

yellow after first button is pressed), and then hit DOWNSTRUM again (LED blinks and turns off). Playback works like any other recording. See separate list of cheat codes.

Guitar Zero User's Guide

Introduction

Guitar Zero is an Xbox 360 Guitar Hero controller hack that allows you to record a series of button presses and then play them back - not necessarily at the same speed. The Guitar Zero hack consists of a small microcontroller and some external flash memory for storing up to 32/64 songs, depending on the size of this memory, plus about 2,000 pre-recorded tracks. This microcontroller is inserted between the fret buttons/strum bar and the controller's own internal microcontroller, so it can record your actions and it can send phony button presses and strums to the guitar controller.

Quick Start

Normal Operation

When not recording or playing back a song, Guitar Zero 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.

Guitar Zero Operation

Each Guitar Zero mode is entered by holding down a combination of four buttons for 2 seconds. The LED will blink and then stay solid when you have entered the mode. To exit the mode, hold down the same button sequence for another 2 seconds until the LED turns off.

Memory

Guitar Zero has 64 sequential memory banks numbered 1 through N. Songs with more than about 3000 notes (of which there aren't very many) will sometimes need multiple memory banks and might spill over into the next bank. At the end of both recording and playback, Guitar Zero will blink yellow for the number of banks the current song uses. In general it's easier to just forget about these memory banks and store one song at a time. Changing the active memory bank is covered in Advanced Options.

Additionally, Guitar Zero stores about 2,000 pre-recorded tracks. These are compressed and stored in a separate section of memory - it should not be possible to overwrite them. If you attempted to enter record mode while one of the pre-recorded tracks is selected, Guitar Zero will blink the LED red a few times and ignore the command.

Choosing a Pre-Recorded Song

1. Choose the track and note the "Cheat Code." A separate list of cheat codes should have been provided to you. These cheat codes consist of a list of colored fret buttons in a specific order, e.g. YBOR, meaning yellow, then blue, then orange, then red.
2. Hold down GRYO for 2 seconds until the LED blinks and turns red.
3. STRUM DOWN once. the LED will turn green. Enter the code, pressing and releasing each button. Finally STRUM DOWN again. The LED will blink a few times then turn off.
4. Playback works as described below.

Buttons: ([] [] [] [] []) LED: (* / *)

Recording a Song

1. Choose a song to record in your game of choice
2. While the song is loading, hold down for RYBO for 2 seconds until the LED blinks and turns red.
3. Recording starts as soon as you start strumming. Play the song as you normally would. *TIP: Try to hit the very first note exactly in the middle (not early or late), as this will help your timing in playback mode.

Cancel Without Saving: [●] (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.

Selecting a Different Memory Bank

Guitar Zero has 64 memory banks to store songs, numbered 1 through N. By default Guitar Zero is set to memory bank one. CAUTION: Any song with 3000 notes or more will probably take up more than one memory bank! For example, Through the Fire and Flames usually takes two memory banks. If you record this song starting in memory bank 1, it will overwrite any existing song that was in memory bank 2. Also, if you record a new song later in memory bank 2, it will overwrite the second half of Through the Fire and Flames.

1. Hold down GRYO for 2 seconds until the LED blinks and turns yellow.
2. Tap the Orange button to select the memory bank (once = bank 1, twice = bank 2, etc).
3. Hold down GRYO for 2 seconds until the LED blinks and turns off.

Buttons: ([●] [●] [●] [] [●]) LED: (*)

Select Memory Bank: [●]

Memory Bank + 10: [●]

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

Cancel Changing Memory Bank

To cancel changing the memory bank, 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.

1. Hold down GYBO for 2 seconds until the LED blinks and turns yellow.
2. Tap the Orange button to select the memory bank (once = bank 1, twice = bank 2, etc)
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 LED will blink to acknowledge each button press.
4. Hold down GYBO for 2 seconds until the LED blinks and turns off.

Buttons: ([●] [] [●] [●] [●] [●] [●]) LED: (*)

Select Memory Bank: [●]

Set First Ratio Number: [●] Set Second Ratio Number: [●]

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

Cancel Modifying Speed

To cancel modifying the speed, hold down R for 2 seconds until the LED turns off. Your changes will not be saved.

Extremely Advanced Options

PLAYTHROUGH / GHIII Battle Mode

PLAYTHROUGH is a special mode where your fret button presses and strums are passed through to the game during playback. This can help you win guitar battles since you do not always play the full songs as they are in practice mode, and the notes can change (e.g. double notes). To do this, record the song in practice mode as usual, but do not play the sections that do not exist in the battle version. Then when you playback the song in PLAYTHROUGH mode, just let Guitar Zero play the notes you've recorded, and you can play the parts live that you didn't record. When PLAYTHROUGH mode is set and Guitar Zero is actively playing, be careful not to play along or press fret buttons as it will most likely interfere with the playback.

1. Record a song.
2. Turn on PLAYTHROUGH mode by holding down GRYB and DOWN-STRUM for 2 seconds, until the LED blinks green and turns back off.
3. Play the recorded song as usual, and play through live the sections that were not recorded.

Buttons (ON): ([●] [●] [●] [●] []) + DOWN-STRUM LED: (*)

Buttons (OFF): ([●] [●] [●] [●] []) + DOWN-STRUM LED: (*)

Turn Off PLAYTHROUGH Mode

To turn off PLAYTHROUGH mode, hold down GRYB and DOWN-STRUM for 2 seconds, until the LED blinks red and turns back off.

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 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. Make sure you have PLAYTHROUGH turned off.

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, change the memory bank to #1, and set the recording speed to 1/2.

1. Hold down GRYBO for 2 seconds until the LED blinks yellow and turns off.

Buttons: ([[●]][[●]][[●]][[●]][[●]]) LED: (*)

UPSTRUMONLY Mode

In this mode, all strums are played back as up-strums. Useful for some RB achievements, and also in Band Hero, GH5, and GH Warriors of Rock

1. Toggle UPSTRUMONLY mode by holding down GO and UP-STRUM for 2 seconds, until the LED blinks green and turns back off.
2. Play the recorded track as usual

Buttons (ON): ([[●]][][][][][[●]]) + DOWN-STRUM LED: (*)

Buttons (OFF): ([[●]][][][][[●]]) + DOWN-STRUM LED: (*)

NOSTRUM Mode

In this mode, a track will be played back as normal - except you have to do all the strumming at playback time. This effectively plays the entire song as hammer-ons, which is handy for achievements in Band Hero, GH5, GH Warriors of Rock, and RB:Beatles. Most of the cheat code songs strum all notes, including hammer-ons.

1. Toggle NOSTRUM mode by holding down GRYB and UP-STRUM for 2 seconds, until the LED blinks green and turns back off. (or red if turning off)
2. Play the recorded track as usual

Buttons (ON): ([[●]][[●]][[●]][[●]][][]) + UP-STRUM LED: (*)

Buttons (OFF): ([[●]][[●]][[●]][[●]][][]) + UP-STRUM LED: (*)

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.

Current Memory Bank

1. Hold DOWN-STRUM and O for 2 seconds.
2. The LED will blink yellow the number of times equal to the current memory bank (one blink = bank 1, two blinks = bank 2, etc).

Buttons (Get Memory Bank): [[●]] + DOWN-STRUM LED: (*)

Recording Speed

1. Hold DOWN-STRUM and Y for 2 seconds to get the first half of the recording speed ratio.
2. The LED will blink yellow the number of times equal to the first half of the recording speed ratio.
3. Hold DOWN-STRUM and B for 2 seconds to get the second half of the recording speed ratio.
4. The LED will blink yellow the number of times equal to the second half of the recording speed ratio.

Buttons (Get Recording Speed - First Part): [[●]] + DOWN-STRUM LED: (*)

Buttons (Get Recording Speed - Second Part): [[●]] + DOWN-STRUM LED: (*)

Number of Memory Banks used by the Current Song

1. Hold DOWN-STRUM and G for 2 seconds.
2. The LED will blink yellow the number of times equal to the number of memory banks used by the current song.

Buttons (Get song size): [[●]] + DOWN-STRUM LED: (*)

Hints

* In most cases, "Slowest" is 1/2 speed in the Guitar Hero games. However, several songs in GHII are at 3/5 speed when practiced on Slowest. These include Free Bird, Life Wasted, Girlfriend, Salvation, War Pigs, Last Child, and probably several others. In the Guitar Hero series, Slow is usually 4/5 speed and Slower is 2/3 speed. Rock Band lets you set the speed in practice mode as a percentage - 50%, 60%, etc.

* The slowest practice mode speed in Rock Band: Beatles and Rock Band 3 is 70% - change your recording speed to 7/10 for these tracks.

* 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.

* For some of the Guitar Hero III boss battles, the part you play is the same as the "Rythm" guitar section in practice (e.g. Slash Boss Battle - which is a song you can download). For the Devil Went Down to Georgia boss battle, the downloaded song is mostly the same as the boss battle, but a few sections of notes here and there are different, and you'll need to use PLAYTHROUGH mode if you want Guitar Zero to help you win. If you use Guitar Zero to assist you in beating a boss battle, be sure to cancel playback as soon as you win or lose, or Guitar Zero will keep right on playing.

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 Guitar Zero 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 that blinking LED.

7. Help, I've pressed a lot of buttons and I don't know what mode Guitar Zero is in!?
Hold down GRYBO to restore all defaults.

8. If I turn off my console or unplug Guitar Zero, will it remember my settings and recorded songs?
Yes, Guitar Zero will save your recorded songs and settings forever - until you change them.

9. If a song takes up multiple memory banks (e.g. Through the Fire and Flames, Green Grass and High Tides), 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.

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