

# List of modifiers

## Introduced in StepMania 5.1

- Column specific modifiers, where  $N$  is the column number. Column numbers begin at 1 (note that in NotITG, column numbering for these modifiers begin at 0)Bumpy $N$ 
  - Dark $N$
  - ConfusionOffset $N$
  - ConfusionXOffset $N$
  - ConfusionYOffset $N$
  - Move note columns (100% in one direction is equivalent to ARROW\_SIZE)
    - MoveX $N$
    - MoveY $N$
    - MoveZ $N$
  - Reverse $N$
  - Tiny $N$
- Tangent-based modifiers
  - tanBumpy
  - tanBumpyX
  - tanDigital
  - tanDigitalZ
  - tanDrunk
  - tanDrunkZ
  - tanExpand
  - tanTipsy
  - tanTornado
  - tanTornadoZ
  - Cosecant (When set to true, tangent modifiers use cosecant waves instead, based on the tangent modifier behavior on NotITG V1)
- Attenuate
  - AttenuateX
  - AttenuateY
  - AttenuateZ
- Beat
  - BeatOffset (50% causes beats to occur on 8th notes)
  - BeatPeriod (waveform length of the beat mod at peak wave amplitude)

- BeatMult (multiplies the BPM of the beat effect)
- BeatY
- BeatYOffset
- BeatYPeriod
- BeatYMult
- BeatZ (Beat's effect applied to the z position)
- BeatZOffset
- BeatZPeriod
- BeatZMult
- Bounce
  - Bounce - uses absolute value of a sine function
  - BouncePeriod
  - BounceOffset
  - BounceZ - Bounce's effect on the z position
  - BounceZPeriod
  - BounceZOffset
- Bumpy
  - BumpyOffset
  - BumpyPeriod
  - BumpyX (Bumpy's effect applied to the x position)
  - BumpyXPeriod
  - BumpyXOffset
- Confusion
  - ConfusionOffset (Rotates both notes and receptors by a given amount on the z axis, and keeps them there)
  - ConfusionX (Confusion on the X axis instead of Z)
    - ConfusionXOffset
  - ConfusionY (Confusion on the Y axis instead of Z)
    - ConfusionYOffset
- Digital (Arrow path takes the form of a digital sine wave)
  - DigitalSteps (more steps means a smoother wave)
  - DigitalPeriod
  - DigitalOffset
  - DigitalZ (Digital's effect applied to the z position)
  - DigitalZSteps
  - DigitalZPeriod
  - DigitalZOffset
- DizzyHolds (When set to true, hold heads become affected by Dizzy. Replaces the DizzyHoldHeads metric)
- DrawSize (affects how far down the notefield renders the notes; 100% = double, -50% = half)
- DrawSizeBack (affects how far the notefield renders notes after the receptors; 100% = double, -50% = half)

- Drunk
  - DrunkSpeed
  - DrunkOffset
  - DrunkPeriod (change the period of the oscillations of drunk)
  - DrunkZ (Drunk's effect applied to the z position)
  - DrunkZSpeed
  - DrunkZOffset
  - DrunkZPeriod
- Expand
  - ExpandPeriod
- Parabola
  - ParabolaX (Arrow path takes the form of a parabola in the x position)
  - ParabolaY (Arrow path takes the form of a parabola in the y position)
  - ParabolaZ (Arrow path takes the form of a parabola in the z position)
- PulseInner
- PulseOuter
- PulsePeriod
- PulseOffset
- Sawtooth (Arrow path takes the form of a sawtooth wave)
  - SawtoothPeriod
  - SawtoothZ (Sawtooth's effect applied to the z position)
  - SawtoothZPeriod
- ShrinkLinear
- ShrinkMult
- Square (Arrow path takes the form of a square wave)
  - SquarePeriod
  - SquareOffset
  - SquareZ (Square's effect applied to the z position)
  - SquareZPeriod
  - SquareZOffset
- StealthPastReceptors (When set to true, Stealth and similar effects persist for notes that go past the receptors. Replaces the DrawHiddenNotesAfterReceptor metric)
- StealthType (When set to true, Stealth and similar effects are based off of YOffset instead of YPosWithoutReverse. Mainly affects modifiers like BeatY and other similar mods that work on the y position)
- Topsy
  - TopsySpeed
  - TopsyOffset
- Tornado
  - TornadoPeriod (control the helix length)
  - TornadoOffset (control how far into the tornado the receptors are) (100% = +1)
  - TornadoY

- TornadoZ
- TornadoZ (Tornado's effect applied to the z position)
- TornadoZPeriod
- TornadoZOffset
- WavePeriod (Control the wave length)
- Zigzag (Arrow path takes the form of a triangle wave)
  - ZigzagPeriod
  - ZigzagOffset
  - ZigzagZ (Zigzag's effect applied to the z position)
  - ZigzagZPeriod
  - ZigzagZOffset
- ZBuffer (When set to true, turns on the zbuffer. Useful for when zbuffer is wanted without needing to turn on effects like 0.5% bumpy.)

## Introduced in StepMania 5.3

---

Revision #2

Created 4 years ago by [Lirodon](#)

Updated 4 years ago by [Lirodon](#)