



# BM98,Æ,Í□H

BM98,Æ,Í□A,â,Ë,æ,ç,¨,³,ñ,ª□ì□¬,μ,½□AftjŠ□[,ìfQ□[f€fEjFfA,Å,·□B  
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,Û,½□ABM98 ,«,,¿,á,ñfo□[fWf#f“ ,í□A,«,,¿,á,ñ,ª,â,Ë,æ,ç,¨Ž□,©,çf\  
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□E□šbm98body.exe	153,088 Bytes
□E□šyanesdk.dll	94,208 Bytes
□Ebm98play.bmp	406,138 Bytes
□Ebm98play_g.bmp	406,138 Bytes
□Ebm98slct.bmp	800,438 Bytes
□Edefault.skn	1,397 Bytes
□Ebm98_k.hlp	75,041 Bytes
□Ebm98_k.cnt	724 Bytes
□Ereadme_k.txt	7,865 Bytes
□Ereadme_m.html	3,455 Bytes

□iBM98wavftfHf<f_“à□j	
□@„¥□Eclose.bmp	308,278 Bytes
□@„¥□Elogo.bmp	308,278 Bytes
□@„¥□Elogo.wav	50,341 Bytes
□@„¥□Er_clear.bmp	308,278 Bytes
□@„¥□Er_failed.bmp	308,278 Bytes
□@„¥□Eselect.bmp	308,278 Bytes
□@„¥□Estage.bmp	308,278 Bytes
□@„¥□Estage_ex.bmp	308,278 Bytes
□@„¥□Etitle.bmp	308,278 Bytes
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□@□@□@□@„¥□Er_clear.bmp	153,718 Bytes
□@□@□@□@„¥□Er_failed.bmp	153,718 Bytes
□@□@□@□@„¥□Eselect.bmp	153,718 Bytes
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## 1P Side

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 ,R[E[E[E"X"  
 ,S[E[E[E"D"  
 ,T[E[E[E"C"  
 Scrach[E[E[E]SHIFT or SPACE or f}fEfX^Ú"®

## 2P Side

,P[E[E[E"N"  
 ,Q[E[E[E]J"  
 ,R[E[E[E]M"  
 ,S[E[E[E]K"  
 ,T[E[E[E],"  
 Scratch[E[E[E]ESHIFT or RETURN or %EAlt

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0 fL□[ [fL□[□Y'è,ð□%oSú□ó'Ô,É-ß,·]  
Key configuration,Ê,Ç,Å•İ□X,μ,½fL□[□Y'è,ð□%oSú□ó'Ô,É-ß,μ,Ü,·□B  
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,Ü,½"3"fL□[,ð%oÿ,μ,É,ª,ç"1"fL□[,ÅfQ□[f€fXfs□[fh,ð'x,□A  
"3"fL□[,ð%oÿ,μ,É,ª,ç"2"fL□[,ÅfQ□[f€fXfs□[fh,ð'¬,,·,é,±,Æ,ª□o—^,Ü,·□B  
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# GAME START

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## □ ESONG SELECT

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BattlePlay fXfNf%o)bf` + Ç® ” Õ 2  
DoublePlay fXfNf%o)bf` + Ç® ” Õ 4  
(BMS, ÉBP, DP, ð, Ž, w, ‘è, ³, ê, Ä, ç, é, Æ, «, Í, < @ “\, μ, Ü, ¹, ñ)

# EXPERT MODE

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# JUKE BOX

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□@„¥/anime/<DIR>
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□EDrawing [,Ç,ë□[,ç,ñ,® ]

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□EDrawing Method [,Ç,ë□[,ç,ñ,®,β,»„Á,Ç ]

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WaitVSync□F%øæ-Ê,ð□',«Š,|,éf^fCf~f“fO,ð,«„ì,ñ,Æ,Æ,Á,Ä•`ŽÊ,μ,Ü,·□B  
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**□ESleep Time** [,·,è□[.Ö,½,ç,p]

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**□EMidi I/O** [,Ý,Ä,¿□E, ,ç,“□□]

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‘I’đŽ^□F Not use | Sensitive | □™ Normal | Dull

f}fEfXfXfNf%ofbf` ,ì□Ý’è,Ä,·□Bf}fEfX,đ“],ª,·,Æ□AfXfNf%ofbf` ,É,Ä,«,Û,□B  
Dull□ANormal□ASencitive,ì□‡,ÉS““x,ª—Ç,,È,è,Û,□B  
f}fVf“,ª‘x,ç□ê□‡,Í  
Sensitive,É□Af}fVf“,ª‘¬,ç□ê□‡□i,âFPS,ª‘ã,«,ç□ê□‡□j,ÍDull□i“ÝŠ  
‘,È□j,É’²□® ,μ,½,Û,ª,ª,ç,ç,©,à’m,ê,Û,¹,ň□B  
,¾,ç,É□A”½%œž,ª^« ,ç□ê□‡,Í□AfRf“fgf□□[f<fpfj<,ìf}fEfX,ìfvf□fpfefB,Äf}fEfXfj□[f  
f<,Í^Ú“®‘¬“x,đ‘ã,«,,μ,Ä,,¾,¾,ç□B  
Not use,Äf}fEfXfXfNf%ofbf` <@“\,đŽg—p,μ,È,ç,æ,ª,É,·,é,±,Æ,ª□o—^,Û,□B

**□ESkin Config File Layer1** [,·,«,ň,±,ň,Ó,¿,®,Ó,Ý,ç,é□E,ê,ç,â□[.P]

**□ESkin Config File Layer2** [,·,«,ň,±,ň,Ó,¿,®,Ó,Ý,ç,é□E,ê,ç,â□[.Q]



**Key Config** [ , < [ , ±, ñ, Ó, ¡, ® ]

fL[fAfTfCf"(fL[Š,,,è"-,Ä),ðs,È,ç,Ü,·B

•iX,μ,½,çêšŠ,ÉftfH[fjfX%i©F,œð,éêšŠ,Å,·j,ð±,í,¹A"C^Ó,lfl[,ð  
%ÿ,·,±,Æ,ÅfL[fAfTfCf"iŠ,,,"-j,ª%Å"\\,Å,·B

ftf<fL[,ì"1"fL[,ÅftfH[fjfX,ð¶,ÉA"2"fL[,ÅftfH[fjfX,ð%E,É^Ú"® ,μ,Ü,·B  
"3"fL[,ÅY'è,ð,μ,Å|—¹AESCfL[,ÅY'è,ð,¹,É|—¹,μ,Ü,·B  
"3"fL[,Å|—¹,·,éê±,Í,È,Æ,à,P,Å,ì"'CE®,©·CE®,ÆAfXfNf  
%fbf` ,ì,Q,Å,ðY'è,μ,È,ç,Æ|—¹,Å,« ,Ü,¹,ñB  
%SúY'è,É-β,·,Æ,« ,í"0"fL[,ð%ÿ,μ,Ü,·B

,½,Æ,ì,î1PfXfNf%fbf` ,ÉvftfgA¶,` ,CE,"A,e,P,ð"-  
,Ä,½,çê±AftfH[fjfX,ð1PfXfNf%fbf` ,Ü,Å^Ú"® ,μAfvftfgA¶,` ,CE,"A,e,P,ð  
%ÿ,μ,Ü,·B

Y'è,³,ê,é,ÆAOK,ª,Å,Ü,·B  
,·,Å,É,»,lfl[,ªY'è,³,ê,Ä,ç,½ê±AAlready assignedi,·,Å,ÉŠ,,,è"-  
,Ä,ç,ê,Ä,é,æj,Æ·Ž,³,ê,Ü,·B

,È, "Y'è|—¹Eã,íA¶V,½,ÉY'è,μ,½fL[,Å'€ì,·,é,±,Æ,É,È,è,Ü,·B

**Key Testing Mode** [ , < [ , Ä, ·, Ä, ¡, ñ, ®, à [ , Ç ]

fL[f{[fh,Æ,l,h,c,hfL[,ÉŠÖ,μ,Ä,Ç,ì'ö"xA"~Žž%ÿ,μ,ª,Å,« ,é,©,Ç,ª  
,©,ðfefXfg,·,éf,[fh,Å,·B

%ÿ,μ,Ä,ç,éfl[,ªš,Æ,μ,Ä·\E»,³,ê,Ü,·B·i"fL[,ð  
%ÿ,μ,½,Æ,« ,»,ì" ,¾, ¯š,ªo,È,©,Å,½,è,·,é,ì,A%ÿ,μ,½,Æ"FŽ^ ,Å,« ,Ä,ç,È,ç  
,Æ,ç,ª,±,Æ,Å,·BfL[fAfTfCf" ,·,é,Æ,« ,ì-Ú^À,É,È,è,Ü,·B  
,È, "A,l,h,c,h"ü—í,¾,ÆA¶™ ,ªo,Ü,·B,±,ç,íAfefXfg,·,é·K—v,í, ,Ü,è,È,ç  
,ÆŽv,ª,ì,Å,·,ªA¶'±,³,ê,Ä,ç,é,©,Ç,ª,© ,lf`fffbfN,® ,ç,ç,É,Ížg,ì,é,ÆŽv,ç,Ü,·B

**EXIT** [ , ç, ®, ¶, Ä, Æ ]

fRf"ftfBfOfCE[fvftf",ì%æ-Ê,© ,ç"², ,Ü,·B



# OPTION, ĭŸ'è

Žã,É□AfQ□[f€,\lfvfVf#f“Ÿ'è,đ□s,ç,Ü,·□B  
%ođ□à,É,Í□A-{%oÆfwf<fv“~—l□AŠe□€-Ú,ì“Ç,Ý•û,à□',ç,Ä,“,«,Ü,·□B  
□-□%oŠú'l,ì□€-Ú,É,Í□™^ó,ª•t,ç,Ä,ç,Ü,·

fj□[fj<fL□[-“,Í□A1 Player'x,Æ2 Player'x,ìscratchfL□[.Åfj□[f  
f<^U“®□A,»,'¼,ìŠ,,è“-,ÄfL□[.ÅŸ'è•İ□X,Å,·□B

---

## □EGame Rank [, °□[,p,ç,ñ,]

'l'đŽ^□F Hard | □™ Nomal | Easy | Very Easy

fQ□[f€,\i“i^Ō“x,đŸ'è,μ,Ü,·□B  
POOR,âBADŽž,ìfQ□[fW,ìĎ\_□—Ê,ª•İ,í,è,Ü,·□B  
•“‘«,è,É,ç□l,ÍHard,É,μ,ÄŽ©•ª,ÉĎμ,μ,□i□j□A  
“i,μ,ç<È,â□%□SŽÒ,ì•û,ÍEasy,É,·,é,ÆfNfŠfA,μ,â,·,,È,è,Ü,·□B

## □EAuto Play [, “□[,Æ,Ō,ê,ç]

'l'đŽ^□F □™ Normal | 1P | 2P | 1P & 2P

f□[fgfvfĎfC□iŽ©“®%o%o't□j,ìŸ'è,đ□s,ç,Ü,·□B  
,P□l,μ,©,ç,È,ç,Æ,«,É,Q,o,đfRf“fsf...  
□[f^□[.É'e,©,¹,½,èff□[f^□i□~ŽŌ,ìfffofbfO□A,Ü,½“i,μ,ç<È,đ,P,o□•,Q,o,Å'e,ç  
,Ä,à,ç,Ä,Äœ±'R,Æ,·,é,±,Æ,ª,Å,«,Ü,·□i□j

Normal □E□E□E f□[fgfvfĎfC,đ□s,ç,Ü,¹,ñ□i□%oŠúŸ'è□j  
1P □E□E□E 1 Player'x,ì,Ýf□[fgfvfĎfC  
2P □E□E□E 2 Player'x,ì,Ýf□[fgfvfĎfC  
1P&2P □E□E□E 1 Player'x,Æ2 Player'x,ì—¼•û,đf□[fgfvfĎfC

## □EAuto Scrach [, “□[,Æ,·,,ç,Á,ž]

'l'đŽ^□F □™ Normal | 1P | 2P | 1P & 2P

f□[fgfXfNf%ofbf`□ifXfNf%ofbf`Ž©“®%o%o't□j,ìŸ'è,đ□s,ç,Ü,·□B  
flf“,É,·,é,ÆfXfNf%ofbf`,ì,Ý,đfRf“fsf...□[f^□[.ÉŽ©“®%o%o't,³,¹,é,±,Æ,ª□o—  
^,Ü,·□B  
•ĐŽèfvfĎfC,ì—û□K“™,É,²—~—p%oº,³,ç□B



**Game Speed** [ , ° [ , p , · , Ò [ , Ç ]

'I'ǒŽ^ FVery High | High | ™ Normal | Slow | Very Slow

fQ [f€fXfs [fh, ìÝ'è, ðs, ç, Ü, ·B  
, ½, ¾, µ [A%o%o't, ³, è, éWAVftf@fCf<, âMIDftf@fCf<, ì'¬, ³E'·, ³, í•ïX, ³, ê, Ü, ¹, ñB  
VerySlow ASlow ANormal AHigh AVeryHigh, ì‡, ÅfQ [f€fXfs [fh, ²'¬, -  
, È, è, Ü, ·B

, ±, ìÝ'è, ífQ [f€'t, ÉfL [ '€ ì, Å, às, , Ü, ·B

EXIT [ , ç, ®, ¶, Á, Æ ]

f|fvfVf‡f“ , ì%œ-Ê, ©, ç”², ˘, Ü, ·B

# EXIT

BM98,đ□l—<sup>1</sup>,μ,Ü,:□B



<Èff[]f^ ,Æ,í[]H

<Èff[]f^ ,í[]Awavftf@fCf<[]Amidftf@fCf<[]Abmpftf@fCf<[]A,» ,µ,Ä•^ -  
Êff[]f^ ,ìBMSftf@fCf<[]iŠg'£Žq,ªBMS,ìftf@fCf<,Á,·[]j,©,ç[]\[]¬,³,ê,Û,·[]B  
<N"®Žž,É[]AEXEftf@fCf<,©,çÆ©,½fTfuftfHf<f\_“à,ìBMSftf@fCf<,đ'S,ÄÆÿ[]ö,µ,Û,  
.  
[]iEXEftf@fCf<,ì'u,ç,Ä, ,éftfHf<f\_ ,í'í[]ÚŠO[]j

,» ,µ,Ä[]A<È,ª'I'đ,³,ê,½, ,Æ,í[]A,» ,ì<È,ìBMSftf@fCf<,ì'¶[]Ý,·,éftfHf<f\_ ,©,çwavftf@fC  
f<,É,Ç,đ“Ç,Ý[]ž,Ý,Û,·[]B,æ,Á,Ä[]A^ê,Ä,ìftfHf<f\_ ,É,í^ê<È,É,µ,½•û,ª-  
³“i,Á,·[]B1P,Æ2P,Á<ª'Ê,·,éwavftf@fCf<Žg—p,·,é[]ê[]‡,í[]A“¬,¶ftfHf<f\_ ,É“ü,ê,Ä,¬,ç  
,½,Û,ª,ª[]D“s[]‡,Á,µ,â,ª[]B[]ô,ç[]o,·,a,l,rftf@fCf<,ì[]Á'â[]” ,í,T,P,Q,Ä,·[]B



# fwfbf\_ • ” • a , ì % ò ð □ à

^È%ò,Éfwfbf\_ìfRf}f“fh,ð□Ð%òî,μ,Û,·□B  
fwfbf\_fRf}f“fh,í□A<É‘S‘ì,ÉŠÖ,í,é‘è<` ,É—p,ç,ç,é,Û,·□B  
□i^ê”É,É<É,ì□æ“a•”•a,É‘u,,ì,aŠμ—á,É,¾,¯,Å, ,Á,Ä□A  
□@ŽÀ□Û,í□A<È,ì,ç,ì•”•a,É,“,ç,Ä,à□A,ç,ì,æ,x,È□‡”Ô,Å<L□q,μ,Ä,à□\,ç,Û,¹,ñ□B□j

#PLAYER x

,±,ìff□[f^,ìfvfçfCf,□[fh,ð‘è<` ,μ,Û,·□B  
"x",ì'l,É,æ,Á,Ä 1 SinglePlay□A2 CouplePlay□A3 DoublePlay□A 4 BattlePlay  
,Æ‘è<` ,³,é,Û,·□B

#GENRE xxxxxxxx

,±,ìff□[f^,ìfWfff“f<,ð‘è<` ,μ,Û,·□B  
"xxxxxxx",É,í•¶Žš—ñ,a“ü,è□A‘è<` ,μ,½ff□[f^,í<È‘l<ÈŽž,É•Žì,³,é,Û,·□B

#TITLE xxxxxxxx

,±,ìff□[f^,ìf^fCfçf<,ð‘è<` ,μ,Û,·□B  
"xxxxxxx",É,í•¶Žš—ñ,a“ü,è□A‘è<` ,μ,½ff□[f^,í<È‘l<ÈŽž,É•Žì,³,é,Û,·□B

#ARTIST xxxxxxxx

,±,ìff□[f^,ì□\□—ŽÒ,ð‘è<` ,μ,Û,·□B  
"xxxxxxx",É,í•¶Žš—ñ,a“ü,è□A‘è<` ,μ,½ff□[f^,í<È‘l<ÈŽž,É•Žì,³,é,Û,·□B

#BPM xxx

,±,ìff□[f^,ìBPM□iBeat Per Minute / ,P•a, ,½,è,ìŽì•a%ò¹•,,,ì□”□j,ð□Ý‘è,μ,Û,·□B  
"xxx",É,í□”Žš,a“ü,è□A<É‘†,ìBPM,É”½%of,³,é,Û,·□B  
□È—a,μ,½□ê□‡,í130,Æ,Ý,È,³,é,Û,·□B

#MIDIFILE xxxxxxxx.mid

,±,ìff□[f^,ìfofbfNfof%ofEf“fh,Å—¬,·□A  
MIDIftf@fCf<(Standerd MIDI File / Šg‘fŽq .mid),ð□Ý‘è,μ,Û,·□B  
"xxxxxxx.mid",É,ìftf@fCf<-¼,a“ü,è,Û,·□B



#PLAYLEVEL x

,±,ìff[]f^,ì"ĩ^Ō"x,đ[]Ý'è,μ,Û,·[]B

"x",É,Í[]"l,ª"ü,è[]A[]",ª½,ç,Û,Ç[],"i"x,Å,·[]B  
[]Ý'è,³,ê,½ff[]f^,Í<È'k<ÈŽž,É[]š,ì[]",Å•\Žì,³,ê,Û,·[]B  
,¿,È,Ý,É[]AfQ[]f€'t,É•\Žì,³,ê,é[]š,ì[]",í1[]`16,Å,·[]B

#RANK x

,±,ìff[]f^,ì"»'èf%of"fN,đ[]Ý'è,μ,Û,·[]B  
"x",ì'l,É,æ,Á,Ä 0 very hard, 1 hard, 2 normal, 3 easy,É[]Ý'è,³,ê,Û,·[]B  
"»'è,đ[]Eμ,μ,,·,é,Æ[]AGreat,ª[]o,É,,È,è,Û,·[]B

#VOLWAV xxx

"xxx",É,Í[]"Žš,ª"ü,è[]A%o¹—Ê,đ,à,Æ,ì%o½f[]fZf"fg,É,·,é,©,đ[]Ý'è,μ,Û,·[]B  
DirectSound,Í[]E»[]Ý[]A'[]•[],đ[]f[]f[]f[]g,μ,Ä,ç,È,ç,ì,Å[]A  
f[]f[]ff[]Bf[]l,ìfvf[]pfefB,ìwav[]Ä[]¶%o¹—Ê,đ•ì[]X,μ,Û,·[]B  
,æ,Á,Ä[]A,»,ê,ª[]EÀŠE'l,É'B,μ,Ä,ç,é[]ê[]#,í[]A'[]•[],³,ê,Û,¹,ñ[]B

#TOTAL xxx

fQ[]fW,ì[]—Ê,đ[]Ý'è,μ,Û,·[]B  
"xxx",É,Í[]"Žš,ª"ü,è[]A'S,Ä,ìf[]f[]WfF,ÅGreat,đ[]o,·,Æ[]Axxx  
%•ª,ìfQ[]fW,ª'[],ì,Û,·[]B  
[]È—ª,μ,½[]ê[]#,í[]A 200[]f[]f[]f[]WfF[],Æ[]E©,È,³,ê,Û,·[]B

#WAVxx yyyyyyyy.wav

,±,ìff[]f^,ÅŽg—p,·,éWINDOWS PCMftf@fCf<(Šg'£Žq .wav),đ[]Ý'è,μ,Û,·[]B  
"xx",É,ì01[]`FF,ì,P,U[]i[],ª"ü,è[]A"yyyyyyyy.wav",É,ìftf@fCf<-¼,ª"ü,è,Û,·[]B

[]'Ž®—á[]j

- #WAV01 Piano\_01.WAV
- #WAV02 Piano\_02.WAV
- #WAV03 Piano\_03.WAV

#BMPxx yyyyyyyy.bmp

,±,ìff[]f^,ÅfofbfNfOf%ofEf“fhfAjjf[][]fVf#f“,ÉŽg—p,·,é  
frfbfjgf}fbfvftf@fCf<(Šg'£Žq .bmp),đ[]Ý'è,μ,Ü,·[]B  
frfbfjgf}fbfvfTfCfY,í256[]~256,ÅŽg—p%oÅ“\[]F[]”,í65536[]F,Ü,Å,Å,·[]B  
"xx",É,í01[]`FF,ì,P,U[]i[],ª“ü,è[]A"yyyyyyyyy.bmp",É,íftf@fCf<-¼,ª“ü,è,Ü,·[]B

[]'Ž®—á[]j

#BMP01 HOUSE01.BMP  
#BMP02 HOUSE02.BMP  
#BMP03 HOUSE03.BMP

,È,“[]A#BMP00,É[]Ý'è,³,è,éff[]f^,í~fX,μ,½Žž,É•\Ž!,³,è,éfrfbfjgf}fbfv,Å,·[]B

ff□[f^•”•a,ì%ođ□à

ff□[f^•”,í□A2fofCfg,đ^ê’P^Ê,đ,Æ,μ,Ä□A^ê□-□β,đ’è<`,μ,½ff□[f^□”,Å•aŽü,μ,Ü,·□  
B  
,í,©,è,É,,ç•û,í□A{jump flfufWfFfNfg”z’u,KLink(“flfufWfF”z’u”)},đ,²,ç,ñ,,¾,³,ç□B  
□E□’Ž®—á

#aaabb:cccccccc

aaa,É,í10□i□”,RCE...,ì□-□βfif“fo□[,a“ü,è,Ü,·□B  
□Å□-’l,í000,Å□Å’â’l,í999,Å,·□B  
,P□-□β,í□A192fhfbfg,É,Ä□\□-³,ê,Ü,·□B

bb,í,QCE...,ìf`fff“flf<fif“fo□[,Å,·□B  
bb,ì“à—e,É,æ,Á,Ä,»,—ñ,ìfRf}f“fh,a,»,ê,¼,ê’è<`,³,ê,Ü,·□B

cccccccc,íŠe□-□β“à,ìflfufWfFfNfg”z’u,ìŽw’è,Å,·□B

# f`fff“flf<fif“fo□[,ì%ođ□à

,±,±,Å,Í□AŠef`fff“flf<fif“fo□[,É`î%ož,·,éRf}f“fh,đ□Ð%oî,μ,Û,·□B

## 01 [fofbfNfR□[f%ofX]

,»,ì`É`u,É,«,½,ç□AZ©“®“l,É□Ä□¶,³,ê,éWAV,đŽw`è,μ,Û,·□B  
“`ŽŽ,É,ç,,À,à,lfobfNfR□[f%ofX,đ-À,ç,·,±,Æ,ª□o-^,Û,·□B  
□i“`¶,¶,∇,`ufif“fo□[,ì,à,ì,đ“`ŽŽ,É%o%o`t,·,é,±,Æ,Í□o-^,É,ç,ì,Å□A  
f□fCf“fp□[fg,ÅŽg,Á,Ä,ç,é,v,`u,đŽg-p,·,é□ê□¶,Í□A<C,đ,Ä,`-Ä,¾,¾,ç□j  
□`Ž® ,lfufWfFfNfg”z`u,É□€<’,μ,Û,·□B

## 02 [□-□β,ì`Z□k%o»□i,P,O□i□^•,“®□-□”□j]

-á□j #01902:0.5 19□-□β-Ú,Í□A•□`É,ì”¼•ª,ì’·,³,ì□-□β,Æ,μ,Û,·□B  
,»,ì□-□β,ì,Ý-LÆø,Å,·□B  
□i□^`-É-Ú,ÉŽÀ`•,μ,Ä,ç,È,ç,ì,Å□A, ,Ü,è-~—p,đ,“Š©,β,Å,«,Û,¹,ñ□j

## 03 [□Ä□¶fef“f□i,a,o,l / ,P•ªŠÔ,ìŽl•ª%o¹•„□”□j,ì“r`+•İ□X□i,P,U□i□”□j]

□`Ž® ,Í□AflfufWfFfNfg”z`u,É□€<’,μ,Û,·□B  
-á□j #00303:78 ‘æ,R□-□β,ì“ª,Å□ABPM 78h(=130),É•İ□X,μ,Û,·□B  
#00503:00A00096 ‘æ,S□-□β,ì,Q”□-Ú,ÅBPM A0h(=160),  
,S”□-Ú,Å96h(=150),É•İ□X,μ,Û,·□B

## 04 [fofbfNfOf%ofEf“fhfAjf□□[fvf¶f“<@”\]

fQ□[f€%oæ-É,ì`+%o>,ÉfAjf□□[fvf¶f“,đ•\Ž!,μ,Û,·□B  
Žg-p%oæ`œftfH□[f}fbfg,lfRfbfgf}fbfvCE`Ž®,ÅfTfCfY,Í256□~256,Å,·□B  
%o;•□,Í□A`½□^á,Á,À,àfZf“f^fŠf“fO,³,ê,Ä•\Ž!,³,ê,Û,·□B  
□c•□,É`í,μ,Ä,ì`²□®,Í□s,È,Á,Ä,È,ç,ì,Å□A  
`Z,ç,à,ì,ì%oæ-É,ì□ă•”,ì,Ý,É•\Ž!,³,ê,é,æ,α,ÈŠ’,¶,É,È,è,Û,·□B  
65536□F,Û,ÅŽg-p%oÄ`\,Å,·,æff□[f^—e-É□A“®□i“`x,ÌŠÖCEW,©,ç  
256□F,©8□F,ì,à,ì,đŽg-p,·,é,ì,ª-],Û,μ,ç,Å,·□B  
□`Ž®,Í□AflfufWfFfNfg”z`u,É□€<’,μ,Û,·□B  
#BMP00,É□Y`è,³,ê,½frfbfgf}fbfv,lf~fX,đ,μ,½,Æ,«,É•\Ž!,³,ê,Û,·□B

## 05 [Extended Object]□@□ffTf|□[fgŠO□,

-Ž%oº,μ,Ä,,élfufWfF,đ•É,lfLfff%ofNf^□[fif“fo□[,ì,à,ì,É,·,è`Ö,!,é<@”\□B  
,±,ì□s,ì%oº,É, ,é□s,lfufWfF,É□¶”Ô,ÉŠ,,è□U,ç,è,é□B

## 06 [POORfAjf□,ì•İ□X]

-á□j #02006:05 20□-□β-  
Ú,Å□APOORfAjf□,đ,T”Ô,Ìbmp,É•İ□X,μ,Û,·□B

,½,¾,μ□A00,Ífm□[fg”z`u<K`¥,Å-³Ž<,·,é,à,ì,Æ,μ,Ä^μ,í,é,é,ì,Å  
^é“x•İ□X,μ,Ä,μ,Û,α,Æ00”Ô,Ìbmp,É,Í-β,¹,Û,¹,ñ□B

□'Ž® , í□AflfufWfFfNfg"z'u,É□€<' ,μ,Ü,·□B

07 [fCfCf,,□[<@"\]

Ch.04,ĀŽw'è,μ,½BGA,ì□ã,É,©,Ô,<sup>1</sup>,éBMP,đŽw'è,Ā,«,Ü,·□B  
□F,<sup>a</sup>RGB:00:00:00 ,ì fsfNfZf< , í Ch.04,ìBGA,<sup>a</sup>"§%ß,μ,Ü,·□B  
,» ,ì'¼,ì(DirectX,<sup>a</sup>□F,đŠŮ,ß,½,Æ,«00,Ā,È,¢□j□F,í□ã□',« ,Ā,·□B  
□•,đŽg,κ□ê□‡,íRGB:0F:0F:0F,<sup>a</sup>,æ,¢,æ,κ,Ā,·□B

□š'□^Ó

BGA"~ —í□A00"Ô,đŽw'è,μ,Ā,àfCfCf,,□[ ,ífNfŠfA(□Á<Ž),<sup>3</sup>,é,Ü,<sup>1</sup>,ñ□B  
fNfŠfA,·,é,É,í-¢'è<' ,ìBMP"Ô□†,đŽw'è,·,é,Æ,æ,¢,Ā,·□B

□'Ž® , í□ACh.04,Æ"~ ,¶,Ā,·□B

08 [—\-ñf`fff"flf<]

09 [—\-ñf`fff"flf<]

10 [—\-ñf`fff"flf<]

11 [1 Player'κ,ì%oĀŽ<flfufWfFfNfg,ì'è<` ]

12 □@1 Player'κ,ì%oĀŽ<flfufWfFfNfg,đ'è<` ,μ,Ü,·□B

13 □@11"Ô,<sup>a</sup>1fL□[ ,É'î%ož□A12"Ô,<sup>a</sup>2fL□[ ,É'î%ož□c□c,Æ,È,è,Ü,·□B

14 □@16,ífXfNf%ofbf` fL□[□A17,íftfŠ□[fXfNf%ofbf` ,Ā,·□B

15

16 □@□'Ž® , í□AflfufWfFfNfg"z'u,É□€<' ,μ,Ü,·□B

17

18 [—\-ñf`fff"flf<]

19 [—\-ñf`fff"flf<]

20 [—\-ñf`fff"flf<]

21 [2 Player'κ,ì%oĀŽ<flfufWfFfNfg,ì'è<` ]

22 □@2 Player'κ,ì%oĀŽ<flfufWfFfNfg,đ'è<` ,μ,Ü,·□B

23 □@21"Ô,<sup>a</sup>1fL□[ ,É'î%ož□A22"Ô,<sup>a</sup>2fL□[ ,É'î%ož□c□c,Æ,È,è,Ü,·□B

24 □@26,ífXfNf%ofbf` fL□[□A27,íftfŠ□[fXfNf%ofbf` ,Ā,·□B

25

26 □@□'Ž® , í□AflfufWfFfNfg"z'u,É□€<' ,μ,Ü,·□B

27

28 [—\-ñf`fff"flf<]

29 [—\-ñf`fff“flf<]

30 [—\-ñf`fff“flf<]

31 [1 Player’α,ì•s%oÅŽ<flfufWfFfNfg,ì’è<` ]

32 []@1 Player’α,ì•s%oÅŽ<flfufWfFfNfg,đ’è<`,μ,Û,·[]B

33 []@31”Ô,ª1fL[][,É’î%ož[]A32”Ô,ª2fL[][,É’î%ož[]c[]c,Æ,È,è,Û,·[]B

34 []@36,ífXfNf%ofbf`fL[][,Å,·[]B

35

36 []@[]Ž® ,í[]AflfufWfFfNfg”z’u,É[]€<’,μ,Û,·[]B

[]s•s%oÅŽ<flfufWfFfNfg,ì”z’u-Ú“l[]t

[]@[]@, ,éfL[][,đ%oÿ,μ,½,Æ,« ,É[]Ä[]¶,³,¹,éwav,í[]A,» ,± ,© ,ç^ê”Ô<ß,ç  
[]@[]@fm[]f[]g[]i’O•û,Æ,ÍCEA,ç,È,ç[]j,ÉfAfTfCf” ,³,è,Ä,ç,éwav,Å,·[]B

[]@[]@,±,ê,đ—~—p,μ,Ä[]A

[]@[]@•s%oÅŽ<flfufWfFfNfg[]i%oæ-Ê,É,í•`%oæ,³,è,È,ç,μ[]A”»’è,à,È,ç[]j,í

[]@[]@wav,ì%o¹,đ•í[]X,·,é,ì,É—~—p,μ[]A

[]@[]@fAfCEf”fWfvfCEfC,ª[]o—^ ,é<È,đ[]ì,é[]Û,É—~—p,μ,½,è,μ,Û,·[]B

37 [—\-ñf`fff“flf<]

38 [—\-ñf`fff“flf<]

39 [—\-ñf`fff“flf<]

40 [—\-ñf`fff“flf<]

41 [2 Player’α,ì•s%oÅŽ<flfufWfFfNfg,ì’è<` ]

42 []@2 Player’α,ì•s%oÅŽ<flfufWfFfNfg,đ’è<`,μ,Û,·[]B

43 []@41”Ô,ª1fL[][,É’î%ož[]A42”Ô,ª2fL[][,É’î%ož[]c[]c,Æ,È,è,Û,·[]B

44 []@46,ífXfNf%ofbf`fL[][,Å,·[]B

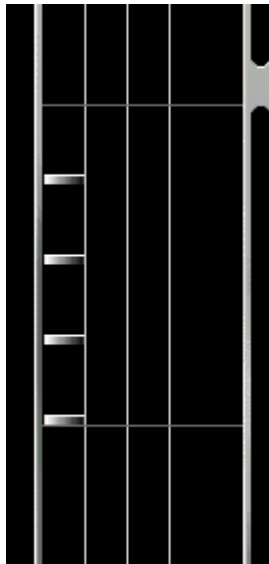
45

46 []@[]Ž® ,í[]AflfufWfFfNfg”z’u,É[]€<’,μ,Û,·[]B

# fIfufWfF"z'u

fIfufWfFfNfg,í01`FF,ì2E...,ì16i" ,Å'è<` ,μ,Ü,·B00,í'è<` ,μ,È,ç  
,à,ì,Æ,μ,Ä^μ,í,ê,Ü,·B

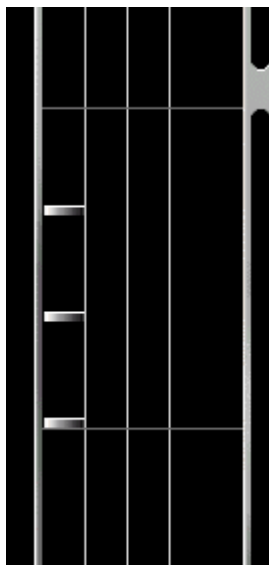
fIfufWfFfNfg,í"ñ•¶Žš,đ^êff[f^ ,Æ,μ,ÄŠe-β,đff[f^" ,Å"™•ª,μ,Ä"z'u,³,ê,Ü,·  
B



—á,ì,îA

#00111:01010101

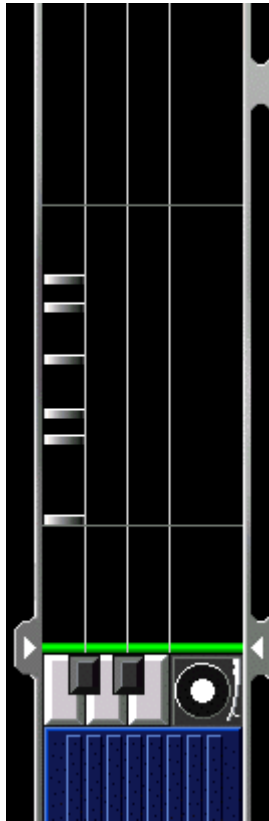
,Æ,·,é,ÆA'æ,P-β,ì,PfL[,É#WAV01,ªŽI•ª  
%o¹•,,P^Ê,Ä"z'u,³,êA



—á,ì,îA

#00111:010101

,Æ,·,é,ÆA'æ,P-β,ì,PfL[,É#WAV01,ªŽO~A•,,P^Ê,Ä  
ŽO,Ä"z'u,³,ê,Ü,·B



ff[f^,ìd•i'è<` ,à%oÅ"\\,Å,·B  
—á,ì,îA

#00111:010101  
#00111:00020202

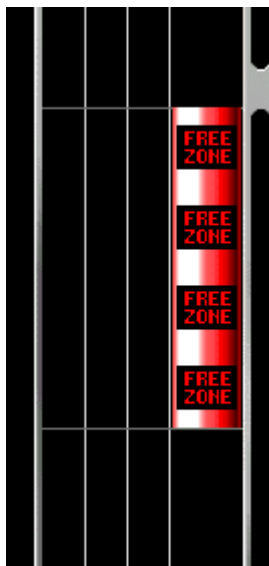
,Æ,·,é,ÆA{,ì,æ,κ,É"z'u,<sup>3</sup>,ê,Û,·B  
,Û,½Aã,ì·\<L,đ^ê-β,đ3~412"™•<sup>a</sup>,μ,Ä

#00111:010000020100020001020000,Æ,à,©,·,Û,·  
B

□-“~,¶êŠ,ÉfufWfFfNfg,đ'è<` ,μ,½ê‡,íA, ,Æ,ì•û,<sup>a</sup>  
—Dæ,<sup>3</sup>,ê,Û,·B  
,Ä,Û,èA

#00111:01  
#00111:02  
#00111:03

,Æ,·,é,ÆA^ê"ÔÅÆã,ìs,<sup>3</sup>/<sub>4</sub>,·,<sup>a</sup>FŽ<sup>-</sup>,<sup>3</sup>,ê,Û,·B

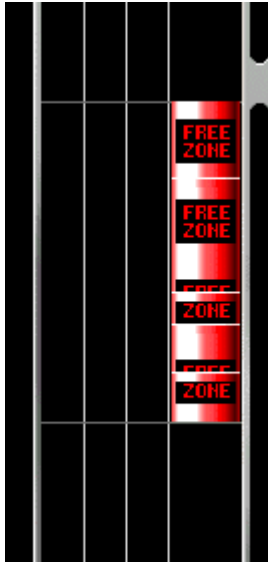


,½,<sup>3</sup>/<sub>4</sub>,μAftfŠ[fXfNf%ofbf` ,í,,<sup>3</sup>,ì'ã,«,çfm[fgi1/4  
□-βj  
,Ä, ,é,Æ"FŽ<sup>-</sup>,<sup>3</sup>,ê,Ä,ç,é,ì,ÅftfŠ[fXfNf  
%ofbf` Ž©'ì,ì,,<sup>3</sup>,đŽw'è,·,é,±,Æ,í•s%oÅ"\\,Å,·B  
1□-βŠÛ,<sup>2</sup>,ÆftfŠ[fXfNf%ofbf` ,É,·,éê‡,í

#00117:01010101

,ì,æ,κ,É,μ,Û,·B





,Ü,½□AftjŠ□[fXfNf%ofbf`“à,ÉfXfNf  
%ofbf` ,ð□d•j`è<` ,·,é,±,Æ,É,æ,è  
□¶□},ì,æ,κ,É□AftjŠ□[fXfNf%ofbf`“à•”,ÉfXfNf  
%ofbf`fm□[fg,ðŽ□,½,¹,é,±,Æ,ª%oÂ”\,Å,·□B

□-□\$CEÀ

flfufWfF□”,Í□A^ê%oæ-  
Ê,É□Å’â200,Ü,Å□A^ê<È’S’ì,Å5000,Ü,Å,Æ,È,Á,Ä,¨,è,Ü,·□B  
Šef`fff“flf<□A%o¹□F•ï□X,Í1000%oň,Ü,Å□A^ê□s,ìŽš□”,Í1024Žš^È“à,Å,·□B

# BMS

» ABMSftf@fCf<,đi,·,é,Æ,«,É•Ö—~,Èfc[f<,½”ŠJ”,³,ê,Ä,ç,Û,·B  
,±,±,Å,íA,»,ê,ç,í“à,Å‘Y,İŠm”F,ª,Æ,ê,½•”,đĐ%oî,μ,Û,·B

@EBMS Creator

TIXŽi,ìBMSi-fc[f<,ÅA”İ,í,μ,çfefLfXfg•ÒW,đ,·,é,±,Æ,È,A  
GUI,ÅBMSftf@fCf<,i,Å,«,Û,·B  
» ATIXŽ,íf[fy[fW (<http://www2.plala.or.jp/ns/>)  
,ÅöŠJ,³,ê,Ä,ç,Û,·B







.\PF DOS/V<@,ìèè#BIOS,ì§š-ñã  
fL[f{[f[fh,ì"~Žž%ÿ,μ,ìÁ'â,Í,R,Á,μ,©Æø,©,È,ç,ì,Á,·B  
,½,¾,μAfL[[]Y'è,Á,α,Ü,,ç,èèè,à, ,é,ì,ÁŽŽ,μ,Á,Ý,Á%º,³,çB

@

,pPF BEMANIfVfŠ[fY(1st`4th,CompleteMix,IIDX"™ j,ìBMS,í%º½^,É, ,é,ì,Á,·  
,©H

.\PF ,»,ñ,ÈŽ-,±,Á,¿,ª·,«,½,ç,Á,·B[]O[]O[]G  
^ê"É,Éf[]f[]i,±,ìèèè,ìRfif~,Á,·,Èj,ªì,Á,½<È,ì,»,±,ì'~[]·",Á, ,èAfRfs[]l,ì  
^á-@,Á,·B  
,Á,Ü,èA2nd,â3rd,ì<Èff[f^,ª'u,ç,Ä,é,Æ,±,í-³,çfnfY,Á,·E[]E[]E[]B  
,¿,È,Ý,ÉA,»,ìl,ªì,Á,½MIDI[]Awave,ÁBM,ìBMS,Áì,é,È,ç  
'~[]è ,É,ì^ø,Á,©,©,ç,È,çfnfY,Á,·O[]O[]G[]B

@

,pPF BM98,ð<N"® ,μ,½,Æ,«A%ºæ-Ê,ª^Ã",μ,½Æãf`fj`fj,Æf^fCfç<%ºæ-Ê,ª  
,ç,è,ñ,ÈèèŠ,É,Á,Ä,,éÆ»Û,ª<N,«,é,ì,Á,·B

.\PF DirectX,ìY'è,ð·ìX,·,é,Æ³í,É"®,«,Ü,·B  
,â,è·ù,ìAdirectxftfHf<f\_ì't,ìsetupftfHf<f\_ì't,ì  
"Dxtool.exe",ðf\_fuf<fNfŠfbfN,μA  
%ºE%º,ì"Use DirectDraw Hardware Acceleration",ìf`fFfbfN,ðŠO,μ,Ü,·B

,pPF —LÆø,È,v,%º,Ž,R,QfAfVfŠ,Á,Í,È,ç,ÆÆ¾,ì,è,Ü,·

.\PF '¼,ìí""fftfgA^È'O<N"® ,μ,Ä,ç,½ftfg"™ ,ª,«,¿,ñ,Æ[]l—¹^—,ð,μ,Ä,ç  
,È,ç"™,ª  
[]l,ì,ç,è,Ü,·,ì,Á[]A[]í""fftfg,ð^èèø<N"®,³,¹,,ÉA  
,a,l,X,W,ì,Y,ð<N"®,μ,Á,Ý,Ä,,¾,¾,çB

,»,ì¼[]Aftf@fCf<,ªf\_fEf"f[]f[fh,μ,½'ìŠK,Á%ºó,è,Ä,ç,é%ºÁ"\[]«,à[]l,ì,ç,è,Ü,·B  
,Ç,α,μ,Ä,à,¾,ß,Èèèè,ìA,à,α^è"xf\_fEf"f[]f[fh,μ,Á%ºº,³,çB

,pPF <N"® Žž,É"·K—v,ÈDLLftf@fCf< Yanesdk.dll,ªÆ©,Á,©,è,Ü,¹,ñ,Á,μ,½",Æ·\  
Ž,³,è,Ü,·B

.\PF yanesdk.dll,ìs%ºÄŽ<'®[]«,É,È,Á,Ä,ç,Ü,·B  
<º,ç,-

□Aftf@fCf<,δ^Ú“®<sup>3,1</sup>,é□Û,É□ACE©,!,È,©,Á,½,ì,Å•ª,©,ç,È,©,Á,½,ì,Å,μ,â,π□B  
\_\_\_fGfNfXfvf□□[f%oo,ì□Y'è,ðç'S,Ä,ìftf@fCf<,ð•\Z!f  
,É•ì□X,μ,Ä,à,π^ê“x^Ú“®<sup>3,1</sup>,Ä,Y,Ä%oo<sup>2,3</sup>,ç□B

,p□F Compile Error ,Æ□o,ÄfvfÇfC,Å,«,Ü,<sup>1</sup>,ñ□B

,`□F <Èff□[f^,ìftf@fCf<,ªCE‡,~,Ä,ç,é-“,í”j<sup>1</sup>,μ,Ä,ç,é%oÅ”\□«,ª□l,!,ç,ê,Ü,·□B  
\_\_\_ff□[f^,ì□\$□ìZÖ,É,“-â,ç□‡,í,<sup>1</sup>%oo<sup>2,3</sup>,ç□B

,p□F ff□[f^,ìfA□[f]fCfu“à,ÉMP3,Æ,ç,πftf@fCf<,ª, ,Á,Ä□A,»,ì<È,ð%o  
%o't,Ä,«,Ü,<sup>1</sup>,ñ□B

,`□F scmpx“™,ìf\ftfg,Å□AMP3ftf@fCf<,ðWAV,ÉfffR□[fh,μ,Ä%oo<sup>2,3</sup>,ç□B

FAQ□\$□ì□F□Ä□Ff}f“f{fE□EMK

# □X□V—š—đ

□X□V—š—đ,Á,·□B

ŒöŽ®fAfifEf“fX,μ,Ä,ç,È,ç— <Z□i□H□j“™,ª<L□Ú,³,ê,Ä,ç,é,±,Æ,à, ,é,©,à□i^ ^;

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## '99.07.07 Version 3.30 Revision #1

□ESKIN file ,ìì—p□B  
□@,» ,ê,É”º,ç□Abm98.cfg “à,ì #BmpName ,í”pŽ~ ,μ,Û,μ,½□B  
□Escore.txt ,ìfofO□C□³□B  
□EHIDDEN,ÆIGNORE POOR,ª“ü,ê’Ö,í,Á,Ä,ç,½,ì,đ□C□³□B  
□EEXPERT Mode,đf^fCfjf<%œ-Ê,©,ç’l’đ,Á,« ,é,æ,π,É•ï□X□B  
□EDP,BP,ìfRf}f“fh,đ•ì□X□B  
□EBP,ìŽd—l,đ•ì□X□BBP,Æ,í□A1P,Æ2P,ì•^ -Ê,đ□-□‡,·,é-đŠ,,đ%œÊ,½,·□B  
□EESCfL□[,đ%œÿ,μ,½,ç□A□u-³□đŒ□,É□v”ñfNfŠfA,Æ,È,é□I  
□@□i<É,ì□ÁŒã,Á,àESCfL□[,đ%œÿ,μ,½,ç□A  
□@□@□@□@□@%œ%œ’tŽ,“s,Æ,È,é,ì,Á’□^Ó,μ,Ä,,¾,¾,ç□I□j

## '99.07.07 Version 3.30

□EDataPath,ìŽw’è,ª100ŒÊ,É’□,ì,é□B□ifTf□[fgŠO□j  
□EGreatCombo,ìf,□[fh,ª’□,ì,é□B  
□EEXPERT,đf^fCfjf<%œ-Ê,©,ç’l’đ,Á,« ,é,æ,π,É•ï□X□B  
□EfXfLf“ ,ìŽd—l’â•□%œü’è□B

## '99.03.29 Version 3.29G9

□Ef□fS,Æ,î,μ,ª•s%œÁ,É,È,é□B  
□EGreatCombo’l’đŽŽ,ì<È□I—¹ŽŽ,ÉMaxCombo,ª•\Ž|,³,ê,é,æ,π,É,È,é□B

## '99.02.17 Version 3.29G8□i^ê”ÊŒöŠJfo□[fWf‡f“□j

□Ef□[fXftf@fCf<’S’ì,ìŽè’¼,μ□B  
□EfXfvf%œfCfg”Ô†+•ï□X,Æ,Æ,à,É□AfXfLf“ftf@fCf<,ìŽd—l’â•□•ï□X□B  
□E,» ,l’¼□A□x ,©,çŽ-,ì•s-¾□B

## '98.11.06 Version 3.29B

□E^ê%œž□A%œº,ìf\_f“fT□[,ª—x,é□B  
□E<N”®ŽŽ,ÉfNfŒfWfbfg,đ•\Ž|,·,é□i^Ă†%œ» ,³,ê,Ä,ç,é□j



□ECONFIG : fXfRfAftf@fCf<□',«□o,μ□æ,đ'l'đ,Å,«,é,æ,α,É,·,é□B

'98.11.02 Version 3.28C

□EOPTION : fl□[fgfXfNf%ofbf` ,lf ofO□C□^3^ ^ ; , ^2,β^ ^ ; ;>3.28aŽŽ—pŽÒ  
□Efofgf<f,□[fh,lf ofO□C□^3^ ^ ; , ^2,β^ ^ ; ;>3.28Žg—pŽÒ  
□EBGA,ÅfCEfCf,,□[,à,ç,«,đŽÅCE»,·,é□B□iCh.7,đŠg'£□j  
□@BGA,É'¼,ìBGA,Åf}fXfN,·,éŽ-,ª,Å,«,é□B"§-¾,100:00:00□F  
□i□•,í0f:0f:0f,ª—Ç,ç□j  
□EBM98Wav/,É640x480,ìselect.bmp,result.bmp,đ'u,,Æ¥¥¥ÆÔØ

'98.10.23 Version 3.28A

□EOPTION : f%of"f\_f€f,□[fh'Ç%oÁ  
□EOPTION : fl□[fgfXfNf%ofbf` (fXfNf%ofbf` ,¾, AutoPlay)

'98.10.10 Version 3.28

□E□Ý'è□€-Ú,đ□uOPTION□v,Æ□uCONFIGURATION□v,É•ª,·,é□B  
□EfŠfUf<fgŽž,lf{□[f\_□[,đ BMP,É"z'u,·,é□B(□d—v)  
□EBMP,ìftfCE□[f€•"•ª,đŠg'ã□•"z'uŠ·,ì□B(□d—v)  
□i□ì,ì,ídDRAWING,ªNORMAL^È%oº,ÅŽg,α□B,μ,©,μ¥¥¥□d,ç ^ ^ ;□,,□V□j  
□E<ó'Á,¿POOR,lfXfgfbfN□i,WCEÂ,Û,Å□j  
□EOPTION : fofgf<f,□[fh 'Ç%oÁ  
□EOPTION : f~f%o□[f,□[fh 'Ç%oÁ  
□EOPTION : <ó'Á,¿POOR-¾Ž< 'Ç%oÁ  
□ECONFIG : BMP-Skin,đ'l'đ%oÁ"□i

□EBM98.CFG,ì#DataPath,đ□',«□u'«,.□v,±,Æ,É,æ,Á,Ä  
CEŸ□ō"í'í,đ □L,º,ç,ê,Û,·□B□ifTf|□[fgŠO,Å,·□j

□f—á□,,  
#DataPath c:\program files\bm98\  
#DataPath b:\\_data  
#DataPath q:\

□šBM98 Version 3.18 ,©,ç'Ç%oÁ,μ,½<@"\“™

□EŠeŽífofOŽæ,è(fL□[ftf%ofbfVf...□E'¬“x•ì□X□EGreat"š"¥¥¥“™ □X)  
□Ef|f|f“ ,ª“Æ—§□•fsf“fNf|f|f“(?!?)“<□U  
□E-ÊfZfCE,ì,Æ,«fCEfR□[fh%oň“]  
□E"wCEi,ì□F,ª•ì,í,éftf%ofbfVf...<@"\ (fRf“ftfBfO,ìBGA,Å FLASH,đ'l'đ)  
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**'98 08 12 ver 3.18**

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**'98 08 10 ver 3.17 lok,³,ñ,Æ^ê•”,ì•û,É,ì,Ý**

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**'98 08 09 ver 3.16□@mailing list,Ā,ì,ÝĈöŠj**

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### '98 07 25 ver 3.08 bug-fix

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### '98 07 20 ver 3.07

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bm98wav/select.wav : <ÈfZfCE,ì,Æ,«,ìbgm□iloop,ÅŽg—p□j  
bm98wav/scratch.wav : <ÈfZfCE,ì,Æ,«,ìfXfNf%fbf` %¹  
bm98wav/start2.wav : fQ□[f€fXf^□[fg,ìŽž,ìget down!  
bm98wav/yah.wav : fŠfUf<fgŽž,ìŠ½□<sup>o</sup>  
bm98wav/boeing.wav : fŠfUf<fgŽž,ìfu□[fCf"fo  
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**'98 07 13 ver 3.05 (irc,Á,ì,ÝĀöŠJ)**

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**'98 07 12 ver 3.04if[fX,đĀöŠJ,·,éj**

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**'98 07 10 ver 3.03**

EStream MIDIižÄÜ,É,íAMIDI Stream,Á,í,È,çjA,Ö,æ[.ñ,³,ñ,lf%ofCfuf  
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**'98 07 07 ver 3.02if[f<,Á^ê•",ìl,É,ì,ÝĀöŠJ)**

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**'98 07 06 ver 3.01 i"ñĀöŠJ)**

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V,ñ,Å,ñ,ÆĀA,í,æfL[fRf"ftfBfO'í%ž,<sup>3</sup>,<sup>1</sup>,è,æ<sub>f</sub>,Æ,ä[~b,à, ,éj  
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E,`<sub>f</sub>,q,k,<sup>3</sup>,ñ^<sub>f</sub>,k,n,j,<sup>3</sup>,ñ,l-v-],Å"š-¾fm<sub>f</sub>fg,É'í%žifn<sub>f</sub>fhfefNfm-pj

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EĀ®"Ō,ìĀ%Ē'Ç%ĀBfm<sub>f</sub>fg,ì·iX<sub>B</sub>  
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