

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)
- Tipsy
 - TipsySpeed
 - TipsyOffset
- 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](#)