



# The GHOST



## THE OFFICIAL GUIDE TO SETTING UP AND USING THEGHOST



Guide Prepared by HumoR4Fun

Thanks to: Nanook, UnsteadyCarrot, SciFi, GameZelda

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# Team Ghost



# Disclaimer

TheGHOST is a tool created for the purpose of making customized Guitar Hero game discs.

This tool is not to be used for profit by anyone. It was not created for the purpose of defeating copyright laws, nor should it be used in any manner that is illegal.

This is an ongoing project that will constantly be improved upon until the developers deem it completed.

The goal of this program is to completely replace all other programs and tools previously used in the creation of custom Guitar Hero game discs with a small set of easy to use tools.

TheGHOST was started with the goal in mind of being a "one-click" solution for creating custom discs.

Please do not upload this software package or any repackaging of it to any website without the consent of the authors (TeamGHOST).

The included programs were created and tested on Windows XP, and may not fully work with Vista or other operating systems.

# Initial Setup

In order for TheGHOST to run properly, there are a few things that you will need to do.

1. Set up an easy-to-use Folder Structure
2. Register the Audio packages that are used to read and convert sound files to the proper format for use in GH games
3. Get the infamous key.bin file
4. Run the PrepTool

## Folders

There is really no need to do this, but if you set up your folders the same way I describe in this guide (the same way the development team has done) then it will make it much easier for us to aide you when you are trying to report bugs. Plus, it helps keep your hard drive free of clutter.

1. Go to the Root directory of your hard Drive "C:\"
2. Create a folder named "GHOST", and open it
3. Create a folder named "tool"
4. Create a folder named "Songs"
5. Create a folder named "temp"
6. Create a folder named "discs"
7. Move ALL of the contents of "TheGHOST.rar" into the folder "tool"

If you downloaded this package from TeamGHOST then you should already have folders in this format.

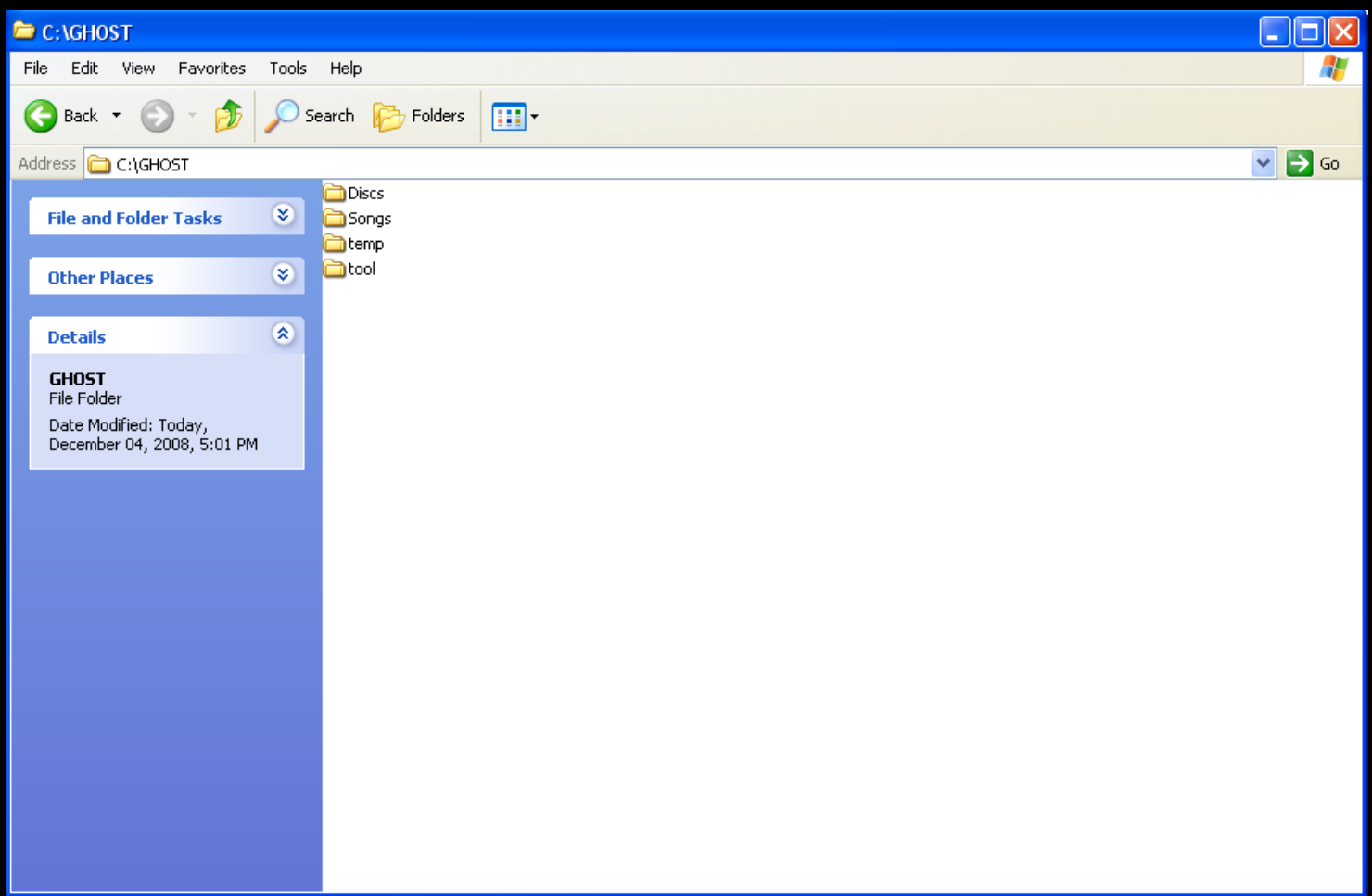
Purposes of each folder:

Discs—Keep your ISOs here, as well as the project files for TheGHOST

Songs—This is where each of the songs goes, one song per subfolder

Temp—Just a folder to house temporary files that are being worked on

Tool—This is where all of TheGHOST files are, as well as the setup tools



# FoF Folders

FoF folders, or Frets on Fire folders are very useful. Each folder contains the following:

Guitar.ogg

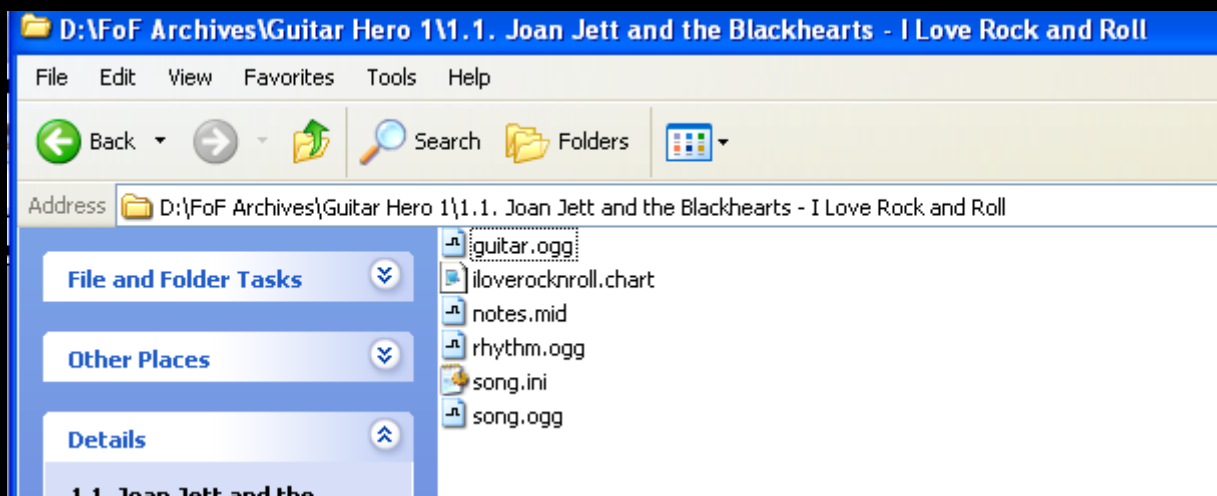
Song.ogg

Rhythm.ogg

Notes.mid (and/or notes.chart)

Song.ini

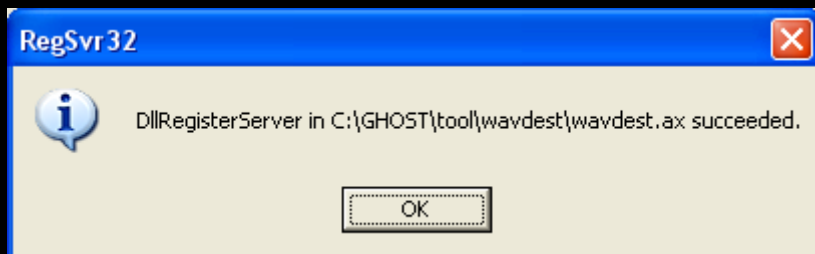
The first 3 files are the audio that plays. Song is always playing. Guitar plays when the Guitar notes are properly played. Rhythm plays when the second player notes are properly played, or if playing single player mode, it is always playing. Notes.mid/Notes.chart is the file that contains the frets that correspond to the song. Mid and chart are 2 formats that have been adopted by the online community. TheGHOST can read both. Song.ini contains some tag information about the song including the artist and title of the song.



# Audio

We begin the Guitar Hero editing process by setting up your computer to be able to read and convert the music files that you will be using. The tool you will be using has been recently rewritten and optimized for use with both Windows Vista and XP.

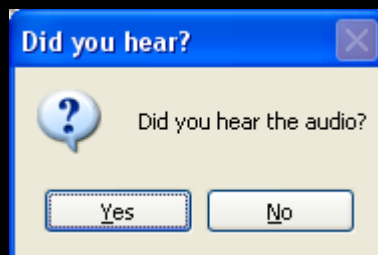
1. Open the folder "GHOST\Tool"
2. Double click the file "TheGHOSTAudioTool.exe" and you should see this —>
3. Click the button "Install Wav Dest Filter" and you will see this when it completes:



4. Click the button "Install XBADPCM Codec" and you will see what looks like a file copy progress window flash up on the screen, then disappear. THIS IS NORMAL.

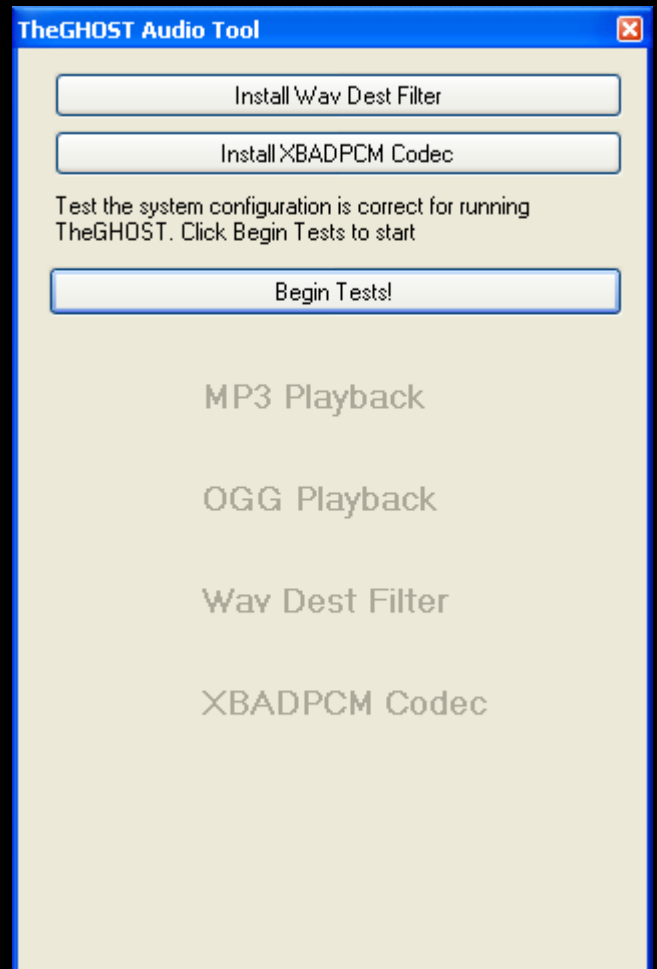
5. Now you are ready to begin the tests. So click the button "Begin Tests!"

6. The tool will attempt to play some sounds then you should see this —>

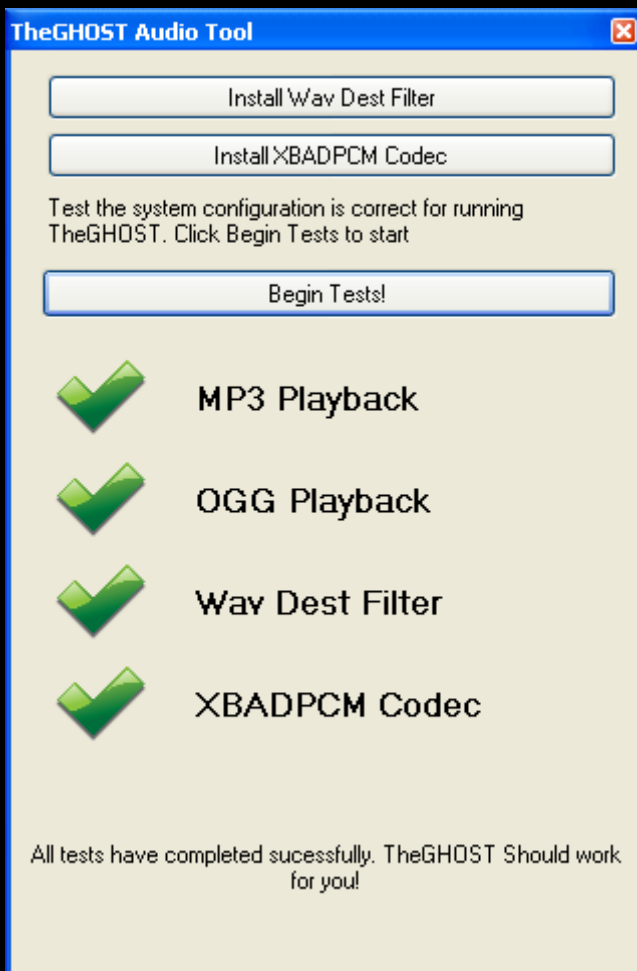


7. Click Yes or No if you did nor did not hear the sound. This will repeat twice to test both MP3 and Ogg playback.

8. It will then attempt to convert, and play the converted file (a 3rd "Did you hear" window"). Then it will test the Xbox codec.







9. Once the tests are complete you will see this screen if everything went ok. If you see an X instead of a check then the test has failed and needs to be remedied.

What to do if the tests fail?

#### MP3 Playback

This means that your computer does not know how to read a .mp3 file. This should never fail, if it does, look around the net to find the LAME mp3 decoder. Download and install it.

#### OGG Playback

This will be the most common failure, so don't be worried. All you need to do is go back to the Audio Setup steps 5-6, then try the test again.

#### Wav Dest Filter

This too will be a common failure. Go back to Audio Setup steps 1-2, then try the test again.

#### XBADPCM Codec

Once again, nothing to worry about. Go back to Audio Setup steps 3-4, then try the test again.

# ISO file

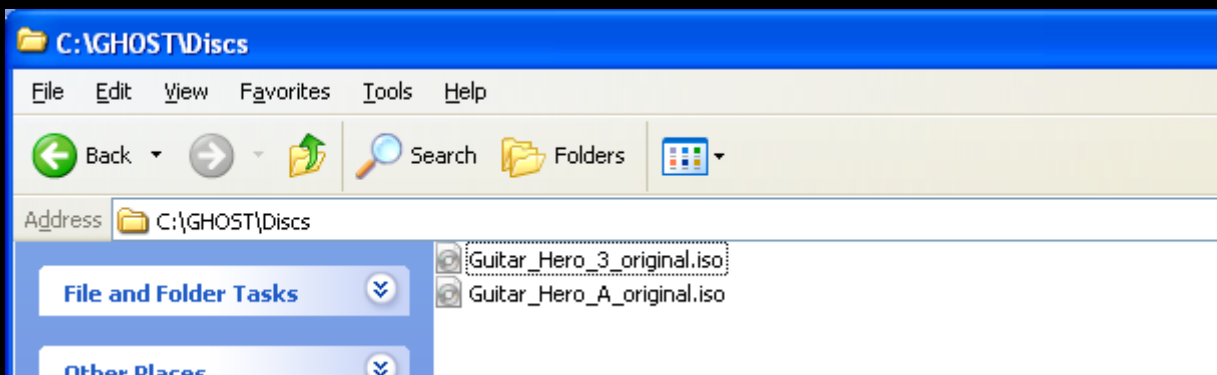
You will need an image of the Guitar Hero 3 or Guitar Hero Aerosmith Wii DVD. This can be obtained in multiple ways, but I will list them in the order of my recommendations.

1. Using an LG Drive, RawDump 2.1 and a DVD of the game you purchased, rip your own ISO file. Guides about how to do this can be found by searching the forums at AfterDawn
2. If you purchased the game, but do not own an LG drive, then use torrents to download an ISO
3. If you didn't purchase the game, go to GameStop (not Wal-Mart, as they take a piece of your soul) and buy one of the games, then go to recommendation 2

That is as much as I will say about obtaining an ISO file, if you need more info/help than I have given, use Google. DO NOT ASK US!

Now that you have the file, lets put it where it needs to go:

1. Right click the file and rename it to "Guitar\_Hero\_3\_original.iso" or "Guitar\_Hero\_A\_original.iso" depending if you have 3 or Aerosmith.
2. Move the ISO file into the folder "GHOST\discs"



# Wii Tool

The PrepTool is a program that performs some preliminary actions on an original Guitar Hero ISO file to maximize the amount of space that can be used for putting new song data onto the disc (maximum of 3.5GB of free space can be created), as well as change the DiscID to allow each game DVD to use it's own save file.

You will see 3 tabs right under the Game radio buttons:

Prep—This is the screen that you use to select which features you would like to

DiscID—This allows you to set the DiscID for the DVD. Make sure you read the guide on this section VERY CAREFULLY.

Game Title—This allows you to set the text that shows up when hovering over the Disc banner or the save icon when using your Wii.

## Prep

You will see some checkboxes that allow you to specify some game modifications:

Blank Audio—Self explanatory, makes the songs blank to create free space

Set cheats—Sets the Cheats to 1 note each, G, GR, R, RY, Y, YB, B, BO, O

Remove Unused Files—Deletes a bunch of files that are in the ISO, but not needed for the game, thus creating free space

Remove Intro Vids—Allows the game to boot to the Menu only having to go through 1 movie instead of 5

Replace Videos—Replaces all Videos with a blank video, creating free space

Manual Editing—If checked, the Prep Tool will pause after prepping the partition2 folder and ask you to make modifications (such as inserting your own videos, or adding extra files, etc) If you are unsure about how to use this, or are just using TheGHOST to create customs, you do not need to check this.

1. Open the folder "GHOST\tool"
2. Double click the file "TheGHOSTWiisoTool.exe"
3. Go to the folder "GHOST\discs" and drag the file "Guitar\_Hero\_3\_original.iso" into the slot named "ISO"
4. Go to the folder "GHOST" and drag the folder "temp" into the slot named "Working Folder"

5. Select the bubble for the game you are using, (I'm using Aerosmith)

6. Press the button named "Read".

7. The program will read info off of the disc and display it in the window. (see below)

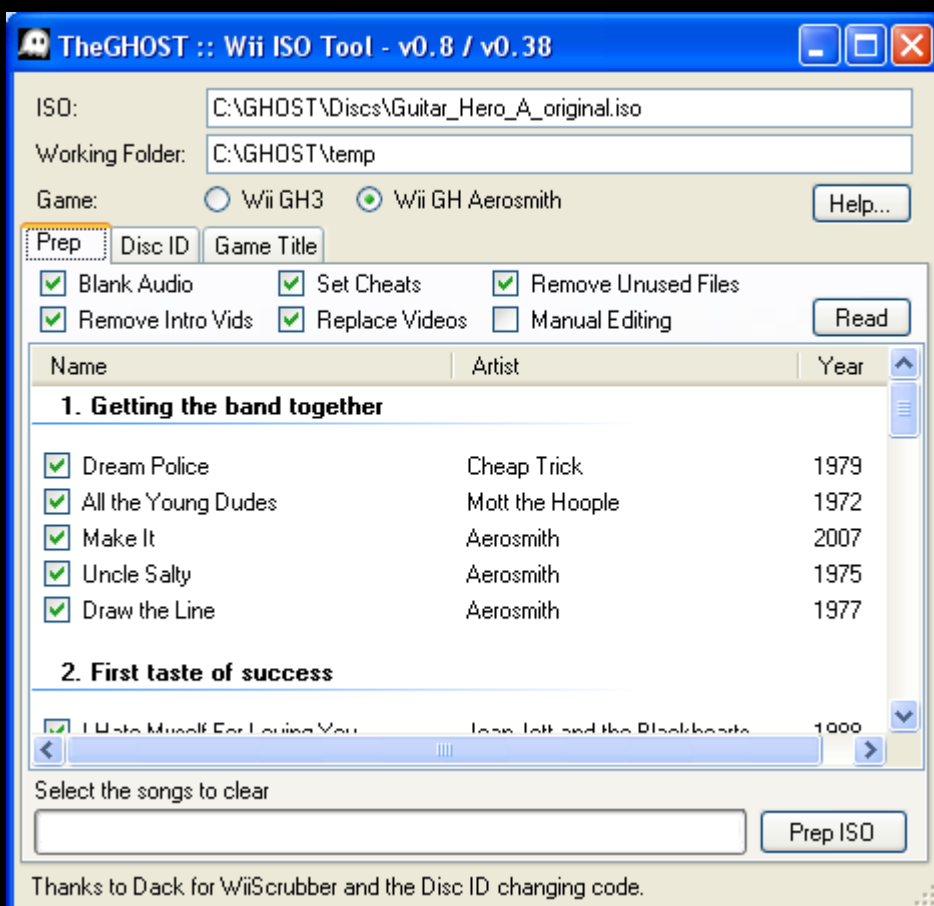
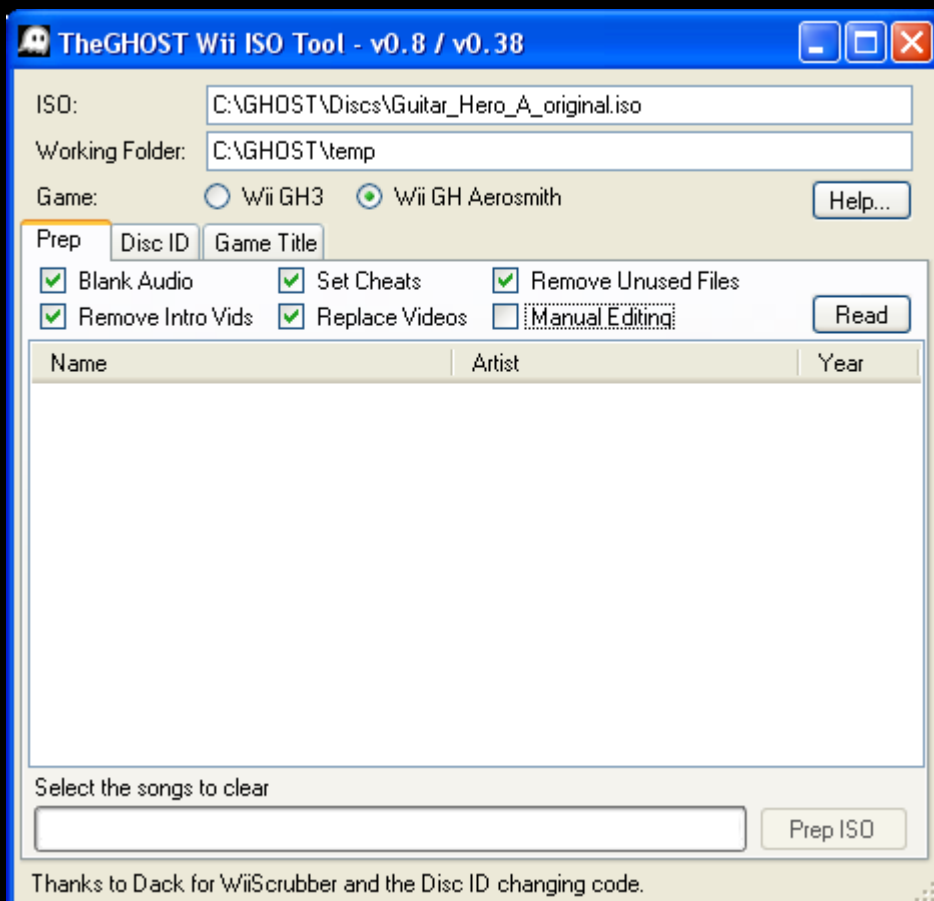
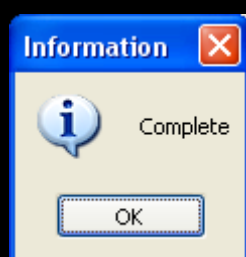
8. Now check the boxes for the changes you want to be made, as well as the songs that you want to be blanked. By default all songs are checked.

9. Once finished, you can click the "Prep ISO" button.

10. Now just sit back and wait for the program to tell you that it is done.

NOTE: This tool requires a heavy amount of CPU processing and data transfers, so I would recommend that you watch TV or play a different GH custom while it works.

10. When you see a "Complete" message it's done. Now, rename the file to "Guitar\_Hero\_A\_prepped.iso"



# Disc ID

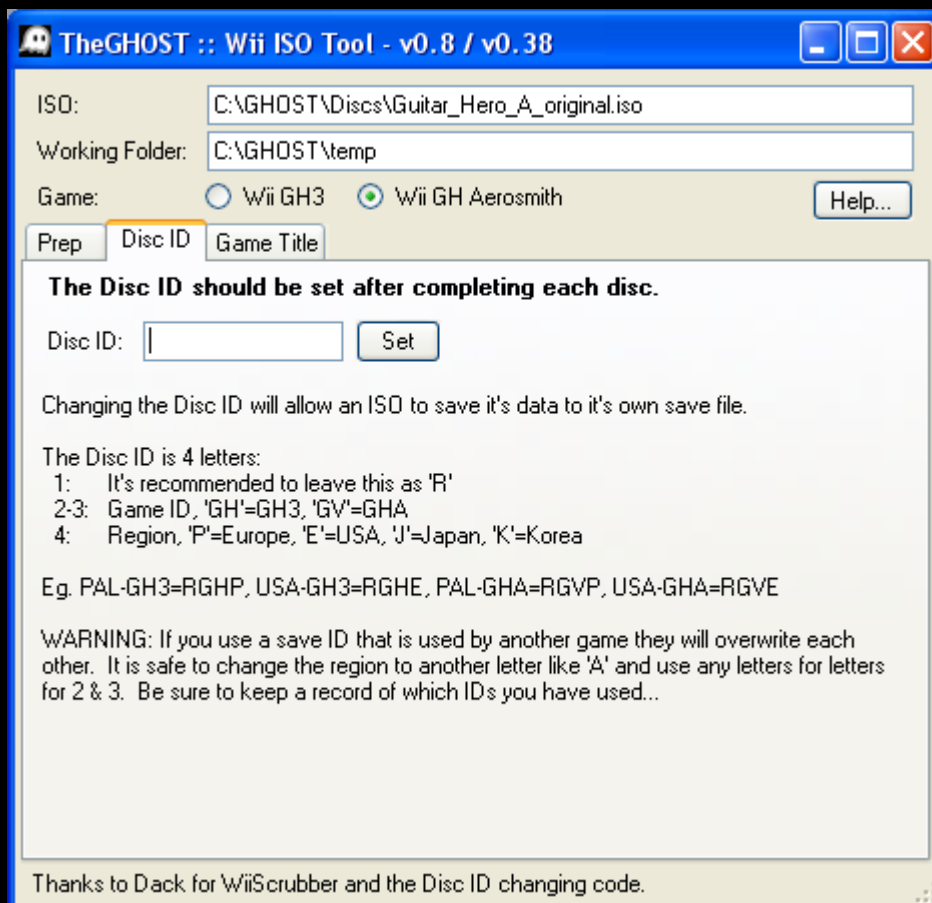
Now we are ready to move onto the next part of Prepping a disk. NOTE: Changing the Disc ID and Game Title can be very dangerous and could cause your Wii to delete savegame data for certain games if done improperly.

Click the tab titled Disc ID and you will see this —>

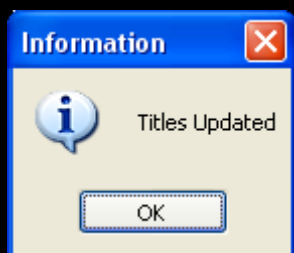
Changing the Disc ID allows the game to use a different save file on the Wii. What does that mean? It means that you will be able to separate the scores for each of your different GH customs. Read the screen carefully, but I will give you a few warnings to take note of:

- ) Make sure you do not type the Disc ID for any game currently in existence.
- ) Use CAPITAL letters
- ) The first letter is the Game type (R is for Wii)
- ) Next 2 letters are your choice
- ) Last letter denotes region (I suggest creating your own "region" by using a letter that would not otherwise be used)
- ) I recommend using an ID system such as RGxC. Where R tells the Wii it is a Wii game, G for Guitar Hero, x should be replaced with any letter you like, and C for Custom.

After choosing the Disc ID that you want, type it in the box, and press "Set" then go to your ISO file and rename it with the disc ID at the end i.e. "Guitar\_Hero\_A\_prepped\_RGAC.iso".



# Game Title



# TheGHOST

TheGHOST is the main application that this project was started for. The other tools that have been written by the team are simply to help out or optimize the usefulness of TheGHOST. This is an incredibly powerful program that has the ability to do so many things. I will do my best to describe all of its usefulness but I am certain that there will be things I miss.

1. Open the folder "GHOST\discs"
2. Copy the file "Guitar\_Hero\_A\_prepped.iso" and paste it in the same folder
3. Rename the new file with a descriptive name, I am using Ultimate Video Game Hero songs, so I will name mine "Guitar\_Hero\_A\_UVGH.iso"
4. Open the folder "GHOST\tool"
5. Double click the file "TheGHOST.exe"

# Project Selection

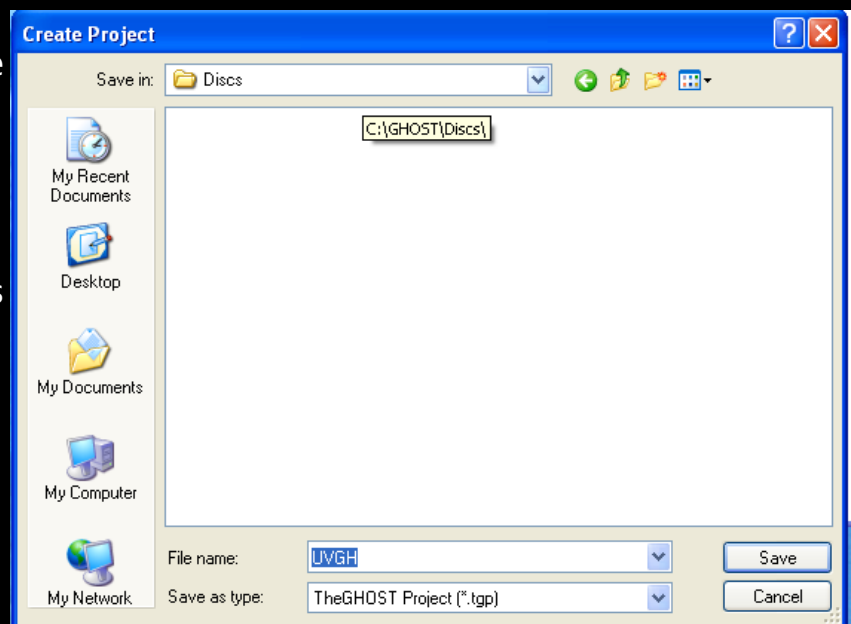
This is the Project Selection Screen. Here we see a few different options.



## “Create a New Project”

When starting a fresh disc, this is the option we will select. It starts you with default settings in an empty environment.

1. Select the bubble next to this option.
2. Press the button labeled “Continue...”
3. A window pops up that allows you to select a place to save your project to, I save my projects to the “GHOST\discs” folder.
4. Give the project a descriptive name (mine is “UVGH”)
5. Click “Save”
6. TheGHOST Default Settings window will now open



### “Browse for a Project”

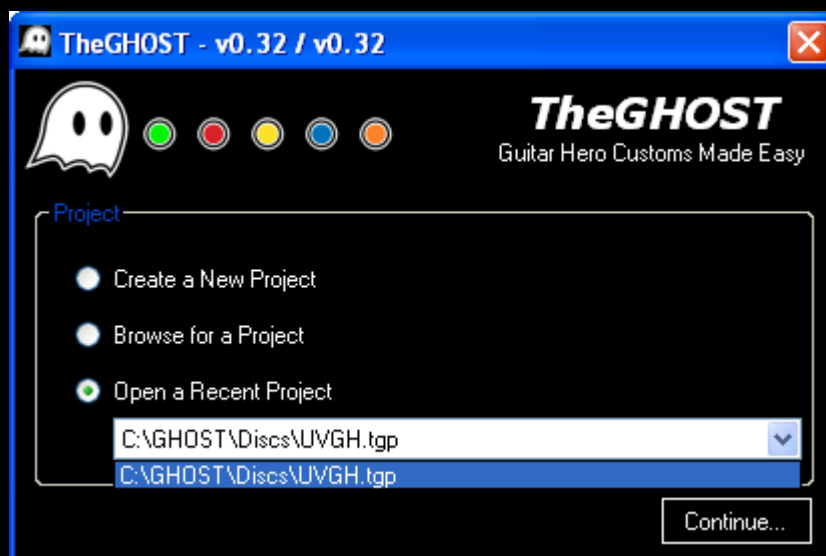
If you have a saved Project file you can select this option to open that project and continue editing it.

1. Select the bubble for this option.
2. Click the button titled “Continue...”
3. A window pops up that lets you select the project file to load.
4. Press “Open”
5. TheGHOST Default Settings window will now open

### “Open a Recent Project”

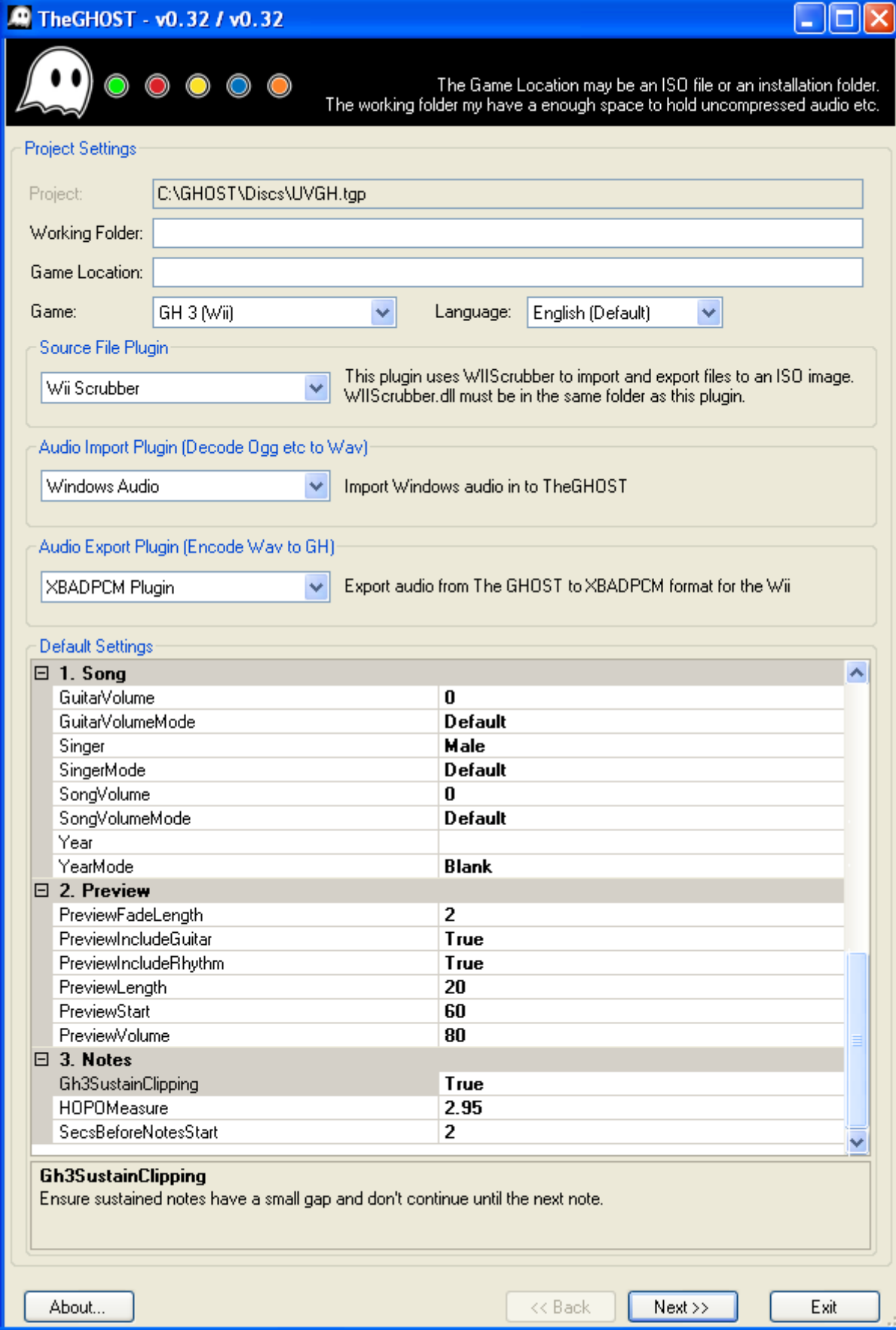
This is similar to the Browse option, but in the drop down box, it stores a list of the most recent projects that have been saved for easy access.

1. Select the bubble for this option.
2. Choose the project from the drop down list.
3. Click the button titled “Continue...”
4. TheGHOST Default Settings window will now open.





# DeFaULt Settings



Project—The location of the project file  
Working Folder—Folder for temporary files to be placed  
Game Location—The location of the game ISO file

Game—The type of game ISO you have  
Language—Which language you use in the game

Source File Plugin—WiiScrubber  
Audio Import Plugin—Windows Audio  
Audio Export Plugin—XBADPCM Plugin

Each of the following settings is slightly described in the application itself by clicking it. These are settings that are applied to ALL songs that you select to replace. They can be changed for individual songs, but changing the settings at this point changes that setting for ALL songs.

Mode settings:

Game—The value used will be from the ISO file (the original value)  
Default—The value used will be the one set at this screen (Default Settings Screen)

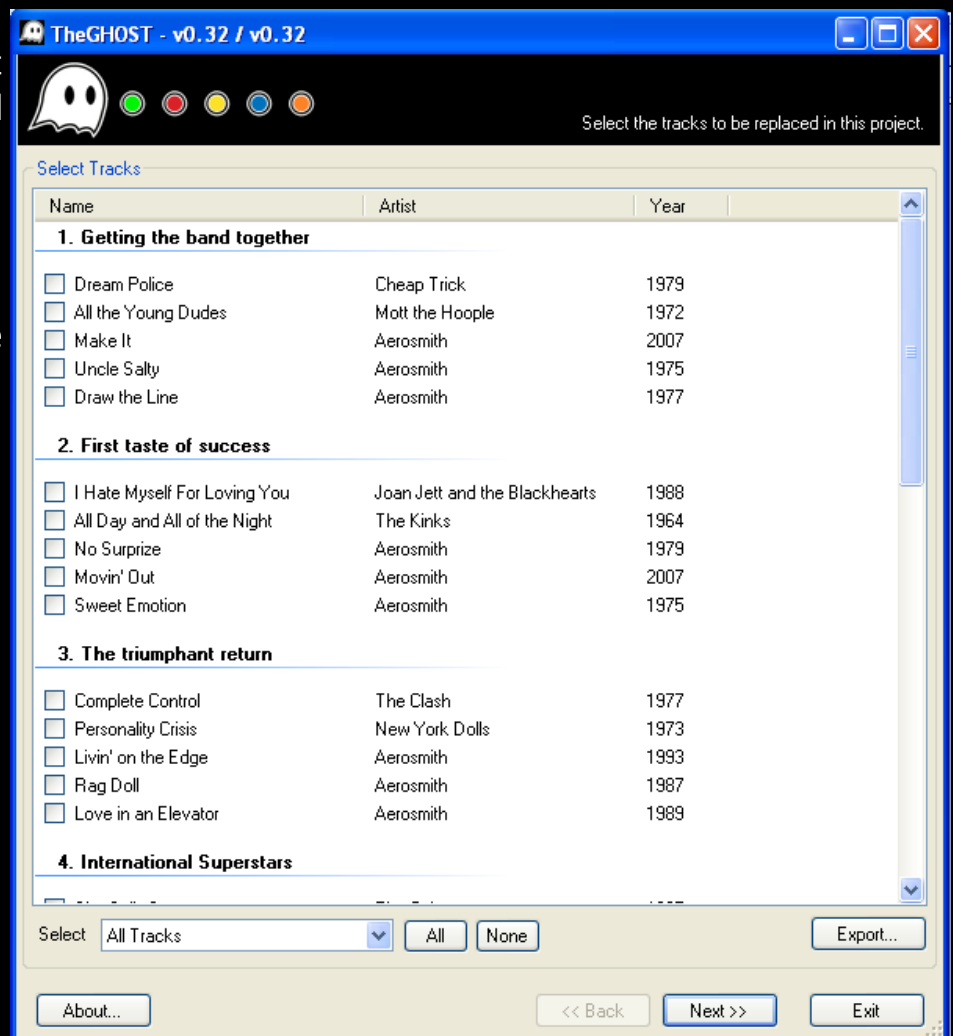
GH3SustainClipping—True/False, If unsure leave as True  
HOPO Measure—A value used to determine if each note is a HOPO or a regular note. EDIT AT YOUR OWN RISK. Changing this value could ruin the fun in the game.

Click the "About" button to get some neat info.



How to setup this page:

1. Go to the folder "GHOST"
2. Drag the folder "temp" into the space for "Working Folder"
3. Go to the folder "GHOST\discs"
4. Drag the file "Guitar\_Hero\_A\_UVGH.iso" into the space for "Game Location"
5. Choose the game version from the drop down list
6. Set the Default Settings as you would like
7. Press "Next"
8. You will now see the Song Selection screen



# Song Selection

On this page you can see a listing of the songs that are currently on the disc. As you can see, my Aerosmith disc has not yet been altered at all. There are a few tools at the bottom of this page to help you select certain tracks more easily. You will also see a button named "Export". This is a cool tool, pressing it allows you to save the set list to a text file.

1. Select the songs that you want to replace.
2. Press the button "Next"

# Audio & Properties

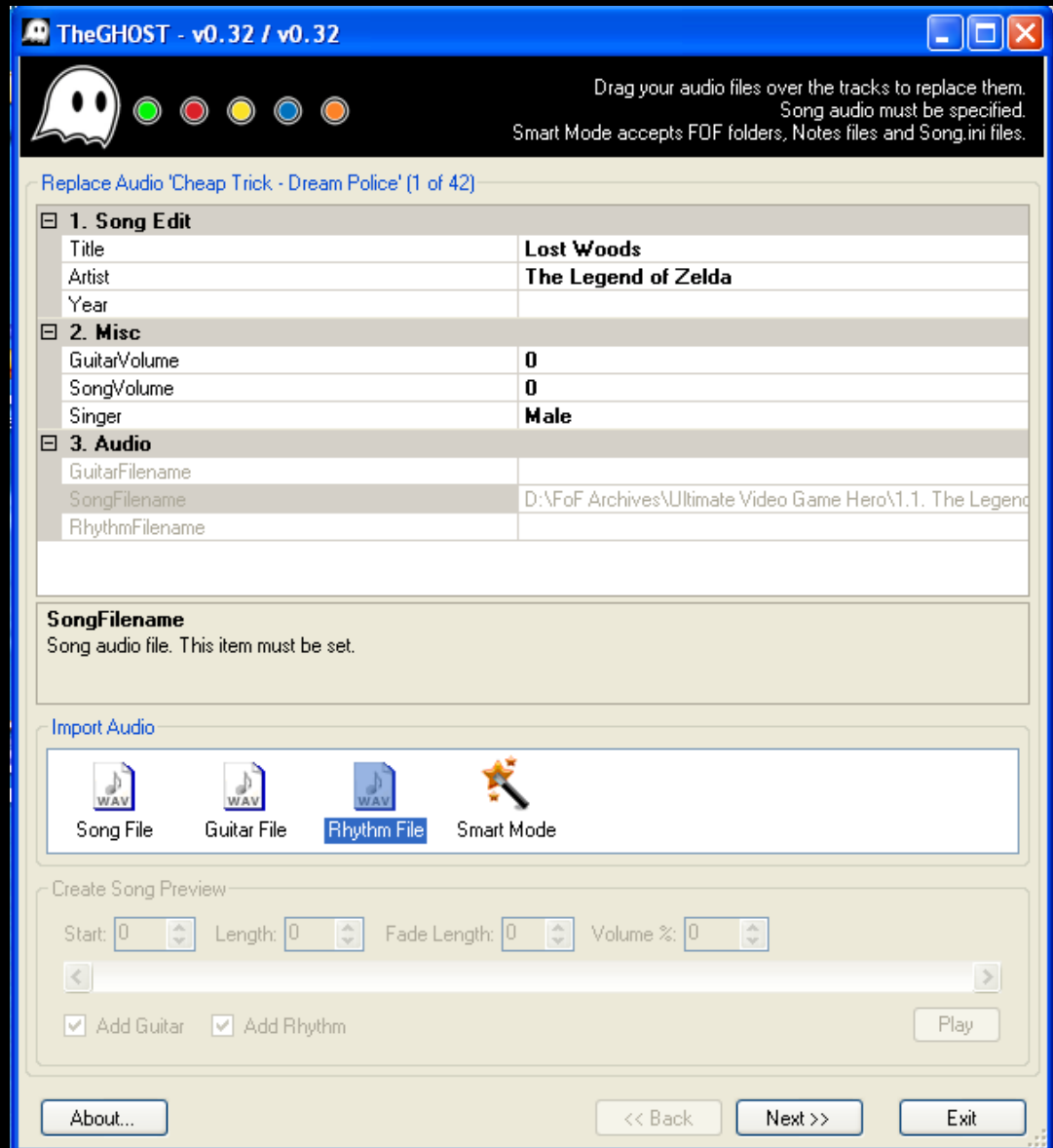
You will be shown one of these pages for EACH song that you chose to replace. On this page you have the ability to edit song-specific settings. You can edit the data fields by hand and/or use the "Smart Mode". If you are doing it by hand you will need to drag the specific files onto the icon that denotes it. For example, drag the file "guitar.ogg" onto the icon "Guitar File". I will describe what to do for using the "Smart Mode" icon.

First, you should have your files in FoF folder format. Meaning that each song has its own folder, I name mine in the format "tier.song. Artist—Title" so my first folder is "1.1. The Legend of Zelda - Lost Woods"

Now that you already have your songs in FoF folder format, we can make use of the "Smart Mode" icon.

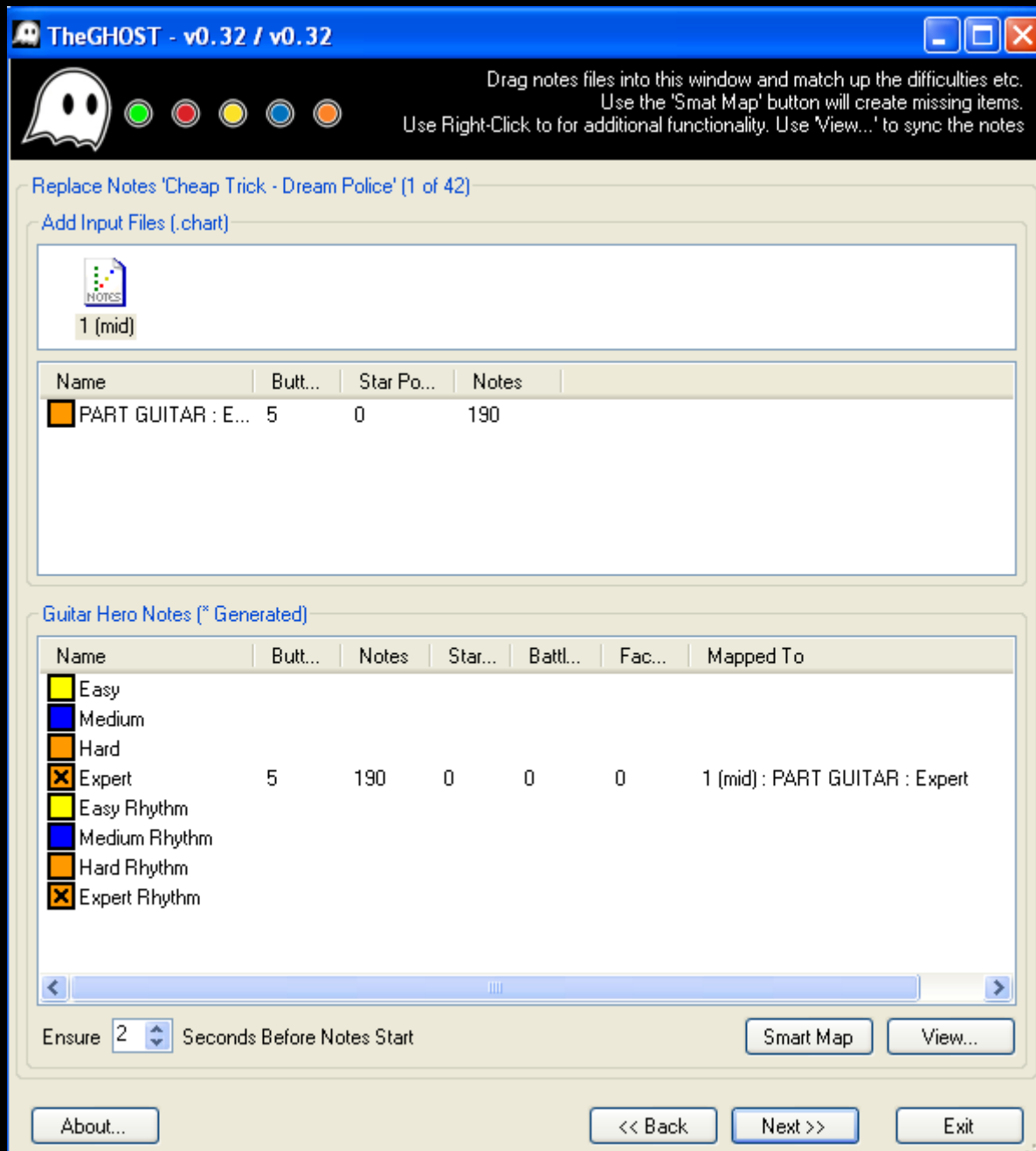
1. Open the folder "GHOST\Songs"

2. Drag the folder of the song onto the icon "Smart Mode"
3. Wait ~15 seconds while TheGHOST reads the song.ini information, and converts the audio to Raw format.
4. Once the information in the properties section is updated, press the "Next" button



# Notes Mapping

This page allows you to assign each of the difficulties a set of notes that have either been recorded from the notes.mid/notes.chart file, Or TheGHOST can generate alternative notes for E, M, H based on the preexisting X difficulty that was read from the notes.mid/notes.chart file. each of the difficulties.



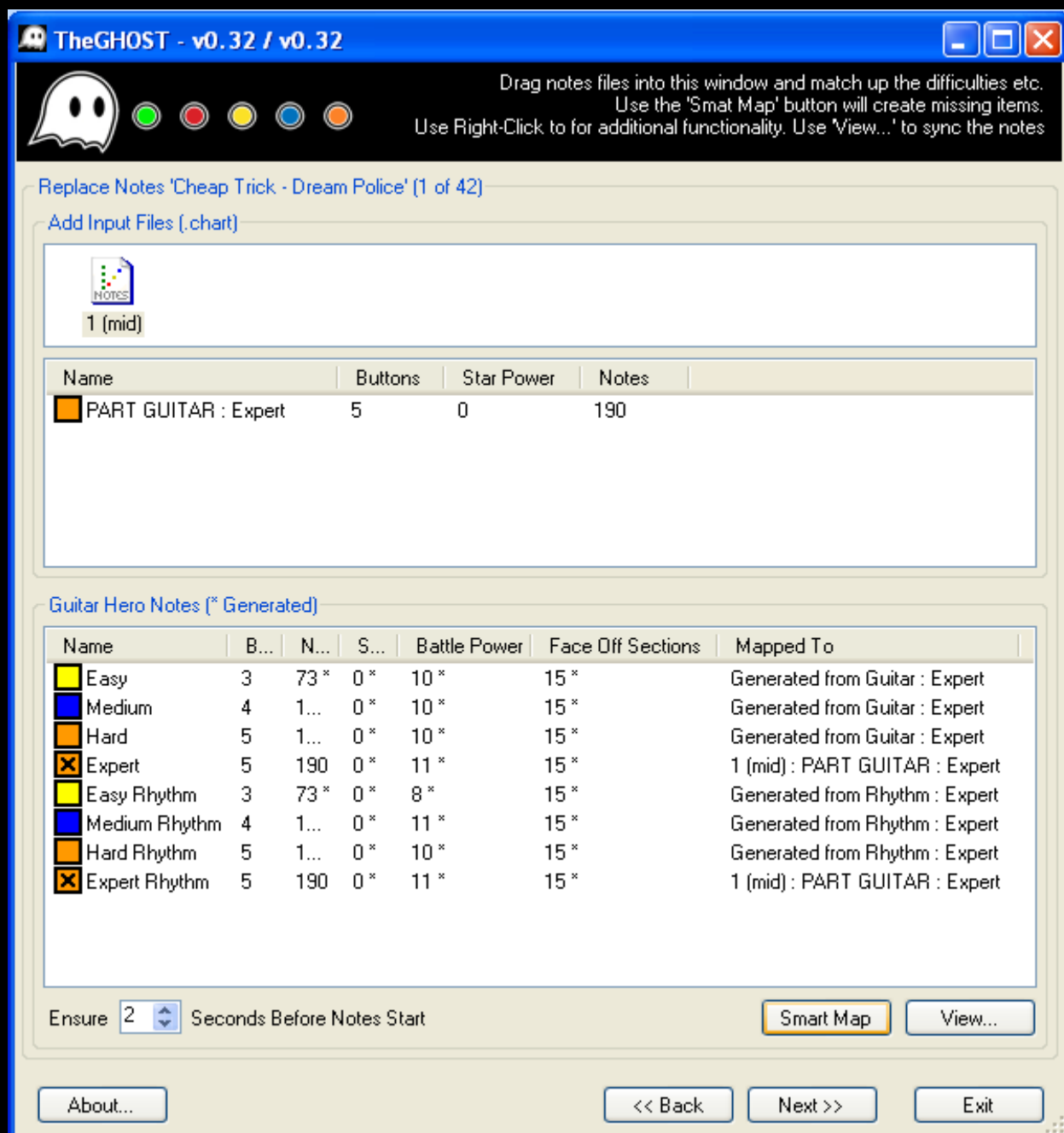
When you first see this page you will notice that in the top section it shows all of the files that have been associated with this song so far (you can drop more files in this box if you'd like). Below that it shows each set of notes that has been found in the files given. Still further down is a list of difficulties that will be written to the game disc with some statistics and information about each of the difficulties.

As you can see for my first song, There is one file "notes.mid" and it only has one difficulty "Expert" that has 190 notes in it.

Some things you can do at this point:

1. Click the button "Smart Map" to let TheGHOST determine which difficulties to use and then it will derive any empty difficulties from the preexisting Expert notes set. It will also add Star Power, Battle Power, and Face Off sections (the last 2 are used for multiplayer)
2. Drag the difficulties from the second window into the icons in the third window to map that difficulty to a notes set
3. Open the Notes Viewer by pressing the "View..." button
4. After finishing with this song, press "Next" to move on to the next song

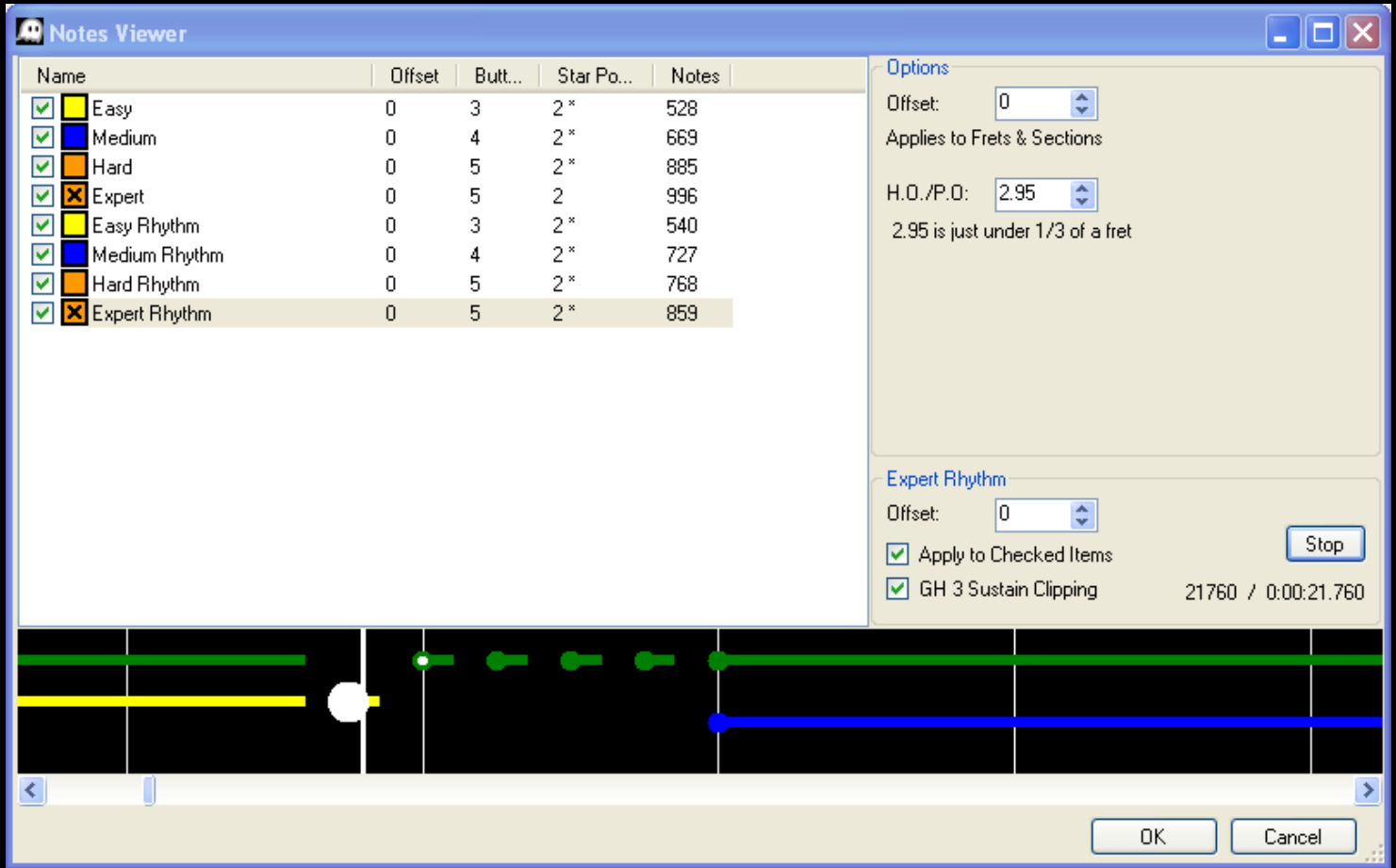
I pressed "Smart Map" to fill in the rest of the notes and SP, BP, FO information. Here is what my screen looks like afterward. Notice the everything that has been created by TheGHOST has \* next to it.





# Notes Viewer/Syncher

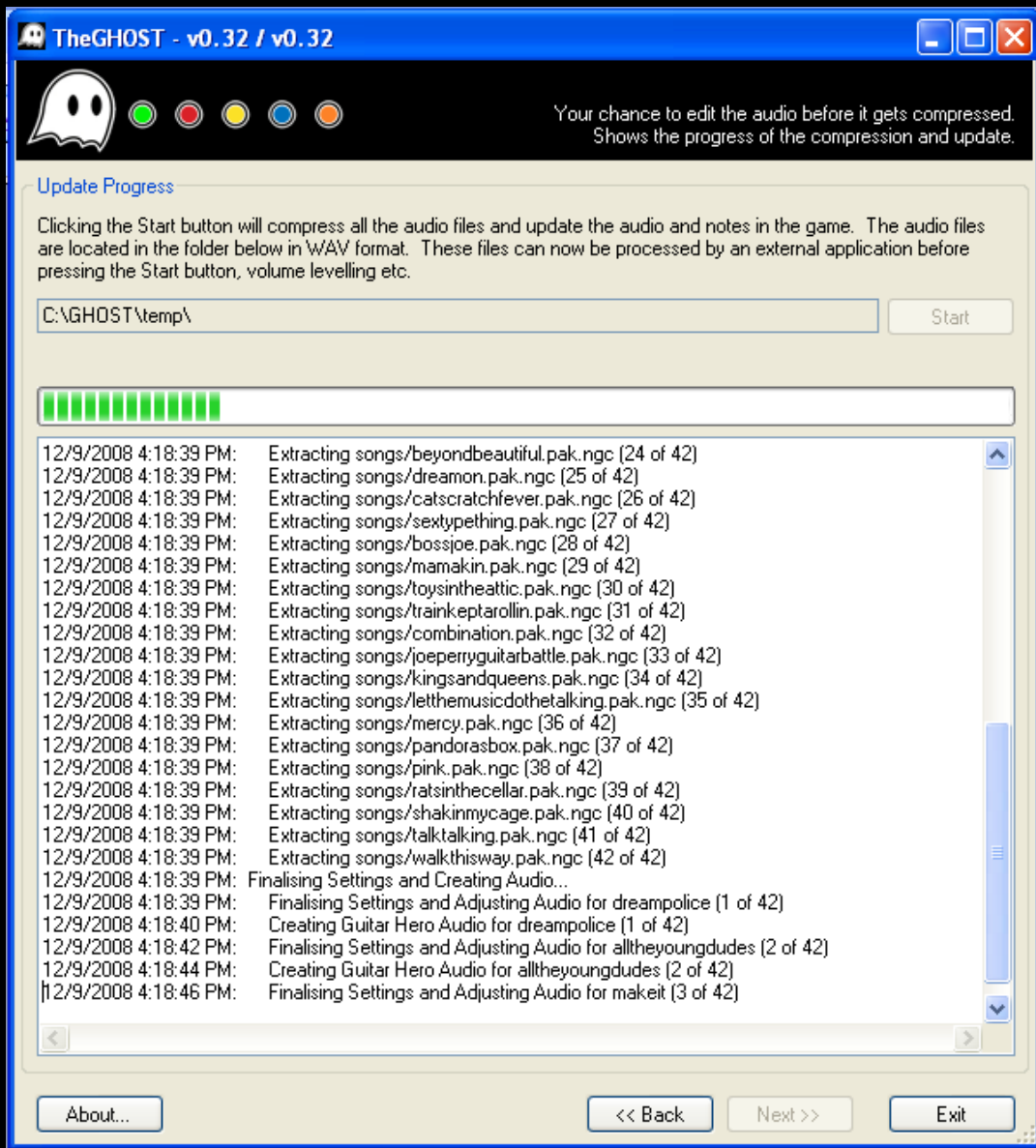
Opening the Notes Viewer will display similar to this:



The Notes Viewer is a handy tool that allows you to change the offset of the notes to match the audio with the notes. It will play the audio and scroll the notes, allowing you to switch between difficulties during song playback to check each of the difficulties. It also shows you HOPO notes, as well as SP, BP, and FO, sections.

# Processing

After you have finished setting up each of the songs you will see this page.



Click "Start" to get the ball rolling. You will see some information output to the text box below, informing you what is going on. Once TheGHOST is done processing, it will tell you so with a nice "Finished" message box.

That's it, now just put in your blank DVD and burn the ISO file that you made (remember mine was "Guitar\_Hero\_A\_UVGH.iso")

# FoF Express

This is a small little sample of something that can be built using TheGHOST-core.dll. Once the source is released, it is expected that others will take this Core and make other applications that cater to their needs. One of the things that we thought you would all enjoy is what we've been calling TheGHOSTtestapp1.exe. I've changed it to a more descriptive name "TheGHOSTWiiBatchTool.exe" because it is much more useful, and leaving it named testapp1 doesn't do it justice. This is just as powerful as TheGHOST itself.

So, what does it do? You give it an ISO, temp folder, and a folder with FoF songs in it, and it will automagically do everything else for you.

## Settings

The first few settings are the same as you would do for TheGHOST.

1. Open the folder "GHOST\discs"
2. Drag the file "Guitar\_Hero\_A\_UGVH.iso" to the space "ISO"
3. Open the folder "GHOST"
4. Drag the folder "temp" to the space named "Working Folder"
5. Drag the folder "Songs" to the space named "Source Folder"
6. Select the bubble for which game you are using an ISO for.

**TheGHOST :: Song Replacer :: Sample App 1 - v0.5 / v0.32**

ISO: C:\GHOST\Discs\Guitar\_Hero\_A\_original.iso

Working Folder: C:\GHOST\temp

Source Folder: C:\GHOST\Songs

Game: ☐ Wii GH3 ☒ Wii GH Aerosmith HOPO: 2.95 ☒ Blank Year

Song ID	Tier	Replace Folder
dreampolice	1. Getting the band toget...	1.1. The Legend of Zelda - Lost Woods
alltheyoungdudes	1. Getting the band toget...	1.2. Battlefield 1942 Theme - SM4P
makeit	1. Getting the band toget...	1.3. Super Mario 64 - Bowser's Road
unclesalty	1. Getting the band toget...	1.4. Super Mario 64 - Powerful Mario
drawtheline	1. Getting the band toget...	1.5. Megaman X6 - Gate
ihatemysselfforlovingyou	2. First taste of success	2.1. The Legend of Zelda - Gerudo Valley
alldayandallofthenight	2. First taste of success	2.2. Sonic Adventure 2 - Escape from the...
nosurprise	2. First taste of success	2.3. Banjo Kazooie - Spiral Mountain
movinout	2. First taste of success	2.4. Crush 40 - Never Turn Back
sweetemotion	2. First taste of success	2.5. Sonic Team - It Doesn't Matter
completecontrol	3. The triumphant return	3.1. Corey vs. Corey - Katamari Damashii
personalitycrisis	3. The triumphant return	3.2. Earthbound - The Final Battle
livinontheedge	3. The triumphant return	3.3. Kingdom Hearts - 13th Struggle
ragdoll	3. The triumphant return	3.4. Super Mario 64 - Ultimate Bowser
loveinanelevator	3. The triumphant return	3.5. Dynasty Warriors 3 - Yellow Storm
shesellssanctuary	4. International Superstars	4.1. Battle of Olympus - Theme of Helene...
kingofrock	4. International Superstars	4.2. Super Mario 64 - Slider
nobodysfault	4. International Superstars	4.3. Dynasty Warriors 4 - Eve
brightlightfright	4. International Superstars	4.4. Golden Sun - Battle Remix
walkthiswayrundmc	4. International Superstars	4.5. F-Zero GP Legend - Lightning (exten...
hardtohandle	5. The Great American B...	5.1. F-Zero - Mute City
alwaysontherun	5. The Great American B...	5.2. Megaman X - Chill Penguin
backinthesaddle	5. The Great American B...	5.3. Donkey Kong 64 - Aztec Boss
beyondbeautiful	5. The Great American B...	5.4. Megaman X4 - Double
dreamon	5. The Great American B...	5.5. Pokemon Diamond&Pearl - Dalgia Pa...
catscratchfever	6. Rock 'N Roll Legends	6.1. Megaman X5 - Shadow Devil
sextypething	6. Rock 'N Roll Legends	6.2. Top Gear - Top Gear Theme

Get Details can be pressed many times ☐ Randomise

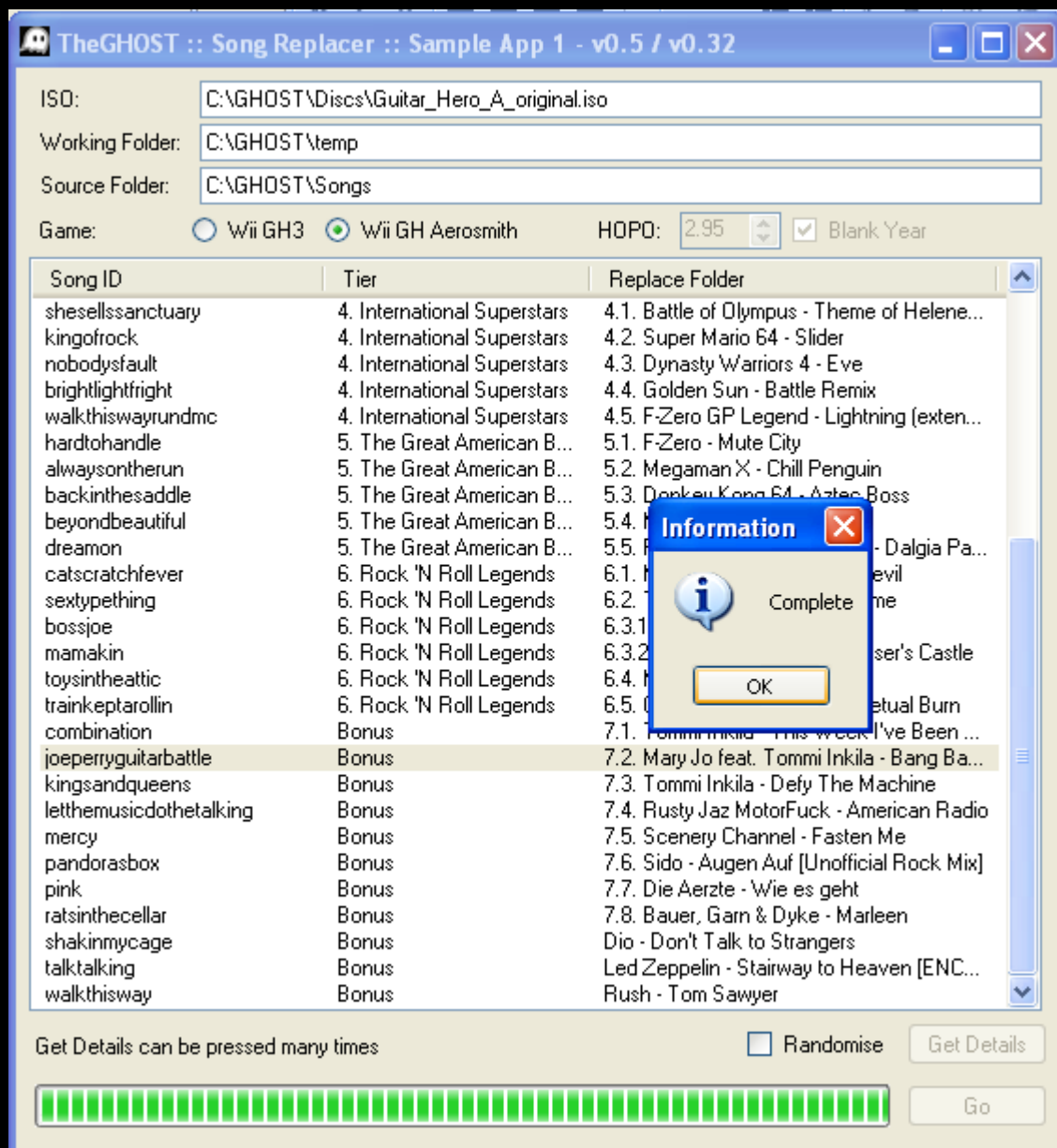
7. If you want, change the HOPO setting

8. If you want the songs in alphabetical order, then uncheck the "Randomize" checkbox at the bottom

9. Press "Get Details" at the bottom

10. Highlight all of the songs you want to replace, I suggest doing one tier at a time. You can use the Control+click or Shift+click methods to select multiple songs.

11. Press the button "Go" and wait until it completes.



# Background Information

## Nanook

After playing GH3 a few times I was hooked. I had seen videos on you tube of people playing custom GH2 tracks and thought they were a really cool achievement. Upon searching about I discovered the ScoreHero community where people were just starting to hack the audio, I watch with interest day by day. When everything appeared to be in place I left it for a few weeks as I was too busy playing GH3 to attempt to replace tracks. When I finally got around to it I struggled (like everyone else) to get the GUI or the bat method to work. I picked the bat file apart to manually replace a couple of tracks. I was loving it, I couldn't believe the effort that it must have taken to bring this all together. The current methods were difficult and it was a shame. I noticed some of the apps contained code, purely based on this I thought I'd have a go at creating a better GUI. Originally I'd only planned on improving upon the existing one (creating a front end for all the existing command line apps). The first thing I needed to do was get the song list. I got carried away with the PAK and QB files and Queen Bee was born. I then hooked up with GameZelda who helped push Queen Bee to what it currently is.

After getting side-tracked with Queen Bee I set back to work on TheGHOST. Realizing that I needed a bit of support from "the scene". I sought out Humour4Fun and UnsteadyCarrot who were all to keen to help, I felt honoured. SciFi (a personal friend) not having ever played GH was interested by the project and took up some of the more time consuming areas of development namely XBADPCM encoding and WiiScrubber DLL creation. He's since bought the game and is working his way through it.

With the code and technical advice from GameZelda, the dedication of SciFi and support and suggestions from Humor4Fun and UnsteadyCarrot TheGHOST is finally ready for public release. I've literally never stopped since the start of June, first Queen Bee then TheGHOST. I hope it's all been worth it and every one creates customs forever more....

## SciFi

As a friend of Nanook, I often get to hear about all of the weird and wonderful (often crazy) ideas he has. After Nanook bought Guitar Hero for the Wii, he promptly set to work trying to modify and customize the game. All the while I became intrigued by the whole customs scene, and what was possible with GH and what had been achieved already. At this time I was still a Guitar Hero virgin :- ) Nanook explained his plan for a "grand" application that he hoped would change the way people create GH customs and asked if I would like to be involved, along with a few other guys he had met on ScoreHero. And so TeamGHOST was born!

I was eager to contribute to such a cool project, but without the game, I was probably the least experienced member of the team, when it comes to Guitar Hero. I decided to tackle a couple of areas that nobody seemed to know a lot about and I came up with some code to convert audio to the XBADPCM format. I also was able to make some modifications to WiiScrubber so that we could use it "behind the scenes" in TheGHOST.

In all, the development of TheGHOST has been a rollercoaster ride, especially for Nanook and the other team members who have put in so much work. I am proud to have worked with the guys on such an amazing project. I hope you all like it as much as I do. Needless to say, I have since bought GH3 for the Wii and am happily making my own custom discs :- )

## Humor4Fun

I've been interested in hacking the Wii ever since it came out. I always hated Guitar Hero when my friends played it on PS2, but for some reason when I heard about GH3 being released for Wii, I was the first in line. Needless to say, I was at the front of the pack when there were advances towards modding Wii discs. Once discs could be edited I started looking around and found UnsteadyCarrot, he had already begun trying to figure out the formats of the files on the GH Wii disc. We spent about a month working with a number of people to get the formats perfected, as well as methods for converting FoF songs into those formats.

Then Varneymi came and wrote the GUI that many people worship. About that time I started a project of my own. I had been helping out a ton with answering questions and helping people that got stuck, but I wanted to add something of my own. So I began the project known as ACE (Auto-Chart-Editor). The goal being to generate Easy, Medium, and Hard notes derived from Expert. It also would have supported adding Star Power and events and everything.

After a few months of work and no changes on the GH3 mod scene, Nanook contacted me interested in writing an all-in-one replacement to make Wii customs, and thus I joined TeamGHOST. I've taken a big role in publicizing TheGHOST project.

# UnsteadyCarrot

I started making custom GH2 discs right from the beginning, I remember all the dodgy little apps here and there and the poorly fretted mids that were absolutely rubbish with no star power, weren't in sync yet they were all the greatest thing to happen in GHHistory (see what I did thar ^.^).

The custom scene soon flourished and there were new mids for songs appearing left right and centre and I painstakingly tried to keep up with them and try ALL of them, this soon amounted to me having 15 or more custom discs full of songs I hadn't even heard of! But I was determined to try them all. After a while I began to write down which songs I thought were the best and compile all of them into 4-5 disks making the "best of the best" of GH customs this soon became known as Guitar Hero Greatest Hits (I was doing graphic design at the time so I designed a boatload of graphics for it and made my own boxart, each volume (custom disc) being a slightly different colour to represent the fret buttons) I even went as far as to edit EVERY single piece of text in the game and I replaced pretty much every picture and I completely redesigned the fretboard and turned the infamous "lightning star power" into "flaming star power" it was pretty damn cool and I was pretty proud of it. Then I got fed up as some songs still had minor issues (missing star power difficulties etc) and it just wasn't doing it for me, so I gave up the custom scene.

Along comes GH3 and I fell in love with the thing all over again, I read up on the Ps2 custom tools and even tried them but it was slow, boring, tedious and all in all, not worth the effort! My Partner had just had our baby boy at this time (literally days old) and of course, having to feed him every 3-4 hours I soon began just staying up all night completing a few "older" games, until one night trucha became available to the public and I instantly chucked GH3 in it and began poking around, I found what looked like the notes files and sound files but I was lost completely! I have no experience in coding or reverse engineering, so I asked GZ for some helpful advice and he was pleased to help me out. He came up with the chart app (qbgen) almost straight away and I was very impressed and it worked like a charm first time! But the audio was still being bad and didn't want to play ball, I did everything I could with those files, then GZ does it again by making another program in a matter of days that enabled me to extract the wavs from the FSB containers, now we was getting somewhere .....then I hit a brick wall, as GZ didn't have a Wii it was all down to me to sort the audio out as no one else was working on it at the time and I was the only one who could physically hear it after replacing it, I tried every codec, every frequency possible!! And it either sounded too slow, too fast, too crackly, too messed up!!! It was driving me (and my partner) mad!! I'd be up and down like a mad man burning disc after disc!! The notes were there but the music just wasn't. Until I found that magical XBAPDCM codec, ahhh that burn...when the preview played I crapped my pants!...then I pressed start only to get the infinite loading screen LOL.

It took a long time and this is only a small bit of what ALL of us achieved, TheGHOST is going to revolutionize Wii customs and I'm glad to have been a part of it.



# Contacting Team GHOST

We have a few blogs that information will be sent OUT from:

<http://tostercrums.blogspot.com>

<http://the-ghost-project.blogspot.com>

<http://ghost-project.blogspot.com>

[Scorehero.com](http://Scorehero.com)

You can send an email to our Gmail account, all team members have access to it:

[team.ghost.project@gmail.com](mailto:team.ghost.project@gmail.com)

We all have accounts at [Scorehero.com](http://Scorehero.com)

Nanook, SciFi, Humor4Fun, UnsteadyCarrot, GameZelda

You can post something on TheGHOST thread on the [Scorehero.com](http://Scorehero.com) Forums

# Reporting ERRORS

If you have an error you would like to report, please do the following:

1. When the error message pops up, click "Copy"
2. Create a text file named "err.txt"
3. Open the text file and past the error message.
4. Try to determine if a specific song has caused the error, if so, package that song, and the err.txt file in a RAR archive and upload it to megaupload, rapid-share, mediafire, or any other host site,
5. Email us a link with a brief description as to what you did that caused the error.

Please do not include any copyrighted materials, as we do not want to go to jail.

Remember: we can only fix the error if we can reproduce it

# General Information

## Codecs:

A Codec is a small piece of software that runs as a translator. Each format of audio and video has their own codec. So when someone creates an audio file, they encode the audio in a certain format. That format is dictated by which codec they use as the encoder. As a user, you need to have that same codec to properly decode and listen to that audio file (song). In this case, most of what you will need is simply the basic Ogg Vorbis codec and the generic MP3 codec. However you may encounter some songs that will not work with only these codecs. In this case you will see an error from TheGHOST: "Error connecting pins: No combination of intermediate filters could be found to make the connection." If you are experiencing this error then I suggest you go to the K-Lite webpage, and download/install the K-Lite Mega Codecs pack. From my experience that codec pack is able to play 99.5% of any audio/video file that you can come up with. Please note however, that if you experience an audio related error after installing any codec pack, it may be very difficult to debug the error.

Note: The perfect test to see if you have the right codecs installed is to open Windows Media Player, and try to play that audio file in WMP. If WMP can play the file, then TheGHOST can convert it.

## Hanging :

- When the music data of a song can't be replaced (because of size), unless a new song is successfully put in its place, and you ever scroll over that song, the game will hang permanently (either at the loading screen, or at the tracklist screen if you try to go to another screen)
- Until you scroll over one of these problematic songs, the other songs will play normally.
- The Wii seems to remember that the disc caused the game to hang, and then will always hang on EVERY song while using that disc in the future (even after ejecting the disc, powering off, and reinserting the disc).

## Disk full message :

This is still an issue, if you get it, you need to rerun TheGHOST and replace the audio for the tracks that failed with short silence or something. Or use WiiScrubber and replace the DAT files for the songs with the original. What happens is that the DAT gets replaced and the WAD fails. So GH cannot load the audio as the DAT and WAD files do not match.

# Frequently Asked Questions

Q: Where does the prep tool save the prepped ISO to? I dragged the original ISO into the app, does it just prep that ISO and overwrite it? The guide is saying to move it to the discs folder, but if it were to overwrite the original ISO, it would already be there... and it's not in the temp folder, or in any of the GHOST folders.

A: There are no copies of the ISO made, ever. Everything that is done to modify or update data on the ISO is done directly to the file that you give TheGHOST or the PrepTool. What that means is that the file you are using is overwritten with the new file.

Q: You gave us a program to create the key.bin file, Why not just skip that step and give us the file?

A: It is illegal to distribute the file itself, or the data inside the file. However, providing a program that can create the file based on a mathematical algorithm is simply genius and legal in all respects.

Q: I got an error. There was this box that popped up and there were all sorts of scary error message-like texts in it. What do I do?

A: Send us an email with all that info. Also you need to thoroughly describe what it is that you did to make the error occur. We need to be able to reproduce the error before we can fix it.

Q: I get an error "System.ApplicationException: 'data/songs/slowride.mid.qb.ngc' does not exist in 'C:\temp\GameFiles\slowride.pak.ngc' "

A: This is because of a corrupt PAK file, Try extracting it with WiiScrubber (1.31 final final) from an untouched ISO and inserting it in to the one you're using (where it's corrupt). The try it again...

Q: I set everything up for the ISO Prep App, and pressed Prep ISO, the button is greyed out and it says [text from above the progress bar]. It's been like that for like 10 minutes. Did it freeze?

A: Nope, it just takes a long time to prep. Like I said in the guide, it takes a long time, so go do something else, go outside.

Q: Where does the prep tool put the ISO when it is finished? I looked in the temp folder and the discs folder, and its not there.

A: The prep tool simply overwrites data on the ISO, it changes data inside the file. So the ISO that is output is the same one as you input.

Q: I do not think .ogg files work on vista.

A: Incorrect, make sure UAC (User Access Controls) is turned off, and make sure to install the Ogg codecs. If you can play the audio in Windows Media Player, then TheGHOST can convert it.

Q: Do I need to use the Prep tool if I don't want to?

A: Nope. When we were testing and writing TheGHOST, we found that there wasn't very much space on the ISO to add songs that would be larger than the original songs (as most are), So this tool was developed to make some changes to the disk, remove unused files, alter some data, and move files around to maximize the amount of space that can be used.

Q: I get this error "Unable to load DLL 'WiiScrubber.dll': This application has failed to start because the application configuration is incorrect. " when trying to run TheGHOST.

A: Install the Visual C++ 2008 Redistributable package. This package seems to add some items to the Operating System that are required for the WiiScrubber.dll to work properly. It can be found here [http://download.microsoft.com/download/1/1/1/1116b75a-9ec3-481a-a3c8-1777b5381140/vcredist\\_x86.exe](http://download.microsoft.com/download/1/1/1/1116b75a-9ec3-481a-a3c8-1777b5381140/vcredist_x86.exe)

Q: Is there any way to save the data and settings and everything for a project I am working on?

A: Not yet. The only thing that gets saved is the settings at the first page (project settings), but the next big feature to be added will be exactly that, project settings saving that will save data for each individual song.

Q: I get an error saying that TheGHOST can't find space on the ISO to add the song. What does that mean and how do I fix it?

A: That means that there is no empty space left on the ISO, or at least not a large enough space to add the song it is working on. So, how you fix it is either to try a smaller/shorter song. There is really nothing we can do about that. Space is limited, that's exactly the reason we provide the Prep tool, to maximize the amount of space that you can use. Many users report that converting the song to Mono that failed often makes it small enough to fit.

Q: I thought you all said the GHOST stood for "Guitar Hero Open Source Tool" but I don't see any source code anywhere. What gives?

A: LOL, just chill out peeps. The source will be released once we are satisfied with the current status. But it will be released. Someday...

Q: Is there any way to edit the Tier names in GH3/A?

A: Yes there is, but it's not easy yet. The tool you need is called QueenBee.

Q: I thought I saw something somewhere about being able to get more space on the ISO than the Prep tool actually makes.

A: Correct. However, we have just recently been given the source to the WiiScrubber Partition builder, so the Prep Tool will soon be updated with a much more effective prepping sequence that creates 3GB of free space on the ISO. If you are still impatient and want to do some stuff yourself, here's what we can safely say should work (if it doesn't then you have a broken ISO and wasted time, delete it and start again):

1. Get a fresh ISO.
2. Use BrickBlocker to patch the ISO. (allows the update partition to shrink)
3. Run the TheGHOSTWiiIsoPrep tool. (blank the audio, shrink, shuffle, resize)
4. Extract the Data partition using WiiScrubber (right click the partition)
5. Extract the info files required for re-creating a partition (first 5 files, required for the partition creator tool)
6. Replace some of the video files in the folder structure that was created by partition extraction (using short blank videos can save room)
7. This *should* work, in the music folder, remove "\*\_coop.wad.ngc" files. These will not be required when the songs are replaced with TheGHOST.
8. Using the partition creator tool from Dack (included with WiiScrubber) create a partition, naming it partition2.img
9. Run WiiScrubber, load the prepped ISO, and right click the Data partition, select Load Partition, Choose partition2.img
10. Resize the Data partition to encompass all the free space on the ISO (right click partition)

This process takes a while, so once you've done it once Backup the ISO and make a copy for every custom you make

Q: Do you need to be running any kind of Wii homebrew or mod chips or anything like that to run these cd's?

A: Fail!. Yes, you need either a Hardmodded Wii or a Softmodded Wii. Hardmod means that you have a modchip installed. Softmod means that you installed a channel that allows you to boot backups. Also they are DVD-Rs not cds. =P However talking about either of those two things is not allowed on the Scorehero forums so please don't talk about it.

Q: On one song it just loads forever. It shows the loading and the guy's tattoo just playing the guitar forever and never loads.

A: Bummer, Try putting it in a different slot on the disk. Often times simply recreating the same song in the same slot will resolve the error. There is no specific solution to the error. If you provide us with the chart, and song being replaced, we might be able to tell you why it fails to load.

Q: I downloaded TheGHOST from a link on the other thread, is that the same file as this or should I download this one?

A: Nope, you should delete that and download from this thread. Chances are this thread has a newer version.

Q: Will this program support Rock Band Wii?

A: No. This is a Guitar Hero based tool, Rock Band is an entirely different beast. GH and RB should never be mixed into the same tool.

Q: I am using Vista 32bit and when I try to run the wavdestInst.bat it give me an error.

A: Do this:

1. Copy the wavdest.ax file into Windows\System32 folder
2. Right Click the bat file again in your GHOST folder
3. Click "Run as Administrator"

Q: I realize you guys can't give me a link or anything, but could I get the name of a program?

A: Wii uses DVDs. of the -R type to be specific. So IMGBurn is probably your best bet. It's free and you should have no problem finding it. DVD Decrypter uses the same core software to burn as IMGBurn, and that core is based very closely off of the Nero software suite. Any of the three should work, whatever you like best. I prefer IMGBurn for Wii games, and DVD Decrypter for movies, and Nero for Data, but they all use basically the same software so it doesn't really matter. Just make sure to use a low speed to burn with.

Q: I did everything right (I think), but when I play the game the audio sounds all distorted and funky. It sounds fine in TheGHOST, but weird in the game.

A: Make sure you are NOT using any blank audio files. Using blank audio files screws things up. There are some checks done to decide which audio files to use for which slots (song/guitar/rhythm) but using blank files causes the wrong choice when the program runs.

Q: I get an error "System.ApplicationException: Error connecting pins: No combination of intermediate filters could be found to make the connection. "

A: This is because of an Audio Codec error, refer to the General Information page, You do not have the proper ability to play the audio file you are trying to use.

# Specific Questions

Q: I get as far as adding the songs to replace old ones, and as I select a mp3 to replace the old one, set all the details right, go to the notes page and then enter the Notes Viewer. When I press play the sound seems to be rather "cluttered", or "laggy". And when I press stop on the playback the app crashes.

A: This appears to be a Vista related error. We are working on solutions to fix the problems seen by users running Vista when trying to use the Notes Viewer.

Q: For some reason when I am using TheGHOST for a while, my computer randomly restarts. I can never finish my songs. Any idea why?

A: Nope, that's completely bizarre. If I were you I would be afraid of getting eaten by a tiger when walking down the nearest city streets.



# Version History

Jul 15,2008 - Nanook and Humor4Fun start talking

Jul 16,2008 - An alliance is formed with the goal of creating an All-In-One tool for Wii GH3 customs

Jul 24,2008 - Nanook begins work on an unnamed application

Jul 29,2008 - GHOST is chosen as the name

Aug 21,2008 - UnsteadyCarrot joins the team

Aug 29,2008 - TeamGHOST is set up as Nanook, Humor4Fun, SciFi, UnsteadyCarrot, and Game-Zelda

Sep 1,2008 vo.01

INITIAL TEST RELEASE!

Sep 13,2008 vo.02

Changed since last version

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- There's a new screen where you can drag a chart on to the top box.
- More than one chart can be added so that you can grab different difficulties from different charts. Time Signatures and Fretbars are created from information in the first chart.
- The notes screen will auto match any difficulties that match the GH3 ones. You can drag and drop to match items between the lists.
- Practice sections are generated with 20 seconds between them.

Sep 28,2008 vo.03

Changed since last version

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- Works with GH3 and GHA (Wii only).
- Does not need a blank Rhythm wav file (it's auto generated).
- Preview shouldn't crash when audio is not all the same length.
- View and sync up notes / frets with audio.
- Set song and guitar volume, male / female singer.
- Message after all files have been replaced to confirm completion.

Oct 3,2008 vo.04

Changed since last version

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- Can extract all tier songs from GH3 and GHA (bonus not tested as yet).
- Practice sections importing from the charts or being generated if they're not found.
- The notes are very accurately converted.
- The Ensure x seconds before notes start option doesn't do anything.

Oct 4,2008 vo.05

Changed since last version

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- Specific bug fix.

Oct 4,2008 vo.06

Changed since last version

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- Specific bug fix.

Oct 6,2008 vo.07

Changed since last version

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- Better sustain crom (8oms)
- Made the GH3 crop update the notes display work when not playing.

Oct 7,2008 vo.08

Changed since last version

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- Fixed the chart issues (hopefully).
- Working files are split in to folders now as well.

Oct 7,2008 vo.09

Changed since last version

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- This version has a working Back button.
- You can also view the notes without any audio files.
- You can replace the chart without audio files being touched.
- You can edit the song text without replacing audio and notes (perhaps).

Oct 14,2008 vo.10

Changed since last version

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- Notes paks aren't read from the ISO until Start is pressed.
- Audio Dat and Wad files are not read from the ISO, they are created and inserted.
- Song load bug fixed (Just in case you weren't paying attention ;-)
- Frets always reach past last note (they are calculated to the end of the audio if it's longer than the notes)
- Audio is always longer than frets. (if audio is shorter than notes, it has silence added)

Oct 18,2008 vo.11

Changed since last version

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- Hopefully this will be the most compatible release yet.
- Tested first 2 tiers (not the battle) with Murloc, they all worked. With practice sections.
- Added an "Auto Mode" item that you drag and drop your audio folders on to.

Oct 21,2008 vo.12

Changed since last version

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- Partial internal restructure (about 20% complete)
- Audio conversions are more accurate in size and performs faster (wait for the preview to become enabled before doing anything). I rewrote the DirectShow monitor loop. Now it's done properly (like the one SciFi originally wrote). It still overruns on oggs very slightly. Maybe try a different co-dec?
- Frets before the first note are removed and replaced with new frets. This fixes an issue found with a System Of a Down track UnsteadyCarrot sent me.
- When auto mapping the notes difficulties items with 1 note are not mapped.

Oct 23,2008 WiiScrubberDL vo.1a

Features

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- DLL Can be P/Invoked from .Net or used from any other language
- Extracts files based on an array of filenames and their destination paths
- Replaces files based on an array of source files and destination (iso) file names
- Lightning fast! (My tests with 100+ files extracted and replaced worked within about 1 second)

Oct 24,2008 vo.13

Changed since last version

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- This version has the WiiScrubber.dll in it. YEY
- Audio volumes not corrected yet. If using only Song then reduce audio by -6 to -10 for Song and Guitar.
- When dragging on to "Auto Mode" icon, ensure you have all 3 audio files. If you only have Guitar.ogg then it on to SONG
- It appears that songs with no star power work fine.

Nov 3,2008 vo.14

Changed since last version

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- Allows you to drag a folder on to the "Auto Mode." When clicking Next to go on to the Notes screen the charts will already be imported.
- Click "Auto Map" to map missing notes mapping of the same type (Guitar, Rhythm etc).

Nov 3,2008 vo.15

Changed since last version

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- 2000 year removed (" , " removed when no year specified)
- silent rhythm audio changed from 5 seconds to half a second
- Replacing the same song twice \*should\* work (Thought it wouldn't because of padding, appears to be ok).
- Bug in Sample app (run twice failed) fixed
- If only song audio is specified then audio is reduced 50% to stop distortion (it's doubled back up as guitar so it's 100% when notes are played)

Nov 3,2008 vo.16

Changed since last version

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- 2000 year removed (" , " removed when no year specified)
- silent rhythm audio changed from 5 seconds to half a second
- Replacing the same song twice might work (Thought it wouldn't because of padding).
- Bug in Sample app (run twice failed) fixed
- If only song audio is specified then audio is reduced 50% to stop distortion (it's doubled back up as guitar so it's 100% when notes are played)

Nov 4,2008 vo.17

Changed since last version

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- Fixed the buffer running out of bytes when adjusting audio Changed
- DirectShow.StopWhenReady to Stop(), Headers are always fixed on encode. (Audio is MUCH more accurate now)
- Replaced ' with ' on Artist and Title text when importing
- Removed star power alignment to frets (makes it accurate again)

Nov 4,2008 vo.18

Changed since last version

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- Reverted Stop back to StopWhenReady
- Fixed the ' bug.

Nov 6,2008 vo.19

Changed since last version

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- Hopefully fixed the sustain problem.

Nov 14,2008 vo.20

Changed since last version

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- Auto Mode now supports: song.ini, .chart files
- Dragging files on to audio icons disables form to Next cannot be clicked while importing (this will be changed later, it's not a nice fix)
- The same chart cannot be added multiple times to the chart screen anymore
- The last application settings are saved to the .config file and reloaded on startup
- New application load up screen
- New default settings
- Track select all/none functionality
- New progress screen
- GHA fixed

Nov 15,2008 vo.21

Changed since last version

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- You can skip screens without configuring anything
- Some checks have been put in place to sure things are set correctly (song audio must be present is guitar or rhythm are set etc)
- You cannot skip a screen or import audio when audio is being imported / decoded.

Nov 15, 2008 v0.22

Changed since last version

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- This fixes the missing frets issue.

Nov 16, 2008 v0.23

Changed since last version

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- Fixed Project Window button.
- Fixed Missing plugins when no previous settings are found in the config
- In the Project window, when no recent projects were found the Browse radio button was being disabled, not Recent
- Removed audio and other game files when they are finished with
- When coming to create all the game files at the end, if the qb.pak etc is missing they are refetched from the game.
- Notes screen menu items added and implemented (Remove notes files, remove mappings etc)
- Notes viewer pops up when a notes file is dragged on to the interface.
- Notes screen allows you to set the notes file to get the frets etc from.
- Fixed preview bug that caused the previewLength to be set to 0 when Song wasn't the first audio file added.
- Removes any silent audio files
- Removes the Guitar if it's the same as the song
- Changed "Auto Mode" to "Smart Mode", changed the icon and gave it a tooltip

Nov 20, 2008 v0.24

Changed since last version

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- Fixed WiiScrubber plugin failing when current path is changed by file dialog box
- Fixed bug in WiiScrubber plugin when checking directories exist before extracting files
- Deletes files before extracting with WiiScrubber
- WiiScrubber DLL updated to display any error messages for debuggin purposes
- Prep app tests return values from WiiScrubber

Nov 24,2008 vo.25

Changed since last version

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- Fixed a calculation in the Chart when calculating the length of the last note (only would have resulted in a less frets being created and only occurred when audio was shorter than notes + no end event + last note was sustained)
- Mid support added (with SP)
- When removing a notes file, if the file being removed is the base notes item (the one the frets etc are taken from) the first notes item (if it exists) is set as the base item.
- Add note merging for notes  $\leq 6$  ms between them. I found some notes in a mid that were supposed to be double notes but were 2 ms out. They get combined in to 1 note (2+ buttons)
- New Mid items not in ChartGen (07 Marker, 0x59 ??)
- XBADPCM plugin fixed to encode more efficiently.

Nov 25,2008 vo.26

Changed since last version

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- Notes Viewer sustain accuracy improved. Had to calculate the gap between the frets that the note is in to calculate a sustain trigger as too many notes were showing sustain that wasn't in the game
- Bug Fix: Missing notes in Expert sections are back, a routine was added to trim (non sustain) notes where the length meet the next note (common in solo's etc).
- Bug Fix: Lighting events etc were being added as practice sections from MIDs.
- Drummer notes removed as they sometimes sound in practice mode
- Added a line to the end of the Prep tool to delete all the gamefiles. Just done it now, it's not tested

Nov 28,2008 vo.27

Changed since last version

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## NOTES SCREEN

- Missing Notes difficulty generation
- Missing Star Power generation
- Missing Battle Power generation
- Missing Face Off generation
- Support Face off import from chart and Mid files
- Generate notes items when next is pressed on notes screen.
- StarPower is auto generated when there are  $\leq 1$  section.
- Context menu on notes file has a "Reload" item to reload and remap notes items.
- Multi select on GH mapped items

- Context menu on GH mapped items now has options to generate various items (with multiselect)
- Context menu can remove multiple selection items
- When removing a notes file the items are numbered
- Double-click on notes file to open viewer
- Removed Coop stuff (not required)

## OTHER STUFF

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- When using "Smart Mode", previous items are cleared out when a second folder is drag and dropped.
- Application can now detect Boss Battle songs.
- When a Boss Battle is detected, notes are removed from the difficulties according to the Face off sections (as in GH3)

Nov 29,2008 vo.28

Changed since last version

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Fixed GHA (removed the feature that gets the qb.pak from ISO when finalising the build)

Removed PS2 and PC from the game list

Prep tool no longer replaces the audio

Disabled the Start button on the last screen when pressed.

Nov 30,2008 vo.29

Changed Since Last Release

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- Language support tested and working for GH3 & GHA
- No exception when adjusting non mapped items in the notes viewer
- Chart parsing fixed (for ChartGen charts, internal items are in a different order)
- Replace artist\_text with pointer to "by" even when set to a string like "inspired by" (involved changing a qb file item data type)

Dec 4,2008 vo.30

Changed since last version

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- Bug Fix: Mid - Star Power Gen for Video Game Hero and Stairway To Heaven. (some VGH songs are too short for > 1 SP sections, so they got none)
- Stopped END event being used for all length calculations
- HOPO being displayed in notes viewer
- HOPO measure adjustment option (plus new default setting added)



- Always set the "rhythm\_track" qb item to 0 in song entry
- Always remove the "use\_coop\_notetracks" qb item in the song entry if it exists
- Adjust Star Power / Face off sections so that there are no star power / battle power sections that get cut off.
- When dropping a folder on the the "Smart Mode" icon all mapped and generated items are removed.
- Remove overlapping star power / battle power sections
- Merge overlapping face off sections.
- Read the Year from the song.ini
- Read the Delay from the song.ini (UnsteadyCarrot: this may solve those odd songs that are out of sync ;-)
- New setting in the YearMode default setting to force the year to always be blank (as it can now be imported from the song.ini)

## SampleApp

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- HOPO measure setting
- Blank Year option added to ensure year is blanked
- BugFix: qb.pak.ngc is re fetched from the iso when Go is pressed as it could have been removed if Go had already been pressed.

Dec 6,2008 vo.31

Changed since last version

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- Just a couple of tests around importing files from the ISO and converting audio. If the destination file does not exist an exception is thrown immediately
- About screen
- Version numbers
- Tooltip on "Smart Mode" icon
- Once "Start" has been pressed you cannot go back a screen
- Edited some screen titles
- Tab orders set.
- TheGHOSTChecker and audio included (converted it to .Net 2.0 from 3.5)

Dec 7,2008 vo.32

Changed since last version

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- All exceptions are caught and displayed in a custom window that inserts the app title and version in to the exception message. The user can copy the message witht eh "Copy" button ready for reporting
- All version numbers are held in the AssemblyInfo.cs
- The buttons on the Blank windows are black again. Please test that the text is white ;-)
- All date limits have been removed completely.

Dec 7,2008 vo.32 / vo.33  
Changed since last version

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- Coded a fix for bad Mids with NoteOn where NoteOff should be (may be from a bad converter tool?)
- Fixed a bug in TheGHOST audio playback where only stereo audio could be played.

Dec 10,2008 vo.33 / vo.34  
Changed since last version

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- Fixed exception caused when exiting track window when preview is playing (Also happened on Noes viewer)
- Mono + Stereo tracks not playing properly notes viewer when merged.
- Smart map not generating from same notes type (Guitar/Rhythm) if available.
- StarPower / BattlePower and Face Off that don't have 2 or more items are replaced with generated items.
- Renamed TheGHOSTBatchTool to TheGHOSTWiiBatchTool
- Added link to about screen
- Added help button to main screen (Looks for PDF in working folder then parent)

Dec 14,2008 vo.34 / vo.34  
Changed since last version

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- Changed 'Smat Map' to 'Smart Map' in a Notes Screen message box

Dec 15,2008 vo.35 / vo.34  
Changed since last version

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- Fixed exception when attempting to set markers where non were available in the PAK.
- x86 set on release exes

Dec 17,2008 vo.36 / vo.34  
Changed since last version

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- A couple of internal midi types added for a couple of tricky mid files.
- Fixed error when no notes are mapped (massive last note length)
- Minus length on notes (Sustain detection was missing in finalisation - it was only in the notes viewer, oops)
- Minus length on last face off section fixed
- Fixed issue with ", " reappearing as the year when editing an already customised disc.
- Songlist song entry always has gem\_offset, fretbar\_offset and input\_offset forced to 0 for replaced songs

Dec 26,2008 vo.37 / vo.34 / vo.7

Changed since last version

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vo.7 - TheGHOSTWillsoPrep

- Shrinks the update partition, by creating an empty one
- Extracts the data partition
- Sets the Cheats to 1 note each, G, GR, R, RY, Y, YB, B, BO, O (optional)
- Removes the intro videos (optional)
- Replaces all videos (optional)
- Allows the user to edit the file system to replace videos, add / remove files etc (optional)
- Moves the existing data partition back to the end of the update partition.
- Builds a new data partition
- Replaces the existing data partition with the new partition
- Resizes the new partition to the full size of the ISO.
- New Help button
- Renamed the Open button to Read
- Added message if ISO or Working Folder are not set or do not exist

vo.37 - TheGHOSTCore

- Mids with note on where note off is are fixed, hopefully this will not have an effect on other mids.

Package

- Added new Audio setup folder (I've edited the batch files in xbadpcm and wavdest so they run from any folder)
- Added the latest (1.1) guide.

Jan 13,2009 vo.35 / vo.38 / vo.8

Changed since last version (as in last public release version)

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vo.35 - TheGHOST

- Fixed missing text on project form recent radio button (Vista and XP with XP Theme?).
- Fixed Preview error when audio is shorter than default preview length.

vo.38 - TheGHOSTCore

- Fixed "Error Connecting Pins" issue in TheGHOST when the audio check worked fine. (WavDest Wav header issue on Vista).
- Fixed Audio playback stuttering for Preview and Notes Viewer
- Fixed issue where audio was playing silence forever. TheGHOST process would not exit and CPU was being used.)

#### vo.8 - TheGHOSTWiilsoTool

- Renamed to TheGHOSTWiilsoTool from TheGHOSTWiilsoPrep
- Added the ability to change the Disc ID to allow each Disc to have it's own save file.
- Added Disc title changes (opening.bnr and save file)

#### vo.5 - TheGHOSTAudioTool

- Renamed to TheGHOSTAudioTool from "Audio Checker"
- Audio sample replaced with shorter audio (SciFI on guitar ;-)
- Now uses TheGHOST plugins instead of the same code duplicated (maximum compatibility with TheGHOST)
- Plays converted XBADPCM audio to let the user hear the converted audio.
- Added "Install Wav Dest Filter" button (Should work on XP and Vista - 32 and 64 bit)
- Added "Install XBADPCM Codec" button (Should work on XP and Vista - 32 and 64 bit)

# Coming Soon...

Complete project saving

Merging the drums.ogg into song.ogg

Forcing Mono output

Half speed option in the Notes Viewer

Exporting a chart from the notes generator

Custom Disc Channel banner

Custom setlist Editing

The End