

Ultimate Guitar Bot User's Guide

Introduction

Ultimate Guitar Bot is an Xbox 360 Guitar Hero controller hack that contains the button presses and strums for the guitar track on expert difficulty of every song from Guitar Hero 2, Guitar Hero 3, Rock Band, Rock Band 2, Guitar Hero Aerosmith, Guitar Hero Metallica, Guitar Hero World Tour, and a lot of the DLC for those games as well. The bass track is also included for all of those games except GHWT and GH Metallica.

The Ultimate Guitar Bot also allows you to record songs at half speed in practice mode and play them back so that you can record songs from future games.

The bot includes an LCD screen for navigating and selecting songs for playback and recording.

Quick Start

Normal Operation

When not recording or playing back a song, Ultimate Guitar Bot does not interfere with the guitar's operation. You can play songs, navigate the menus and never notice that anything is different about the guitar.

Ultimate Guitar Operation

Each Ultimate Guitar mode is entered by holding down a combination of four buttons for 2 seconds. The LCD will display a message when you have entered the mode. To exit the mode, hold down the same button sequence for another 2 seconds until the LCD displays "Cancelling..."

When not in any mode, the Ultimate Guitar LCD will always display the "active track" that is ready for playback.

Memory

Ultimate Guitar has 100 sequential memory banks for recording additional songs, numbered 1 through 100. Songs with more than about 3500 notes will sometimes need multiple memory banks and might spill over into the next bank. At the end of recording, Ultimate Guitar will display the number of banks used.

Selecting a Song for Playback

1. Hold ([Green][Red][Yellow][Blue][Orange]) for 2 seconds. The LCD will display the song menu.
2. Strum up and down to select menu items, press [Green] to select a menu item, or [Red] to go back to the previous menu. None of these button presses will be passed through to the game.
3. Press [Yellow][Blue] simultaneously to queue a song, or [Green] to select a song. Selecting a song will immediately exit Song Selection mode and make the first song you queued active. You can queue up to 100 songs.
4. Exit Song Selection mode either by selecting the last (or only) song you want to queue, or by holding ([Green][Red][Yellow][Blue][Orange]) for 2 seconds.

Playing A Song

1. Select a song in the game menu, and also in the Ultimate Guitar using the instructions above.
2. While the song is loading, hold down GRYB for 2 seconds until the LCD displays "PLAYBACK! Strum to begin"
3. Strum the very first note and Ultimate Guitar will take over from there. *IMPORTANT: The timing of this strum is crucial, you generally want to strum right in the middle of this first note. For extremely fast songs like Through the Fire and Flames, your timing must be close to perfect. See the Hints section for details.
4. Watch as Ultimate Guitar plays the song for you! TIP: If you fail the song somehow, be sure to cancel playback right away, or Ultimate Guitar Bot will go crazy through the menu.
5. When the song is finished Ultimate Guitar will set the next song in your queue as active - if you have queued multiple songs - otherwise the same song will remain active.

Buttons: ([[●] [●] [●] [●] [])

Cancel Playback

To cancel Playback Mode, hold down GRYB for 2 seconds until the LCD displays "Cancelling..."

Recording a Song

1. Using the instructions above for selecting a song, select a User Track from the "User Recordings" section
2. In the game menu select a song you want to record. Be sure to select "Slowest" or "50%" as the speed.
3. While the song is loading, hold down for RYBO for 2 seconds until the LCD displays "-- RECORD mode-- Strum first note"
3. Recording starts as soon as you strum the first note. Play the song as you normally would. *HINT: Try to hit the very first note exactly in the middle (not early or late), as this will help your timing in playback mode.
4. When you are finished recording hold down RYBO for 2 seconds until the LCD displays "RECORDING done!"

Buttons: ([[] [●] [●] [●] [●])

Cancel Recording

To cancel Record Mode, hold down RYBO for 2 seconds until the LCD displays "Cancelling...". If you haven't hit the strum bar yet, Ultimate Guitar will not overwrite the song previously stored in the current memory bank.

Advanced Options

Changing the Recording Speed

By default, Ultimate Guitar is set to record at 1/2 speed and playback at full speed. If you want to record at a different speed, you will need to change the Recording Speed. This setting changes the recording speed for any new songs you record. It will not change the recording speed for songs that you have already stored in a memory bank (see the section below for how to do that). You do not have to set this option every time you record a song, only when you need to *change* the recording speed.

The recording speed is stored as a ratio. For example, to record at half speed you will

set the ratio to 1:2, and for 60% speed set the ratio to 3:5. To record and play back at the same speed, set the ratio to 1:1. In the Guitar Hero series, practicing the song at "Slowest" speed setting is usually half speed. However, for several songs in Guitar Hero II, like Free Bird, "Slowest" speed is 60% of full speed. See the Hints section for details.

1. Hold down GRBO for 2 seconds until the LED blinks and turns yellow.
2. Tap the Yellow button for the first number of the ratio, and the blue button for the second half. For example, to set 60% speed tap Yellow 3 times and Blue 5 times. The LED will blink to acknowledge each button press.
3. Hold down GRBO for 2 seconds until the LED blinks and turns off.

Buttons: ([Green][Red][Yellow][Blue][Orange])

Set First Ratio Number: [Yellow] Set Second Ratio Number: [Blue]

Cancel Without Saving: [Red] (HOLD for 2 seconds)

Cancel Changing Recording Speed

To cancel Change Recording Speed mode, hold down R for 2 seconds until the LED turns off. Your changes will not be saved.

Modify the Speed for an Existing Song

You can change the speed for a song that you have already recorded and stored in a memory bank. Each memory bank has its own speed setting. Changing this will be useful if you mistakenly recorded the song at the incorrect speed. For example, if your Recording Speed was set to 1:2 and you recorded Free Bird at 'Slowest', your song will not play back correctly at full speed. You will need to overwrite the recording speed for the Free Bird memory bank to be set to 3:5 for 60% speed. Of course, Free Bird is already in the Ultimate Guitar Bot, so you won't need to record that particular song...

1. Select the User Recorded track you want to modify (see Selecting a Song above)
2. Hold down GYBO for 2 seconds until the LCD displays "Modify Speed"
3. Tap the Yellow button for the first number of the ratio, and the blue button for the second half. For example, to set 60% speed tap Yellow 3 times and Blue 5 times. The LCD will display the speed you are selecting.
4. Hold down GYBO for 2 seconds until the LCD displays "Saving speed"

Buttons: ([Green][Red][Yellow][Blue][Orange])

Set First Ratio Number: [Yellow] Set Second Ratio Number: [Blue]

Cancel Without Saving: [Red] (HOLD for 2 seconds)

Cancel Modifying Speed

To cancel modifying the speed, hold down R for 2 seconds until the LCD displays "Cancelling". Your changes will not be saved.

Extremely Advanced Options

Jump Ahead / Jump Back

So you accidentally started the song a little too late or too early and you don't want to start over completely. During playback, if you started too late hold up-strum for 1 second (the LCD will display "Jump Mode") and continue holding while you tap G - the playback will jump ahead a tiny amount (1/100th of a second), if you started too early hold up-strum for 1 second and continue holding while you tap R and playback will jump back ahead a tiny amount. Keep holding up-strum and tapping R and G until you think the notes line up perfectly.

1. Play back a recorded song.
2. Hold UP-STRUM for one second and continue to hold.
3. Tap G to jump forward 1/100th of a second.
4. Tap R to jump backwards 1/100th of a second.
5. Continue to hold UP-STRUM and tap G or R as many times as needed.

Buttons (Jump Ahead): [●] + UP-STRUM(HOLD)

Buttons (Jump Back): [●] + UP-STRUM(HOLD)

Restore All Settings to Default

You can restore all settings to default at any time if you'd like. This will cancel out of any mode and set the recording speed to 1/2.

1. Hold down GRYBO for 2 seconds until the LCD displays "Restoring defaults".

Buttons: ([●] [●] [●] [●] [●])

Find Out the Current Settings

To figure out what settings you currently have, you can use the following button presses. Watch the LED to find out you what your setting is.

Recording Speed

1. Hold DOWN-STRUM and [●] for 2 seconds.

Number of Memory Banks used by the Current Song

1. Hold DOWN-STRUM and [●] for 2 seconds.

Insanely Advanced Options

Serial

You can replace the the songs on the Ultimate Guitar using an FTDI USB cable. Files and scripts for doing so will eventually be located at <http://benjscott.com/UG/downloads>

Hints

* Timing is crucial for very fast songs or songs with lots of hammer-ons. You'll need to start playback at exactly the right moment to beat songs like Through the Fire and Flames and Jordan on expert. It's also a good idea when recording to strum a few of the hammer-ons in a very long string, in case your timing is a little off - also, Guitar Hero

and Rock Band are a little less "picky" about the timing when you strum a hammer-on note, vs just pressing the button. You can also fine-tune the timing on the fly using the jump ahead/jump back options described above.

PAQ (Potentially Asked Questions)

1. Why is it missing notes in Playback mode that I know I hit in Record mode?
Because you hit the first note a little early in record mode and hit it a little late in playback, or vice-versa.
2. Why is it nailing sections in Playback mode that I screwed up in Record Mode?
There are two reasons for this: a) The tolerance is actually a little bit tighter when playing at 50% or 60% speed, so the game might indicate that you missed a note in practice, but then in playback you might be within the tolerance, b) It is very common to hit a note a little bit too late when the notes are coming at you fast, but if you start playback a tiny bit "too early" you can compensate for all the notes you hit too late.
3. Can I use Star Power / Overdrive in Playback mode?
Yes! Invoke stored up Star Power / Overdrive as usual by lifting the guitar or hitting Select.
4. Does The Ultimate Guitar Bot record and play back whammying?
No! That would be cheating!
5. Can I use the Whammy Bar in Playback mode?
Yes! Whammy like your life depends on it. It just might.
6. What happens if I play along during Playback mode?
You can press fret buttons and strum as much as you'd like during Playback, Guitar Zero will not pass them on to the game (unless you have the guitar in PLAYTHROUGH mode). If you're half-way decent, most people won't be able to tell that you're not playing the song yourself. Except for the fancy LCD.
7. Help, the Ultimate Guitar Bot is frozen.
Doesn't happen very often, but if it does, unplug and plug in again.
8. If I turn off my console or unplug Ultimate Guitar, will it remember my settings and recorded songs?
Yes, Ultimate Guitar Bot will save your recorded songs and settings forever - until you change them.
9. If a song takes up multiple memory banks, do I need to set the recorded speed for all of the memory banks it uses?
No, only for the memory bank you started the song in.
10. Can I have songs in different memory banks that are set to different recording speeds?
Yes. Each memory bank has it's own speed setting. You can record songs at different speeds, and you can even go back later and change the recording speed for a song you have already recorded.