Chromatic Sans

User Manual

�险 ⑂ ⑂ ⬆ ⑂ ⬇ ⬆
⌐4 ⌐4 3 3 3 1 1

Table of Contents

CHROMATIC SANS

Overview

What it does

Chromatic Sans is a font for writing harmonica tablature, or tab, for chromatic harmonicas of up to sixteen holes.

Arrows indicate breath direction.

Numbers indicate which hole to play.

BLOW ⟶ ↑
Hole 5 ⟶ 5

DRAW ⟶ ↓
Hole 6 ⟶ 6

A hollow arrow indicates a note played with the slide pressed in.

BLOW
w/Slide IN ⟶ ⇧
Hole 3 ⟶ 3

DRAW
w/Slide IN ⟶ ⇩
Hole 1 ⟶ 1

With a single keystroke you can write a symbol that includes the hole number and the breath direction:

↑ ↓ ↑ ↓ ↑ ↓ ↓ ↑
1 1 2 2 3 3 4 4

Slide-in notes (notes played with the slide button pressed in) have a hollow arrowhead and are accessed with the <SHIFT> key:

⇧ ⇩ ⇧ ⇩ ⇧ ⇩ ⇧ ⇩ ⇩ ⇧
1 1 2 2 3 3 4 4 5 5

You can also add various symbols that indicate how notes are treated and combined:

↓ ↓ ↑ ⇩ ↑↑
↳4 3 ↗3✳✳ 3↘ 4≋2

Tab may be placed under musical notation:

↓ ↓ ↑ ↓ ↑   ↑   ↓ ↑ ↑ ↓ ⇩   ↑
5 ✳5 6 6 ↗5   5   4↗ 7 6 5↘ 3↘   3✳✳

## Why the "dot", or where is Hole 1 on my chromatic?

Chromatic harmonicas with eight, ten, or twelve holes all start with Middle C in Hole 1 at the far left. The numbers progress to the right up to 8, 10, or 12 according to the size of the harmonica.

Middle C, indicated by a yellow dot, is always Hole 1.

8-hole chromatic

1 2 3 4 5 6 7 8

10-hole chromatic

1 2 3 4 5 6 7 8 9 10

12-hole chromatic

1 2 3 4 5 6 7 8 9 10 11 12
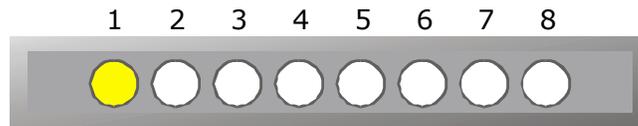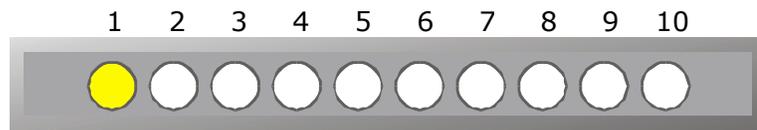
Notes below middle C are numbered 1̣ 2̣ 3̣ 4̣.

These are found on harmonicas with 14 and 16 holes.

14-hole chromatic

3̣ 4̣ 1 2 3 4 5 6 7 8 9 10 11 12

16-hole chromatic

1̣ 2̣ 3̣ 4̣ 1 2 3 4 5 6 7 8 9 10 11 12
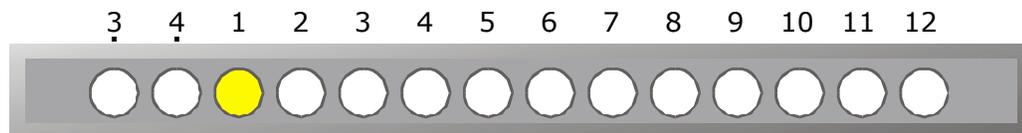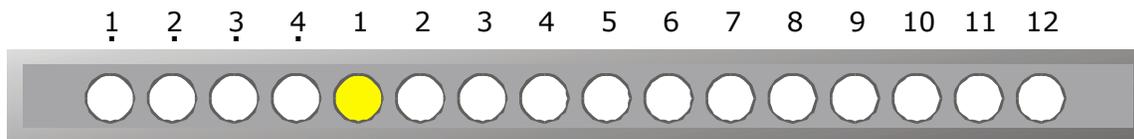
Chromatic Sans uses this convention.

But what if you have a sixteen-hole chromatic with the holes numbered from 1 to 16? Chromatic Sans has symbols for the 1-to-16 system as well. However, the numbers for Holes 13-16 are not on the main keyboard. Instead they are included in the extended character set.

Character Sets

The keyboard character set

Chromatic Sans Dot uses the computer keyboard to give you the symbols you're most likely to need for a standard chromatic harmonica of up to sixteen holes:

- All blow and draw notes with slide both in and out (Dot numbers used below Middle C)

- Added chord notes (numbers without arrows)

- Tongue block symbols for split intervals

- Symbols for commonly used slide ornaments

- Symbols for common effects

See **Keyboard Layout** for full information

The extended character set

There is also an extended character set beyond what the keyboard makes available. Harmonica players are always pushing boundaries with new playing techniques, new instrument designs, and alternate tunings. Chromatic Sans Dot includes symbols for:

- Numbers for Holes 13, 14, 15, and 16

- sliding bends and bends of from one to five semitones

- Symbols for tongue blocked ornaments and chordal devices

- Symbols to indicate corner switching

How to access them from the Windows Character Map:

Windows has a cut-and-paste utility called the **Character Map**. It maps all the characters in a font using a grid. You can click on the desired character and paste it into your document. This is easy to see but can be slow if multiple characters are needed.

To access it, go **Start, Programs, Accessories, System Tools**. You may want to drag a shortcut to your desktop or a toolbar for convenience.

How to access them from the keyboard

Keyboard access can be very rapid but requires either knowing or looking up the codes for specific characters. The extended character table in this document may be used for lookup.

To enter an extended character from the keyboard, hold down the <alt> key and type the 4-digit code from the numeric keypad (the numbers on the top row of the main keyboard will not work for this purpose).

For instance <alt>–0236 produces 16̂, the symbol for Blow 16 with the slide in.

See **Extended Character Set** in the reference section for a full table of characters.

Keyboard layout for notes

Unshifted keys

The unshifted keyboard gives all the slide-out notes (the notes that can be played without pressing the slide button in):
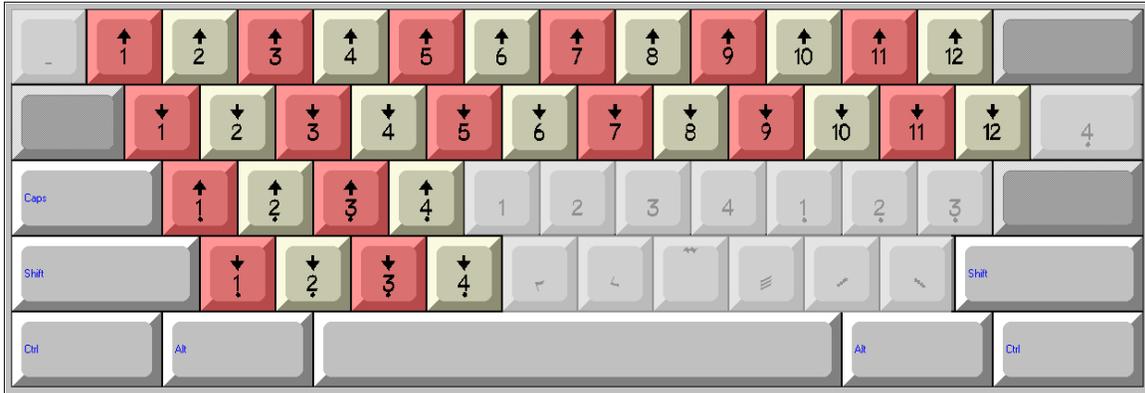
Note the descending diagonal flow of symbols for each hole:
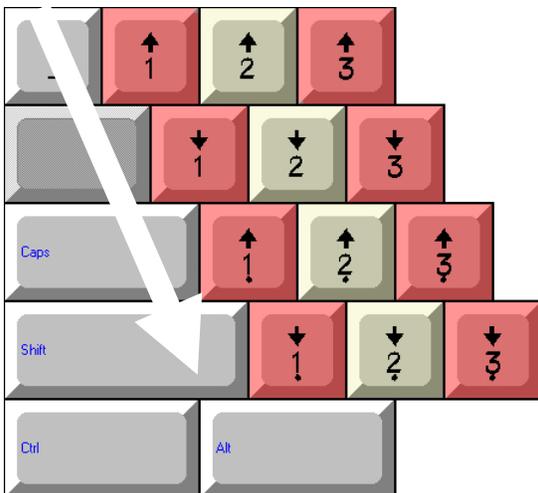
Row 1: Blow Notes

On a standard keyboard the numbers are on the top row. Chromatic Sans Dot uses these same numbers for the blow notes, extending from 1 to 12:
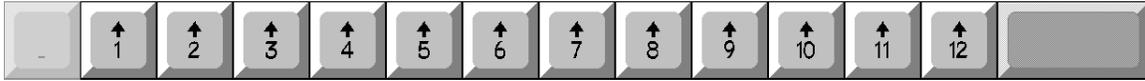
Note that some versions of the Finale notation program reserve the <dash> key (to the right of the number 0) for a dash symbol and will not properly display the Blow 11 symbol using that key. If you have trouble with this, there is an alternate way to access Blow 11 in the extended character set as <alt>0211. See below for more on the extended character set.

Row 2: Draw Notes

The second row gives you the draw notes.
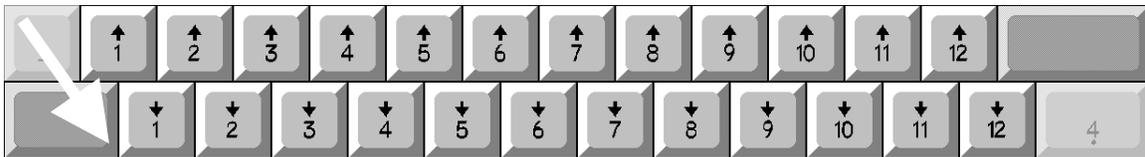
Note how the sequence flows down and to the right. You can always find your way by following down diagonally from the numbers on the top row.

Row 3: Dot blow notes

For fourteen- and sixteen-hole chromatics, the third row gives the blow notes for holes below Hole 1 (dot-1 through dot-4), distinguished by the dot under each number.
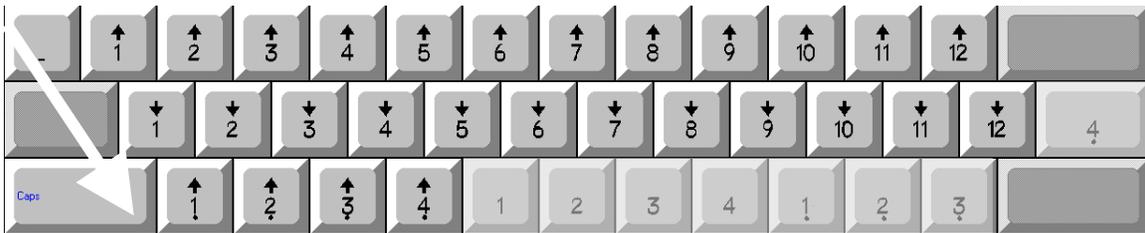
Row 4: Dot draw notes

For fourteen- and sixteen-hole chromatics, the fourth row gives the draw notes for holes below Hole 1 (dot-1 through dot-4), distinguished by the dot under each number.
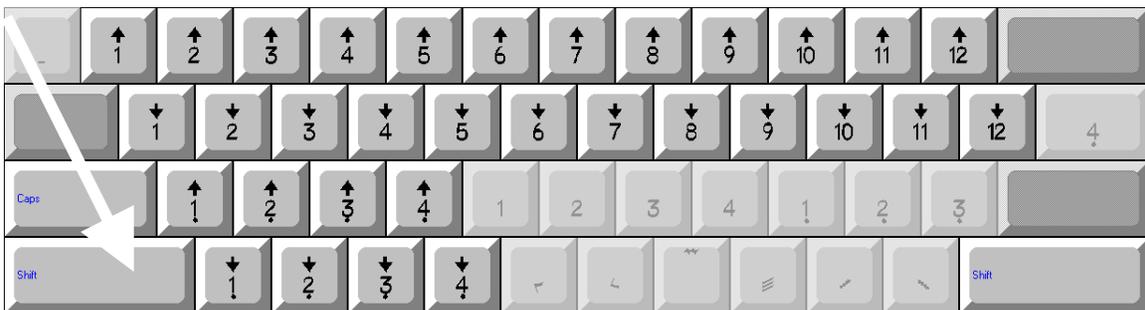
Shifted keys

The shift key gives you all the notes played with the slide pressed in:

We'll deal with the additional symbols a little later.

Shifted Row 1: Slide-in blow notes

Shifting the top row gives the slide-in blow notes for Holes 1-12, distinguished by their hollow arrowheads.

Shifted Row 2: Slide-in draw notes

This shifted row gives the slide-in draw notes, distinguished by their hollow arrowheads.

Shifted Row 3: Slide-in dot blow notes and Numbers 5-11

This row gives the slide-in blow notes for holes below Hole 1 (dot-1 through dot-4), distinguished by their hollow arrowheads.

Shifted Row 4: Slide-in dot draw notes, balance spaces, and symbols.

This row gives the slide-in draw notes for holes below Hole 1 (dot-1 through dot-4), distinguished by their hollow arrowheads.

Accessing Holes 13 through 16

If you have a harmonica with holes numbered 1 through 16 or prefer to use that system, you can access hole numbers 13 – 16 via the extended character set. As described earlier this can be accomplished through the Windows Character Map or via the numerical codes entered from the numerical keypad while holding down the <alt> key. Here are the numerical codes:

Chord notes	13	14	15	16
	0203	0204	0205	0206
Blow notes	↟13	↟14	↟15	↟16
	0213	0214	0215	0216
Draw notes	↡13	↡14	↡15	↡16
	0223	0224	0225	0226
Blow, slide in	⇡13	⇡14	⇡15	⇡16
	0233	0234	0235	0236
Draw, slide in	⇣13	⇣14	⇣15	⇣16
	0243	0244	0245	0246

Chords

In harmonica tab, the breath arrow is used only for the highest note of a chord of two or more notes. Additional notes are played with the same breath and additional arrows cause clutter.

Arrow-free numbers are available on the keyboard to the right of the dot-hole arrow-number symbols. The unshifted keys give 1 through 4 for both regular and dot hole numbers:

Numbers 5 through 12 are accessed with the shift key:

In harmonica tab, two more holes played at once are usually stacked vertically:
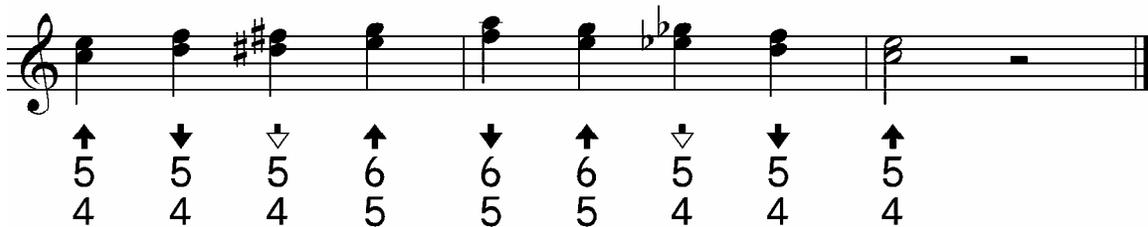
This works well with music notation software, where the tab in entered as lyrics using the lines for first, second, third verse, etc.

Horizontal stacking

In a word processor, vertical stacking and correct alignment can be fussy and elaborate, and often produces unsatisfactory alignment, as in this Word table:

↑	↓	↧	↑	↓	↑	↧	↓	↑
5	5	5	6	6	6	5	5	5
4	4	4	5	5	5	4	4	4

For convenience, Chromatic Sans Dot offers horizontal "stacking" of chords:

4̲3̲2̲1 or 1̲2̲3̲4 or 1̲2̲3̲4

- Use an arrow only for the lead note, as with vertical stacking.

- For additional hole numbers without arrows, use the arrow-free numbers on the keyboard

Bind the chord notes together with the extender line. This is found on the leftmost key on the top row, next to the <1> Key:

Split intervals

Split intervals are notes in non-adjacent holes, played by blocking out the intervening holes with the tongue. By shifting the upper-left key, we can access the blocked hole symbol:

This symbol can be used vertically with notation, where it gives a graphic indication of blocked holes:

We can also "stack" tongue-split intervals horizontally:

1∎∎4 or 1∎∎4 or 4∎∎1 or 4∎∎1, etc.

Use the capital <~> key (shifted key to left of the <1> key) for the tongue-blocked holes.

Effects

Effects symbols can be placed before, after, between, or above a note. For effects symbols placed before or after a note, balance spaces are provided to maintain vertical alignment.

Maintaining vertical alignment

If a tabbed note is centered under a note of music, placing an effect symbol next to it will throw the centering off, as in the example below:
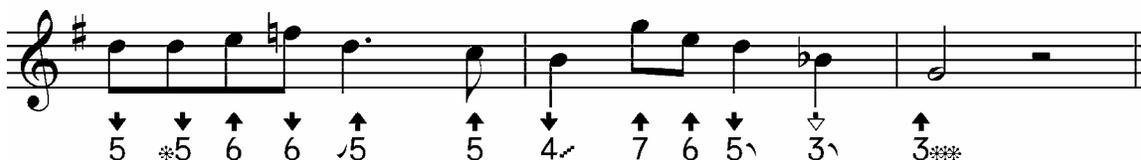
To compensate, a balance space of equal width is placed on the opposite side of the tabbed note:

Tab is centered.	Bend pushes tab to the right.	Invisible space character creates symmetry.
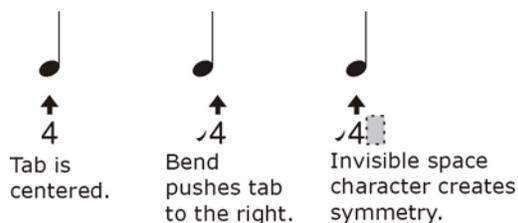
This way, vertical alignment is preserved.

To access a balance character, use the same key as for the effect character, but with the shift key.

Here is the same piece of music with balance spaces:
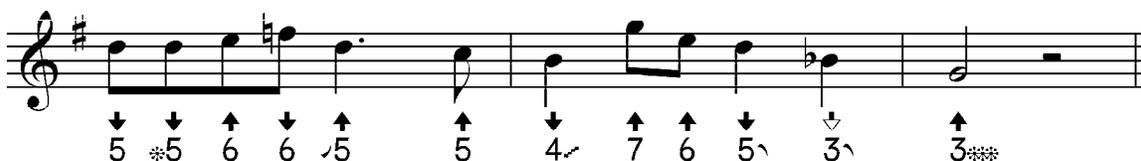
See each effect character for information about its corresponding balance space.

Effects available on the keyboard

Most effects are accessed through the extended character set. A few of the most common, together with their balance spaces, may be accessed directly on the fourth row of the keyboard:

The balance space for each effect symbol is located on the same key and accessed with the shift key:

The exception is the slide bump, or mordent, which appears above the note and does not require a balance space. Shifting this key gives a reverse jab (inverted mordent).

These effects are:

Slide jab Main character: b Balance space: B A note that is played with the slide in can be approached from below, jabbing in the slide as the note is initiated.	⇓ ᵣ2
Reverse jab Main character: n Balance space: N A note that is played with the slide out can also be approached with a reverse slide jab, starting with the slide out and releasing it as the note is initiated.	↓ ᴸ2
Slide bump (mordent) Main character: m Balance space: (none) During a note that is played with the slide out, the slide can be bumped in and then allowed to return, momentarily raising the pitch and then returning it. **Note:** Enter the note, followed by the slide bump.	7
Slide dip (reverse mordent) Main character: M Balance space: (none) During a note played with the slide in, the slide can be released to the out position and then quickly pressed back in, momentarily lowering the pitch and then returning it. **Note:** Enter the note, followed by the slide bump.	7

(more next page)

(more keyboard effects)

Rapid alternation symbol Main character: , (comma) Balance space: < A note in one hole may be rapidly alternated with another hole, either directly adjacent or distant. This symbols has several uses - see **Embouchure Symbols** for more.	5≡
Gliss up Main character: . (period) Balance space: > A note may be approached or left by an upward glide in pitch achieved by glissing the mouth to the right across several holes:	6 2
Gliss down Main character: / Balance space: ? A note may be approached or left by an downward glide in pitch achieved by glissing the mouth to the left across several holes:	4 6
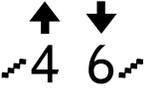
Complete Effects List

Slide symbols

The slide button on a chromatic harmonica raises the pitch of a note by one semitone when pressed or lowers it when released. The following symbols indicate certain ornamental effects that can be created using the slide. These include:

Slide jab Main character: b Balance space: B A note that is played with the slide in can be approached from below, jabbing in the slide as the note is initiated.	▽ 2
Reverse jab Main character: n Balance space: N A note that is played with the slide out can also be approached with a reverse slide jab, starting with the slide out and releasing it as the note is initiated.	▼ 2
Slide bump (mordent) Main character: m Balance space: (none) During a note that is played with the slide out, the slide can be bumped in and then allowed to return, momentarily raising the pitch and then returning it. This is also called a mordent. **Note:** Enter the note, followed by the slide bump.	▲ 7
Slide dip (reverse mordent) Main character: M Balance space: (none) During a note played with the slide in, the slide can be released to the out position and then quickly pressed back in, momentarily lowering the pitch and then returning it. This is called a slide dip or reverse mordent. **Note:** Enter the note, followed by the slide bump.	▲ 7
Slide trill Main character: <alt>0171 Balance space: (none) To play a slide trill, wiggle the slide in and out at a rapid, unmeasured speed. **Note:** Enter the note, followed by the slide bump.	▼ 6

Gliss symbols

The following symbols indicate ornamental effects that can be created by glissing, or sliding the mouth across several holes to create a rapid, smooth gliding note sequence, with or without using the slide. These include:

Gliss up Main character: . (period) Balance space: > A note may be approached or left by an upward glide in pitch achieved by glissing the mouth to the right across several holes:	⬇ ⬇ ⤙6 2⤙
Gliss down Main character: / Balance space: ? A note may be approached or left by an downward glide in pitch achieved by glissing the mouth to the left across several holes:	⬆ ⬇ ⤚4 6⤚
Slide-in downward gliss Main character: <alt>0152 Balance space: <alt>0162 A slide-out note may be approached glissing with the slide in, then releasing it for the target note. An ending gliss may also use the slide-in position.	⬇ ⬇ ♯⤚7 7♯⤚
Slide-out downward gliss Main character: <alt>0153 Balance space: <alt>0163 A slide-in note may be approached by glissing with the slide out, then pressing it in for the target note. An ending gliss may also use the slide-out position.	⬇ ⬇ ♮⤚8 8♮⤚
Slide-in upward gliss Main character: <alt>0156 Balance space: <alt>0166 A slide-out note may be approached glissing with the slide in, then releasing it for the target note. An ending gliss may also use the slide-in position.	⬇ ⬇ ♯⤙7 7♯⤙
Slide-out upward gliss Main character: <alt>0157 Balance space: <alt>0167 A slide-in note may be approached by glissing with the slide out, then pressing it in for the target note. An ending gliss may also use the slide-out position.	⬇ ⬇ ♮⤙8 8♮⤙
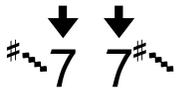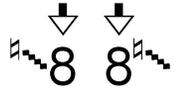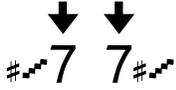
Embouchure symbols, Part I

Many effects may created by manipulating the lips and tongue. Sometimes two or more may be combined to create subtle textured effects.

Split interval Main character: ~ Balance space: (none) When played with a tongue block, the chromatic can sound two notes several holes apart, with the intervening holes blocked by the tongue. The intervening blocked holes are indicated with black lozenges.	↓ 5 ◼ ◼ 2
Right or left side Main character: Balance space: Right side: <alt>0178 Right side: <alt>0188 Left side: <alt>0179 Left side: <alt>0189 At times it is important to indicate whether a tongue-blocked note is played from the right side of the mouth or from the left. Switching between right and left side can be useful in playing wide leaps smoothly.	〗 〖
Shimmer Main character: , (comma) Balance space: < Two distinct notes in non-adjacent holes may be alternated rapidly with tongue motion, alternating the sounding note between the right and left sides of the tongue. The intervening notes remain blacked by the tongue.	↓ ↑ 2≋5
Rake Main character: <alt>0177 Balance space: <alt>0187 An entire chord may be rapidly "strummed" by moving the tongue from side to side alternately sounding two adjacent or overlapping groups of notes. The tongue does not block the notes in the middle.	↓ ↓ 1≋5

Embouchure symbols, Part II

|	
Shake or Warble Main character: , (comma)　　　　Balance space: < A note in one hole may be alternated with the hole to the right in a fast unmeasured motion.	↓ 5≋
Double Shake Main character:　　　　　　　　　Balance space: Shake: , (comma)　　　　　　　Shake: < for shake Block: ~ A split interval can be alternated with the interval one hole to the right. The embouchure remains fixed while the harmonica is moved rapidly to the right and back in a rapid unmeasured motion.	↓ 5≋ ▮ ▮ 2≋
Tremulando Main character: , (comma)　　　　Balance space: (none) A single note may be repeated in a rapid unmeasured way either by pronouncing consonant like T-K-T or D-DL, or by flicking the tip of the tongue laterally on the back of the lips:	↑ ≋5≋
Tongue slap Main character: <alt>0174　　　　Balance space: <alt>0184 A single note may be initiated by starting with a chord, then slapping the tongue down to isolate a single note:	↑ ✳5
Tongue lift Main character: <alt>0175　　　　Balance space: <alt>0185 A single note may be alternated with a chord by lifting the tongue in a rapid repeated unmeasured motion:	↓ 5✳✳✳
Split lift Main characters:　　　　　　　　　Balance space: Lift:　 <alt>0175　　　　　　　　Lift:　 <alt>0185 Block: ~ or <alt>0220 A split interval may be alternated with a chord by lifting the tongue in a rapid repeated unmeasured motion:	↓ 5✳✳✳ ▮ ▮ 2

Bending Symbols

Bending can slide the pitch of a note up or down a small amount, or it can change the note to another pitch one or more semitones lower than the usual pitch of the reed.

Bent pitches Main symbol: Balance space: 1 semitone: \<alt>0131 1 semitone: \<alt>0141 2 semitones: \<alt>0132 2 semitones: \<alt>0202 3 semitones: \<alt>0133 3 semitones: \<alt>0143 4 semitones: \<alt>0134 4 semitones: \<alt>0144 5 semitones: \<alt>0135 5 semitones: \<alt>0145 The pitch of a reed may be lowered to a specific pitch. The flat symbols is used to indicate this, with one flat per semitone of lowered pitch, up to five semitones:	
Slide up Main symbol: \<alt>0137 Balance space: \<alt>0147 A note might be initiated with a slight bend that is then released as the note is played. This is indicated with a little upward scoop before the note: A bent note may also be released at the end with a rise in pitch:	
Slide down Main symbol: \<alt>0136 Balance space: \<alt>0146 A note might end with a slight downward glide in pitch: A note that is played bent may be initiated at a higher pitch and then lowered to the target pitch:	

Reference Section

Standard keyboard symbols with the Chromatic Sans layout

Unshifted:

Shifted:

Extended character map

To access a symbol hold down the <alt> key and enter the four-digit value underneath the symbol from the numeric keypad (not the number row on the main keyboard).

Some effort has been made to match numerical values to symbols value where possible. For instance bends of from one to five semitones are in the range of 0131 to 0135. Also, the various symbols for notes in holes 13 through 16 always have numbers that end in 3, 4, 5, or 6.

Most effect symbols have a corresponding balance space. Usually the balance space has a numerical value that is greater by 10. For instance, a one-semitone bend has a numerical value of 0131, while its balance space is 0141.

The only symbol whose balance space is not 10 greater is the two-semitone bend, whose symbol is 0132 but whose balance space is 0202.

Note also that some of the symbols available on the keyboard are available as extended characters, usually in a sequence that includes other characters of the same type.

Note the presence of Blow 11 on <alt>0211, all by itself. This is an alternate for the BLow 11 on the keyboard, which is located on the hyphen symbol. This causes trouble in some programs, and this alternate version is provided as a workaround.

(see next page for extended character set table)

Extended character set:

	♭	♭♭	♭♭♭	♭♭♭♭	♭♭♭♭♭	`	ˎ		
0130	0131	0132	0133	0134	0135	0136	0137	0138	0139
	□								·
0140	0141	0142	0143	0144	0145	0146	0147	0148	0149
	`	#`	♮`		´	#´	♮´		
0150	0151	0152	0153	0154	0155	0156	0157	0158	0159
				⋈					
0160	0161	0162	0163	0164	0165	0166	0167	0168	0169
⌁	⌁⌁	⌁	●	✻	✻✻✻	≋	≋	𝄐	𝄐
0170	0171	0172	0173	0174	0175	0176	0177	0178	0179
		¶	·						
0180	0181	0182	0183	0184	0185	0186	0187	0188	0189
0190	0191	0192	0193	0194	0195	0196	0197	0198	0199
			13	14	15	16			
0200	0201	0202	0203	0204	0205	0206	0207	0208	0209
	↑ 11		↑ 13	↑ 14	↑ 15	↑ 16			
0210	0211	0212	0213	0214	0215	0216	0217	0218	0219
●		‒	↓ 13	↓ 14	↓ 15	↓ 16			
0220	0221	0222	0223	0224	0225	0226	0227	0228	0229
			⇑ 13	⇑ 14	⇑ 15	⇑ 16			
0230	0231	0232	0233	0234	0235	0236	0237	0238	0239
			⇓ 13	⇓ 14	⇓ 15	⇓ 16			
0240	0241	0242	0243	0244	0245	0246	0247	0248	0249
0250	0251	0252	0253	0254	0255				