image could provide a clearer understanding than what was written.

00:35:865 (1,2,1,2,1,2) - Weird placement, you could try to go for one going vertical then the second one going about 45 degrees slanted to the left and the third being horizontal to convey that sense of struggle in the singer's voice.

10 months ago  
permalink report



# Wording Tips and Mistakes

## Common Wording Mistakes

### “This does not fit/These feel weird”

These phrases only express your opinions. Nothing to do with [PRS]

This placement does not fit, so please change.

=

I do not like this placement, so you should change.

*Using your opinion without any explanation as a reason is equivalent to forcing your opinion on mapper's*

There are certain modders who tried to solve the above problem by adding reason(s) behind the phrase, such as:

These feel weird because the angle is inconsistent with the previous pattern.

While this explains the reason, the phrase “These feels weird” does not tell/imply anything. The suggestion itself would still convey the same idea even though “These feels weird” is not included, as shown below.

The angle is inconsistent with the previous pattern.

*“This does not fit/These feel weird” phrases are not necessary to be included, and they can be left out.*

### “Ranking Criteria/RC stated that...[quoted message]”

Directly quoting Ranking Criteria will make your mod lengthier than it should be.

Try rephrasing it with your own wording.

#### Quoting

RC said: “Avoid using combo colours with ~220 luminosity or higher during kiai times. They create bright pulses which can be unpleasant to the eyes.”

#### Rephrasing

Please avoid combo colours with >220 luminosity during kiais. They can be too bright for the eyes.

# Wording Tips and Mistakes

## Common Wording Mistakes (cont.)

### Not Using Timestamps as References

If you are not using specific timestamps as references, you and mapper might accidentally refer to different objects when discussing.

This can easily cause confusion. And the example below has shown that using timestamps not only prevents misunderstanding, but it also makes your mod a bit shorter.

The overlap makes this inconsistent with other slider patterns in this map.

*There might be more than one slider patterns in the map.*

*Therefore, mapper might not know which one you compared the consistency with.*

The overlap makes this inconsistent with 00:50:000 (1,2,3) - .

*This prevents any further misunderstandings, as mapper understands which slider pattern you were comparing to.*

### **“There is no reason to.../This makes no sense.”**

Never suggest mapper to change something just because you do not see the reason for what you mentioned.

Not seeing any reason is not a reason why something should be changed.

*Even if you do not know the reason, it does not mean mapper does not have any.*

Examples that should not be followed/used:

- I do not see any reason to keep this, please change to...[suggestion]”
- “[Object] is placed here for no reason, so you might as well move it to...[suggestion]”
- “[x] does not make sense, better change it to...[suggestion] because...[reason]”



# Wording Tips and Mistakes

## Common Wording Mistakes (*cont.*)

### [Cannot/Must Not vs. Should Not] + [Ranking Criteria]

Some modders tend to misunderstand the differences between these two phrases (Cannot vs Should not), which can be misleading when pointing out Ranking Criteria-related issues.

Use "cannot/must not" when something is objectively stated in the rules.

Use "should" when something is stated in the guidelines,  
but not mandatory to be followed.

Below are examples which are considered misleading when Cannot/Should not are used wrongly.

You should not include two song files in the same folder.

*Two song files are 100% unrankable. It is mandatory to remove one of them.*

You cannot break distance snap in Easy and Normal.

*While most maps does not break distance snap in Easy and Normal, you are allowed to do so.*

# MODDING CHECKLIST

## Background

What is Modding Checklist?

## Using Modding Checklist

Template and Examples

Recording and Managing

## Core Ideas

Exploring Strengths/Weaknesses

Learning from Other Modders

# Modding Checklist

## Background

General	
Internal	
External	
Individual	
Internal	
External	

*Above is the interface of modding checklist*

Modding Checklist is the spreadsheet tool used to solve two of the following problems:

- "The map is definitely not good enough but I do not know what is the issue"
- "I cannot find any issues in the map while other modders can"

### How it works...

Modding Checklist records types of issues pointed out in modding from two sources:

- Your modding history/past mods (Internal)
- What other modders pointed out (External)

Once the issues are recorded, they can be used as references when you mod maps in the future.

Modding checklist will also reveal strengths and weaknesses of your modding, as well as what you can learn from other modders.



# Modding Checklist

## Using Modding Checklist

### Template

General	
Internal	Overall rhythms have enough contrast between sections
	Check rhythm consistencies/variations when there are two or more choruses
	Ratio of [circle] vs [slider] between different sections
	Rhythms not suddenly focused on too many things
	Circles vs sliders contrast from following different rhythms
	Possible to use less dense rhythms on less intense sections
External	Rhythm variations between different sections (mainly verse/something else vs. chorus/kiai)
	Rhythms aren't too monotonous for a long period of time
Individual	
Internal	Similar things = Similar rhythms
	Rhythms match vocal syllables
External	Rhythms prioritise white > red > blue

*Example: Different types of issues used in modding are recorded in different categories.*

To explain what each of the cell means, please refer to the table below:

General	Section-wide/Map-wide issues
Individual	Issues related to specific pattern(s) or object(s)
Internal	Your modding history
External	Issues/Suggestions made by other modders

You can download the template from: [http://bit.ly/Template\\_ModdingChecklist](http://bit.ly/Template_ModdingChecklist)

(File >> Download)



**Modding Checklist  
(Template)**

# Modding Checklist

## Using Modding Checklist (cont.)

### Recording (Internal)

This is an example of how to record. For example, you modded a map and your suggestion was:

"Jumps in this section are harder than the entire chorus, should be nerfed."

*Timestamp is omitted for simplicity.*

1. Find [P]. For this case, [P] = Jumps in this section are harder than the entire chorus
2. Put [P] you found in the table, as shown below

		General
Internal	Jumps in other sections should not be bigger than the ones used in chorus	
External		
		Individual

Because the issue involves more than one section. It is considered as [General].

And this is from your own mod. Therefore, this will be put under [Internal].

Other suggestions/issues are recorded in a similar process by following the table from the previous page.

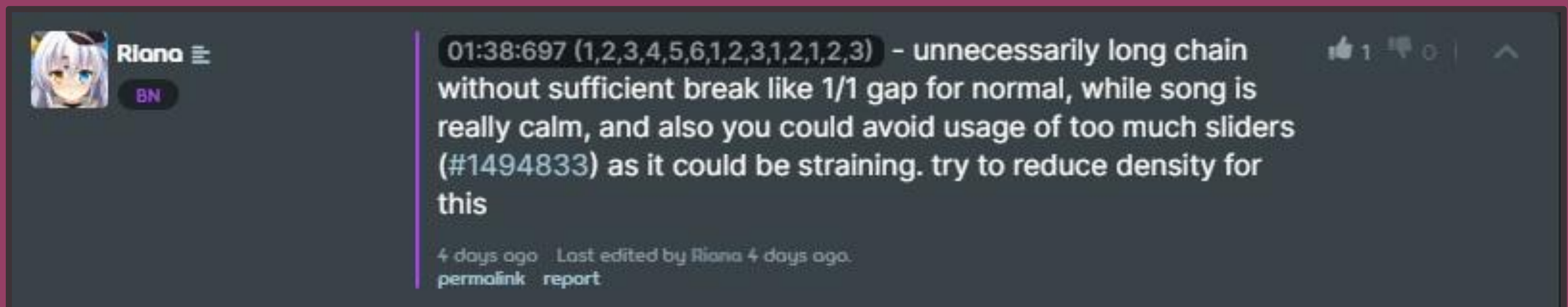


# Modding Checklist

## Using Modding Checklist (cont.)

### Recording (External)

Another example. Someone modded the map and they pointed something you never did before in your modding:



1. Find [P]. [P] = Long rhythm chain without 1/1 gap breaks (Normal)
2. Put [P] you found in the table, as shown below

<b>External</b>	
<b>Individual</b>	
<b>Internal</b>	
<b>External</b>	Rhythms are not in a too long rhythm chain (Normal) <hr style="border: 1px solid red;"/>

Rhythm chains refer to a specific part and not section/map-wide. Therefore, this will be included as "Individual". This [P] is put under [External], as it is something you learned from other modders.

For [External], you can add not only just from what other modders pointed out, but also from videos, discussions, guides, or any other sources that you have learned from as well.

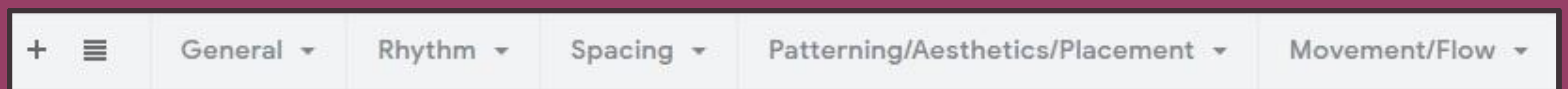


# Modding Checklist

## Using Modding Checklist (*cont.*)

### Managing

Once you record more types of issues, Modding Checklist will consequently grow bigger. For that reason, it is recommended to create multiple sheets for different types of issues.



*You can categorise different types of issues according to your preferences.*

If your Modding Checklist is still too big, try:

- Removing issues that you already pointed out a lot while modding.
- Highlight certain issues that you will be focusing on primarily (by formatting).

Your Modding Checklist is too big when you cannot go through all of recorded issues while looking it up.

### Example

To get a clearer picture of how Modding Checklist can be recorded, you can refer to my (Electoz's) Modding Checklist below:

[https://bit.ly/Electoz\\_ModdingChecklist](https://bit.ly/Electoz_ModdingChecklist)



**Modding Checklist  
(Electoz)**

# Modding Checklist

## Core Ideas

### How to Use Modding Checklist

Once you have a decent amount of issues recorded in Modding Checklist. It will serve as references of different perspectives that can be looked through while modding.

When you are not sure what to look for while modding, Modding Checklist can be used by following steps below:

1. Go through issues recorded in your Modding Checklist one by one

2. See if the map you are modding has similar issues to Modding Checklist

### Exploring your Strengths and Weaknesses

In your Modding Checklist, different types of issues are recorded.

If you categorise the recorded issues, you can see what type of issues (rhythms, spacings, hitsounding, etc) you mentioned a lot, and what kind of issues you did not usually point out while modding.

This is one way to evaluate how well-rounded you are at modding:

What you mentioned a lot in modding (many recorded issues) = strengths

What you do not usually mention (none/few recorded issues) = weakness

*You can estimate your modding strength/weakness in each category by comparing the number of listed issues.*

For example, if you refer to my (Electoz's) Modding Checklist. You can see that I am particularly weak at modding hitsounds. While on the other hand, I am more comfortable modding issues related to rhythm/patterning.

# Modding Checklist

## Core Ideas (cont.)

### Learning and Improving from Other Modders

Internal	Your modding history
External	Issues/Suggestions made by other modders

If you have recorded issues in [External] and modded the map using those recorded issues, the issues will be changed from [External] >> [Internal].

Issues moving from [External] >> [Internal] is a good sign.  
It means you started to point out issues that you recorded from other modders.

*If the recorded issue (External) is used when you are modding, then it becomes a part of your modding history (Internal).*

### Other Important Notes

Modding Checklist is meant to be looked up only when you are not sure what to point out while modding.

If you look Modding Checklist up every time you mod a map,  
then modding itself will be less enjoyable.

*Always consistently record new issues when you learned something, but only look them up when it is necessary.*

Eventually, you will start remembering the issues you have recorded. And you will remember recorded issues without having to look Modding Checklist up very often. This will happen if you consistently record and manage your Modding Checklist as you mod more maps over time.

In the end, you will learn what you should look for while modding maps without realising it.



# THOUGHT PROCESS FOR MODDING

## Types of Issues in Modding

Objective

Semi-subjective

Subjective

## Thought Process

Giving Suggestions

How should I think while modding?

# Thought Process for Modding

## Types of Issues in Modding

Modding involves suggesting/pointing out 3 kinds of issues.

Objective = Ranking Criteria Issues

Semi-subjective = Consistency-related Issues (structure)

Subjective = Issues based on your opinion

### Objective

Objective issues are those with only a definite yes/no to the issue, no argument/persuasion involved.

Most of objective issues are related to Ranking Criteria rules.

Examples: Unused files, incorrect metadata, offscreen objects, etc.

### Semi-subjective

Semi-subjective is not intersubjective.

*Intersubjective = shared opinion. Semi-subjective = should be yes/no according to map's structure.*

Semi-subjective issues are consistency-related issues. Consistency will mainly depend on map's structure.

When something is inconsistent, they should be consistent if mapper intends the consistency to be so.

Whether the inconsistency pointed out is valid or not depends on map's structure, not modder's opinion.

Examples: Inconsistent NCs, a random straight slider in a curved slider-only map, etc.

### Subjective

Subjective issues are from your opinion, which will come down to either:

- What you disagree
- What you think can be improved

Examples: Any kind of suggestion, "blanket", "map this tick to follow this rhythm", etc.

# Thought Process for Modding

## Thought Process

### Giving Suggestions

The more objective the issue, the more likely the issue will be fixed.

If the issue is more subjective,  
then it will rely more on mapper's preferences to accept/reject the issue.

When suggesting [semi-subjective] issues. Please make sure to refer the inconsistency concerned (with timestamps) for a higher chance of the issue being fixed.

When suggesting [subjective] issues. There are two important points to be kept in mind:

- If the suggestion is meant to improve something, make sure you are matching your suggestion to mapper's preference as much as possible
- If you disagree with something, that will be counted as forcing your opinion on mapper's.

Only disagree when:

- You think you cannot ignore what you disagreed with
- You can convince the mapper to agree with your opinion

### Core Ideas (Steps)

Next page includes a flowchart of what you should think/focus in priorities while modding.

Core ideas of the thought process while modding are 3 main steps as follows:

1. Focus on [objective] issues first. They are not directly related to map's quality.
2. After that, focus on [semi-subjective] issues by finding any unintended inconsistencies within the map.

By looking for inconsistencies,  
you will also be looking at map's structure at the same time.

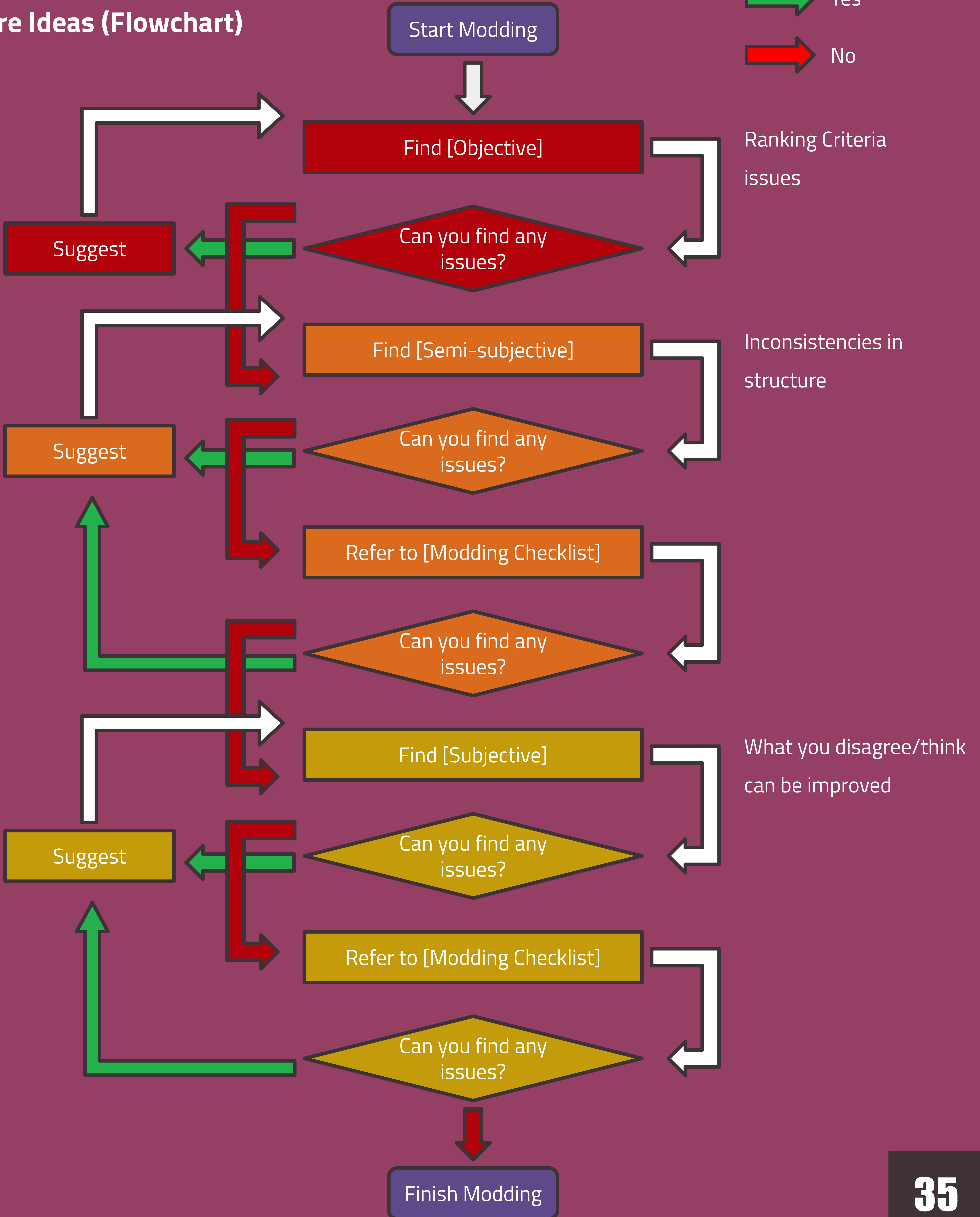
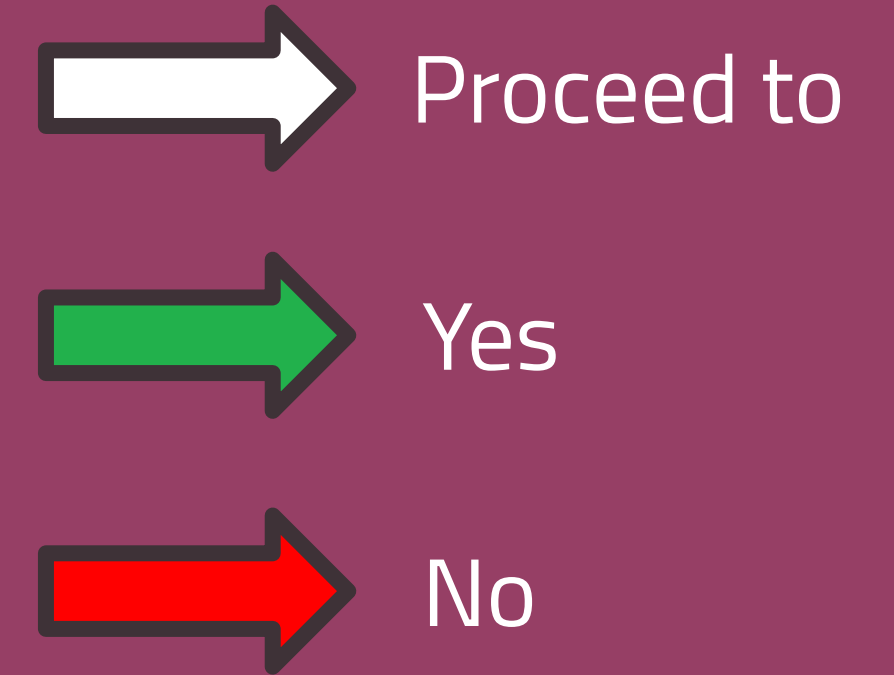
3. After looking at map's structure, you can suggest what you think you disagree/can be improved by making [subjective] issues.



# Thought Process for Modding

## Thought Process

### Core Ideas (Flowchart)



# **MENTORSHIP MATERIALS/ACTIVITIES**

## **Background**

**For Mentors/Mentorship Purposes**

## **Materials/Activities**

**Details**

**Pros and Cons**

**Examples**

# Mentorship Materials/Activities

## Background

These are activities I used to improve mentees' modding skills throughout my mentorship. Some are effective, some are less effective. This topic's purpose is to share what I have done since then.

Any mentors and/or anyone who are interested can implement and adapt the following materials/activities further in their mentoring.

Anyone is welcome to try out the activities for fun as well.

## Group Modding Queue

As the name says, this involves mentor and mentee(s) modding the same map together.

- <https://osu.ppy.sh/community/forums/topics/926198>

### Pros

- Not complicated to make
- Best suited if mentor works with 2-3 mentees
- Mentees are less pressured to deliver good mods (because mapper is already satisfied from the fact that they are receiving multiple mods)
- Useful when mentee cannot find maps to mod

### Cons

- Mentor and mentee may point out same issue(s) while modding, which will likely be redundant to mapper
- Requires collective motivation in a longer term
- Mentor and mentee might have different song preferences while picking maps to mod together



Group Modding Queue  
(Example)



# Mentorship Materials/Activities

## Modding Puzzles

Modding Puzzles are maps created with intentional flaws/errors expected to be pointed out by modding. Other details can be referred to the following spreadsheet:

- [http://bit.ly/Modding\\_Puzzle](http://bit.ly/Modding_Puzzle)

Modding Puzzles were used in the past to determine if BN applicants are qualified for the position. But this was changed later as applicants cheated while doing these puzzles.

### Pros

- Mentor can design their Modding Puzzle to test any areas of mapping context they wish to
- Efficient to create if many mentees are involved
- Can be done as a group activity

### Cons

- Consumes a lot of time to create
- Once the mentee completed the puzzles, they will usually be forgotten
- Mentee will mod the map with expectations to find issues, which is not the case when modding maps normally
- Older Modding Puzzles might not be completely usable due to RC rule/guideline changes
- Mentees might point out issues that were not originally intended to be answers



**Modding  
Puzzles**

# Mentorship Materials/Activities

## Mod Review Sheet

This is about giving feedback to each suggestion of mentee's mod individually.

Mentee is given a spreadsheet. After they finished modding, they will post their mod on the spreadsheet, along with the .osz file of the song they modded. Then, mentor will give feedback in wording and mapping context.

- Template and examples: [https://bit.ly/Mod\\_Review](https://bit.ly/Mod_Review)

(Select File >> Download to save the template)

### Pros

- Can improve mentee significantly
- Efficient and effective to use if both mentor and mentee are modding the same map
- If used repeatedly, mentor can see mentee's improvement over time
- Mentee will get a specific, directional feedback from mentor

### Cons

- Takes up a lot of time to review one mod
- Mentor has to mod the map mentee modded to properly give feedback
- Quality of Mod Review can vary depending on mentor's skill
- Mentor and mentee need to know how to use Google Spreadsheet/Excel
- Mentor might force their opinion on mentee while giving feedback



**Mod Review Sheet  
(Templates and Examples)**

# Mentorship Materials/Activities

## Ranking Criteria Knowledge Test

This can be treated as a mock BN test. By answering questions, mentee can get a rough estimation on what is expected from the Beatmap Nominator position while testing their Ranking Criteria knowledge.

- <https://forms.gle/49j2hQJzv3MkMQ6N6>

### Pros

- Mentee will be able to estimate how close/far they are from becoming a Beatmap Nominator
- Can improve mentee's score in the actual test

### Cons

- Does not directly improve modding skills
- Mentee might memorise the answers instead of learning the knowledge
- Questions might be outdated in the future if Ranking Criteria rules/guidelines are changed
- Questions can be created, but might not be effective depending on how accurate the created questions are when compared to the real test
- Multiple choice questions will unlikely be able to accurately assess mentee's knowledge



**Ranking Criteria  
Knowledge Test**



# Mentorship Materials/Activities

## Timestamp Quiz

This is a variation of Modding Puzzle. While Modding Puzzle expects you to find issues in the map as many as possible, Timestamp Quiz will explicitly state where the issues are, but mentee will have to figure the problem of the issues themselves. Example is provided below.

- <https://forms.gle/tpoViNDYFhsKbVwk8>

### Pros

- Easier version of modding puzzle
- Modding puzzle can be substituted for this
- Mentee will be encouraged to analyse specific objects/patterns/parts of the song

### Cons

- Answers can be subjective and mentee might not be able to find the answer
- Requires a lot of effort to create the quiz
- Mentee might see the answers to the quiz as too subjective and invalid



### Timestamp Quiz (Example)

To create a quiz, mentor can either create a new map or find a map they have previously modded in the past. It is preferable that if mentor takes someone's map, they should have their consent if possible.

If the map used is too recent, mentee might have modded the map before and the quiz will not be effective.

# Mentorship Materials/Activities

## Video Quiz

Mentee will have to watch videos of maps to identify section-wide or map-wide issues. Videos are used instead of .osz files to encourage mentee to see maps in a bigger picture instead of analysing specific objects/patterns in the editor.

- <https://forms.gle/VkrbgixDEuCoUGoz8>

### Pros

- Encourages mentee to skim for general issues instead of analysing maps
- Mentees regarded this activity as very fun

### Cons

- Not realistic to create one map per question. Mentor must find maps from others
- Maps must not be recently modded by mentee
- Mentee must have accessibility to videos
- Mentor must be able to record and upload videos



### Video Quiz (Example)

If mentor cannot find maps, it is possible to modify mentor's unsubmitted/graveyarded maps for the quiz. This can be applied to other mappers' maps as well, if their consent is given.

# Mentorship Materials/Activities

## Guest Mapper Analysis Session

The session proceeds in the following order:

1. Guest Mapper prepares 2 of their maps with a similar mapping style/concept
2. Guest Mapper shows their first map to mentees, then dissects/explains how the map was done. This involves explaining specific sections/concepts, notable patterns, etc
3. The second map will be given to mentees. Mentees must analyse sections/concepts/patterns of the second map, using the ideas they have been given from the first map
4. After mentees finish, guest mapper will reveal answers of the second map

During the session, guest mapper is allowed to answer any questions mentees might have while they are analysing the second map.

The session intends to solve "I saw this pattern while I modded a map, but I was not sure if that was intentional" kind of problem. Therefore, a guest mapper was brought in to answer these kinds of questions.

Session Example 1 (Guest Mapper: Sonnyc): [https://bit.ly/Guest\\_Mapper\\_1](https://bit.ly/Guest_Mapper_1)

Session Example 2 (Guest Mapper: -Mo-): [https://bit.ly/Guest\\_Mapper\\_2](https://bit.ly/Guest_Mapper_2)

### Pros

- Guest mapper's presence can motivate mentees
- Mentees will be given chances to fully understand the map as guest mapper will be able to answer questions directly
- Mainly improves mentees' analysing skills

### Cons

- Is usually not worth the time unless the activity is done in groups
- Guest Mapper must be more experienced than mentees
- Session can be very time-consuming. (2+ hours)



**Session Example 1  
(Sonnyc)**

**Session Example 2  
(-Mo-)**









# ELECTOZ

## ADVANCED MODDING GUIDE

Electoz Advanced Modding Guide is for mappers and modders in osu! mapping community who are seeking to improve their modding capabilities.

This guide contains approximately 50 pages and was made with printability in mind. Modding-related contents are covered in a range of varieties, such as:

- Beatmap Nominator Application
- Wording
- Thought Process for Modding
- Modding Mentorship Materials for Mentors
- And more...

Contents in this guide were created during Community Mentorship Program. All contents were trialled on mentees during mentorship cycle 12-14 (9 months) with the process of trial and error. Any mappers, modders, and mentors are welcome to implement, improve, or share contents included in this guide.

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