TablEdit 1.70 Table of Contents Matthieu Leschemelle (1997-1998) Credits

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A note on conventions:

The following conventions have been used throughout this on-line manual:

- Menu options are enclosed within curly brackets. I.e. **{File}{Open}** where the first item represents the menu concerned and the second the individual menu option. Where only a single item is listed in this manner it refers to the corresponding menu.

- Key-presses (including keyboard shortcuts or hot keys) are enclosed in square brackets with a plus sign between keys where more than one key is concerned. I.e. **[Ctrl]+[O]**.

Overview

TablEdit is intended mainly for guitarists, but it's also able to manage other fretted instruments (bass, banjo, mandolin, lute).

As a tablature editor, it produces and prints great-looking tabs or/and musical notation staves.

It also plays back tabs through a MIDI device (or the internal PC speaker if you don't have a sound card). This makes it easy to proof your tab or familiarize yourself with a tune.

TablEdit can also import and export ASCII tab and MIDI files.

TablEdit includes a basic chord builder which allows you to edit customized chords diagrams.

TablEdit manages solo and duets tablatures.

TablEdit manages up to seven instruments from 3 to 7 strings.

But with the Rhythmic and Percussion patches, you can create songs for up to nine instruments.

In standard mode, the main screen is divided in two parts.

- The upper part shows the stave.
- The lower part shows the tablature.

Each one displays the score with its own specific features and limitations (fingering and special effects in the tab, details on note duration and dynamics in the stave).

You can enter notes in either the stave or the tab. Any changes in the tab are reflected in the stave (and vice-versa).

If you don't want to see the musical notation stave, the Display Options dialogue allows the stave to be hidden for full screen tablature editing.

All features are available in pull-down menus.

The tool bar and the five floating palettes provide a user-friendly access to the most common features.

The scaled and mobile ruler allows you to navigate through the score and to place the notes in the right place.

A number of hot keys will help you save time.

The right mouse button calls up different context sensitive menus for tablature, stave and ruler.

Starting with TablEdit

To install TablEdit, you'll need to unpack the TABLEDIT.ZIP file and place its component files on your hard drive. I would suggest creating a directory called /guitar and subdirectories corresponding to the various zip files available from the TablEdit User Space, such as /chet, /gospel, /watson, etc. Then you can download the various zip files and place the individual tabs into the appropriate subdirectory. This way, you won't forget where certain music is located.

To run the program, double click on tabledit.exe in your file manager, or create a shortcut to /guitar/tabledit.exe using Windows 95. No specific installation routine is required. The toolbar icons and the tool palettes in the main Tabledit window are very useful, as is the help menu, for guiding you in using the software.

Keep in mind that this is a demo package with certain critical limitations. You can open and play a .tab file and modify the midi options to alter the sound you hear when you play the music, but DO NOT try to "re-save" the file when you are done listening to it. The demo version only saves 16 measures of tab, so you'll lose most of what you downloaded. If you want to print the file, go ahead and explore the page options available, tab only, tab + musical stave, with or without chord diagrams, etc.

I'm assuming, of course, that you have a sound card and speakers hooked up to your PC. The package will work for viewing, printing, etc., without these, but the sound quality through the PC speaker is quite poor.

If you want to print the musical stave, you'll need to install the tablEdit True Type font on your system. Otherwise, you'll get some strange symbols instead of the notes.

Registration

TablEdit is not free. **It's shareware**.

If you enjoy TablEdit and you want to continue using it without the demo version limitations, you'll need to register. Registration affords you the followings advantages :

- you'll be informed about updates et new releases (they are absolutely free for the registered users).

- you can receive support when you have questions or problems.

- you can contact other registered users.

- you can access to various resources for registered users only.

- last, but not least, you encourage the author to continue developing the program.

To register:

- Use the order form "ORDER.TXT" ("BESTELL.TXT" or "PEDIDO.TXT" for german or spanish users) shipped with the program. Send your order with your payment to the designated correspondent.

- If you prefer to pay by credit card, use the "register online" form at www.tabledit.com.

Upon receipt, we'll send you your personal password via e-mail or mail.

Please note that you can always download the latest version of TablEdit from the TablEdit home page:

<div align="center">http://www.tabledit.com/</div>

or from the mirror sites:

<div align="center">http://www.tabledit.com/ (U.S.A.)</div>
<div align="center">http://perso.easynet.fr/~mleschen/ (France)</div>
<div align="center">http://www.pointtopoint.de/TablEdit/ (Germany)</div>

Entering your password

When you've gotten your password following registration:

- Open the "About TablEdit..." dialogue box

- Click on the "Registration" button

- Type your user name (being careful to respect the use of upper and lower case characters) and your personal key code in the "Registration" dialogue.

If the registration process is successful, the key turns the demo version into a complete version.

New Tablature

Selecting **{File}{New}** or pressing **[Ctrl]+[N]** clears the memory and creates an empty tab 24 measures in length.

The <u>time signature</u>, <u>MIDI options</u>, <u>modules</u> and the instrumentation (string number and tuning) are not changed.

Open File

The "Open" command (**{File}{Open}** or **[Ctrl]+[O]**) opens a previously created TAB or <u>TEF</u> file.

Don't try to open a file with the TAB extension created with a program other than TablEdit or you'll receive the warning message "Cannot open `file.name`".

If you want to import an ASCII tab file, use the <u>ASCII Import</u>. command.

With the permission of the Buckett o' Tab 's author, TablEdit is able to open BOT and TBS files. Just select the appropriate extension in the "File Type" field in the file selector.

Note: If you're running under Windows 95, Tabledit is capable of handling long file names. In some cases, however, early versions of W95 may cause problems when opening such files. In order to solve this problem you'll have to edit your <u>tabled16.ini</u> file (located in your Windows folder) manually. Simply open the file in any text editor, find the line "LongFileNames=1" and change the "1" to a "0".

Save, Save As

Save

Selecting **{File}{Save}** or **[Ctrl]+[S]** saves any changes made to your tab since it was last saved. If the file has not previously been saved, the "Save as..." function (see below) is automatically called up, instead, so that you can give the file a name and designate the location to which it should be saved.

The demo version of TablEdit cannot save more than 16 measures of 4/4 tablature. Notes beyond this limit will be cleared from the saved file.

Save As...

Selecting **{File}{Save As...}** lets you save your tab under a new file name.

Note: You can save the notes of the song as a MIDI or ASCII file by using the "MIDI Export" and "ASCII Export" commands. You will, however, lose most of the special objects managed by TablEdit (fingerings, special effects, tempo changes, custom chord diagrams, texts, etc...)

Quit TablEdit

The following settings are automatically saved in the TABLED16.INI file located in your Windows folder when you quit the program using **{File}{Quit}** or **[Ctrl]+[Q]** :

- the <u>Display Options</u>,
- the <u>Page setup</u> options,
- the history list containing the last four opened tab files,
- the <u>MIDI driver</u>,
- the current language.
- the current tuning,
- the palette status.

Note: The majority of problems which may occur when launching TablEdit are caused by a corrupt TABLED16.INI, so the solution consists of simply deleting the TABLED16.INI file from your Windows folder in order to restart TablEdit using the default options. This will require you to repeat the registration process so don't lose your password.

Print

{File}{Print} or **[Ctrl]+[P]** calls up the standard Windows "Print" dialogue so that you can print out the current <u>module</u> according to the criteria selected in <u>"Page Setup"</u>. This dialogue allows you to choose which pages are to be printed out, number of copies to be printed, and the printout resolution.

This dialogue also provides access to the system dialogue containing the controls for the installed printer. Here, you can select the printer to use, page orientation and the paper size.

Selecting this or the <u>"Print Preview"</u> option with an <u>extended selection</u> activated, the radio button labeled "Selection" is automatically switched on. This means that only the selected measures will be printed out.

The <u>Demo Version</u> of TablEdit prints the text "TablEdit Version Demo" in the middle of each stave.

Hint :   It can sometimes be convenient to start a measure on a new staff or tab line. For example, if only a few sections or licks of a specific song are recorded, the ability to start each section on a new line may be useful.
This way, all sections can be saved together in one file while still keeping them separate.
To start on a new line, type a slash (/) anywhere in the last measure of the section you are working on. If the last staff or tab line of the current section should be justified, type the slash at the last position of the last measure (for example position 31 in a 4/4 measure).

Print Setup

Selecting **{File}{Print Setup}** displays the "Print Setup" dialogue box. This dialogue box lets you tell TablEdit how you want your tablature to be printed out.

Print Setup Dialogue Settings:

- Stave Spacing:

  The "Stave Spacing" setting determines the vertical space between the staves measured in millimeters.

- Note proportional spacing:

  This value sets the horizontal proportional spacing between notes. This allows tablatures to be expanded or condensed to some degree.

- Chord Diagrams:

  Selecting the "Chord Diagrams" feature prints <u>Chord Diagrams</u> with the tablature. If your tablature contains Rhythmic Patches, TablEdit will print the chord names and the rhythmics slashes above the tablature.

- Reading Guides:

  Selecting the "Reading Guides" feature prints <u>Reading Guides</u> as you have defined them in the Reading List. If there is no Reading List no guides are displayed.

- Tuning:

  Selecting the "Tuning" feature prints the <u>tuning</u> to the left of the first measure of tablature.

- No proportional spacing

  This forces TablEdit to produce measures of identical width (like those you see on the screen) taking only the intervals of the tablature into account. If this option is selected, the character spacing value will allow you to adjust the width of the measure manually.

- Tablature:

  Selecting the "Tablature" feature prints the tablature (default setting).

- Musical Notation:

  Selecting the "Musical Notation" feature prints the staves in standard musical notation above the tab. **To print musical notation you must first install the 'tabledit.ttf' true type font** on your system via the Windows control panel.

- <u>Footer:</u>

  By default, TablEdit prints the page number and the page count centered at the bottom of each page.

- <u>Headers:</u>

  By default, TablEdit prints the title, the sub-title and any comments at the top of the first page with only the title and sub-title, in small characters, on the following pages. You can adapt this procedure to your own taste by simply re-defining the headers manually

- Margins:

  The "Margins" button allows you to fix the margins between which the tablature should be printed:

- Top & Bottom margins: Defines the vertical space in which the header, staves and page number are to be printed.

- Left & Right margins: Defines the horizontal space in which printed objects are centered.

Note: If your tablature is empty, TablEdit will happily print out a page containing an empty stave. This can be useful if you want to print a blank page in order to do music notation by hand.

The fonts used for printout are those you've defined for the screen display.

The Print Preview command allows you to adjust the page layout to your own satisfaction.

Header and Footer

To add a header and/or footer to each printed page, type the required text in the Header and Footer boxes. You can always restore the predefined values by clicking on the "Default" button.

You can also use page macros to format the text and insert the title, sub-title, comments, etc...

&p   the page number
&n   the total page count
&f   the file name
&i   the module name
&k   the capo position
&l   text that follows this code is to be left justified
&r   text that follows this code is to be right justified
&c   text that follows this code is to be centered
&t   the title of the song
&s   the sub-title of the song
&m   the comments
&1   text that follows this code is to be formated with font #1
&2   text that follows this code is to be formated with font #2 etc...

Please note that the &r, &l and &c codes cause a carriage return in the header. This can, in some cases, be useful. For example the string "&cfirst &csecond &cthird" will give the following result:

first
second
third

Print Preview

The "Print Preview" window shows the score as it will be printed. This allows you to visually proof the printout of your tablature without having to actually print it out first. Pressing **[Ctrl]** when clicking on **{File}{Print preview}** will cause TablEdit to display the preview in your current printer resolution, allowing much more detailed zooms and screen captures. Be warned that it also means that you'll have to scroll around the screen more in order to see all parts of the page.

- The "Print" button prints what is displayed in the preview.

- The "Page..." button calls up the "Page setup" dialogue so that you can adjust the settings described in the <u>"Page Setup"</u> help topic. You may then either print out directly or return to the preview screen to see the effect of the changes you've made.

- "Previous Page" and "Next Page" allow you to move, page by page, through a multiple page preview.

- The "Zoom" button allows you to view a close-up of the details. Once in the "Zoom" mode, you can navigate using the scroll bars provided.

Tip: You can specify an area to "Zoom" in on by clicking directly on that area in the preview screen.

- Clicking on the "Zoom" button a second time or clicking directly on the preview screen will return to the normal preview size.

- The "Clipboard" button allows you yo paste the entire page displayed in the Print preview into the Windows clipboard as a bitmapped image. This can be useful for teachers creating lesson tablatures.

Tablature Manager

{File}{Tablature Manager} allows you to carry out several types of operations on TablEdit files. It allows you to play them back (singly or serially), print them out, open them or delete them.

When you select this function, a file selector displaying any *.tab or *.tef files located in the TablEdit directory is opened. The right-hand window allows you to change directories at will by using the mouse.

In order to select a single tablature simply click on it's name in the left-hand window of the dialogue. When a tablature has been selected in this manner, several items of information concerning it are displayed at the bottom of the dialogue. This includes the title, the author's name, the date and time of the latest file modification and its size in bytes.

There are two ways of selecting multiple tablatures. The first method will select all tabs between two given points. Simply select the first tab you want played and then hold **[Shift]** down and click on the last tab that you want selected.

You can also select or deselect random tabs by keeping **[Control]** held down while you click on the various titles.

Playing back one or a series of tablatures

Once you've selected "Play", the names of the other three buttons change:

Stop -   terminates playback entirely.

Next -   terminates playback of the tab currently being played and goes on to the next tab on the playback list.

Previous - terminates playback of the tab being played and returns to the preceding tab on the playback list.

Clicking on the iconification button (the little square with an underline mark at the botttom) in the the title bar allows you to reduce the size of the dialogue box so that the entire TablEdit window is visible during playback. In order to restore the dialogue to its original size, simply click on the iconification button again or press **[Return]**.

Open

This loads and opens the selected tab and then closes the dialogue.

Print

This allows you to print out the currently selected tablature(s) using the default printing options.

Delete

Deletes the currently selected tablature file(s).

Close

Closes the dialogue with no action being taken.

Search

The "Search" button calls up a dialogue box allowing you to:

- enter a text string to be searched for in the contents of all existing *.tab or *.tef files. The string is looked for in all information areas without distinction. For example, a search for "Bach" will return not only those tablatures having Johann Sebastian Bach as composer but also a tablature entitled "The Bachelor".

- to specify whether the search is to be case sensitive or not, that is to say whether or not it will differentiate between upper and lower case letters (if not, you should check the box marked "ABC=abc").

- to specify whether the search operation is to be carried out within the current (default) folder or within the entire active partition (in which case you should select the "X:\" option).

If the search operation is successful, the list in the Tablature Manager is expanded to display the files found together with their complete path name. You can then play them back, print them out or delete them.
In order to restore the Tablature Manager to it's normal state, simply click once more on the "Search" button and select "Cancel" in the resulting dialogue.

Languages

Supported Languages

TablEdit is a multilingual program which includes four main languages: English, French, German and Spanish. You can go from any of these languages to another without leaving the program via **{File}{Languages}**.

Up to this point, nothing really new. However, beginning with version 1.70, TablEdit has added an exclusive function in that a standard text file containing all the texts necessary for the menus, dialogue boxes and alert boxes used in the program can now be created by the user to customize the program to his own tastes. This opens the way for the creation of any number of different language versions.

In order to take advantage of this possibility, all you have to do is select **{Other}** in the sub-menu displayed when you select   **{File}{Language}**. Making this selection will call up the file selector so that you can choose among the available language resource files (these use the extender *.str). Just select the appropriate file and then click on "OK" to validate your choice. The changes should take effect immediately. This makes ready-made language resource files a snap to use.

With the exception of the resource file for the Portuguese language, these are not supplied with the program. They will be made available from the "Download" page of www.tabledit.com as they are created. The main interest of this operation is, of course, that it allows users whose language is not supported by the program to create their own files.

Creating a Language Resources File

A language resource file is composed of two parts: the main menus and the internal text strings.

The menu items appear in the following manner (extract):

```
BEGIN

    MENUITEM  "&Item 1...\aCtrl+a",    108
    MENUITEM  SEPARATOR
    MENUITEM  "Item &2\aF3",    202
    MENUITEM  "Ite&m 3\aAlt+F8",    104

END
```

The keywords shown in upper case characters must NEVER be modified! You may make any changes you might wish between the double-quotes do not modify the sequences preceded by a backslash (e.g. "\a", "\n"). Nor should you change the number placed at the end of the line after the comma. The "&" character is placed just before the letter which, underlined in the resulting menu, will serve as the "hot key" for the related menu item.

The internal text strings take the following form (extract):

```
STR 33,    "&Tablature and Stave"
STR 34    Font  :  %s,  %d"
STR 35     "TablEdit Demo\nRegister now"
```

As with the menus, you must NEVER alter anything outside of the double-quotes!

TablEdit is supplied with a template file based on the English version of the program. You can use a copy of this file as a basis for your own modifications. You should proceed slowly at first, carefully checking your results with TablEdit.

If you're satisfied with your translation of TablEdit into a new language, you are, of course, welcome to send it to us as an attached file. We will be more than pleased to make it available to other interested users.

MIDI Export

If you want to use the files you create with TablEdit with a sequencer you can do this by using **{File}{MIDI Export}**. TablEdit exports the time and key signature as well as any tempo changes.

- File: The "File" button allows you to specify the file name and destination for the new MIDI file.

                         Note: You must choose a name for the MIDI file in order to complete the MIDI Export operation.

- Cancel: The "Cancel" button exits the MIDI Export window without exporting or saving your tab as a   MIDI file.
- OK: The "OK" button saves your MIDI file and closes the "Export MIDI" window.
- Diminish notes: By selecting this option, you specify that all notes should be lowered by one octave.

- Special effects: By selecting this option, you specify that the special effects should be included in the MIDI file. You should select this option if you want to edit the MIDI file in a sequencer but **not** if you only want to play the MIDI file using the Windows Media Player.

Import MIDI

The **{File}{Import}{Import MIDI}** function allows you to import a standard MIDI file into the active module and converts it into tablature.

When selected, the file selector opens automatically in order that you may select the MIDI source file to be imported. Once this has been done, you can listen to the file by simply clicking on the "Play" button.

Selecting Tracks and Channels

In the case of files in MIDI 1 format, TablEdit allows you to select the tracks that you wish to import into the active module. In order to help you with your selection, TablEdit displays the name assigned to each track in the source file (if any). You must select at least one track.

In the case of files in MIDI 0 format, there is only one track and channel names are not available. All the channels are selected by default.

The check box opposite "Channels" or "Tracks" (depending on the file format) allows the selection or de-selection of all the check boxes in a single operation.

Note Recovery

You can have TablEdit autommatically increase the pitch of all imported notes by one octave. Certain MIDI files are, in fact, recorded an octave lower than the standard notation used for guitar which is usually notated an octave higher (8va) than the sound actually produced by the instrument.

The contents of the current module will be erased except in the case of duets, as indicated below. Save your tablature, if necessary.

TablEdit automatically adjusts the pitch of imported notes by adding or subtracting octaves so that the notes can be played on the current instrument. This operation takes into account the tuning being used. TablEdit will display a small "+" or "-" sign (depending on whether the the note was raised or lowered) beside notes adjusted in this manner. You'll see this fairly often in connection with bass D notes. This indicates that the instrument should be tuned in, for instance, "Dropped D" tuning.

When importing to a two instrument module, TablEdit will, by default, assign even numbered tracks to the first instrument and odd numbered tracks to the second. This is the simplest procedure and usually gives satisfactory results. You may, however, specify to which instrument selected tracks are to be assigned. In this case, the module isn't initialized prior to import.

Duration Recovery

By default, TablEdit recovers note durations from the MIDI file (including tied notes, where applicable). Nevertheless, if the "Ignore note duration" option is active the program will adjust note duration according to the position of the notes within the measure. See "Note Durations" for further information.

TablEdit can also recover most triplets.

Other information recovered by TablEdit

- the rhythm and key of the score

- the general tempo and tempo changes

- text entries (lyrics, for example)

- the MIDI instrument of each track or channel

- percussion in the form of <u>percussion patches</u>

It's obviously impossible for TablEdit to guess from the notes of the MIDI file, which fingerings should be used. This means that the resulting tablature is sometimes completely unplayable and it is almost always necessary to adjust the <u>fingerings</u> manually. The <u>Transpose</u> function offers several options allowing you to automate the process.

ASCII Export

TablEdit creates great looking ASCII tabs like the one shown below:

```
    |           |           |           |           |           |           |           |
 |----0-------------------------|------------------------------|
 |-----------3-/-1-------0-------|------------------------------|
 |2-----------------2-------2---|---------2-----2---2---2---2---|
 |-------0---------------0-------|----------------0-------1---2---|
 |-----------------------------|----0-h-4---4-----------------|
 |2-----------------------------|------------------------------|
```

To use this feature, select **{File}{Export ASCII...}**. The options contained in the resulting dialogue box allow you to customize the look of your ASCII tab:

- "Page Width":   The "Page Width" setting determines the number of characters in each line of tab. 80 is the default value, although you may want to use another value (such as 72) to avoid word wrapping in a text editor.

- "Time Width":   The "Time Width" setting sets the number of characters per beat in a measure. A setting of eight or four produces nice, legible tabs.

- "From Measure" - "To": These two settings in the "Export ASCII" dialogueue allow you to determine which portion of the file will be exported by choosing the first and last measures for the export operation.

- "Trace Reading List": Selecting the "Trace Reading List" check box exports the Reading Guides defined in the <u>Reading List</u>. If there is no Reading List, then no guides are included in your ASCII TAB.

- "Append to file":   If the "Append to file" option is selected, the text will be added at the end of the existing file. Otherwise, the existing file will be overwritten.

- "File" button: Click on the "File" button to choose the disk and folder that the exported file should be saved to.

                         Note: the "OK" button will remain greyed out until you've entered a file name for your ASCII file.

- "Cancel" button: The "Cancel" button closes the ASCII Export dialogue box without effecting export operation.

Note: To properly display ASCII tablature in most word processors you must select a monospaced font such as "Courier". Otherwise the lines of tablature will skew and the notes won't line up properly with the timing marks or even with each other.

The TablEdit demo version will only export the first 16 measures.

ASCII Import

{File}{Import ASCII} allows the import of ordinary ASCII tab files (such as those often found on the Internet). TablEdit recognizes the lines containing tablature information and processes them regardless of the number of measures they contain. No special preparation of the text should be necessary. The setup phase, however, is essential in order to obtain good results.

The setup consists of specifying:
1. The time signature of the tune
2. The zone in which the characters representing notes (significant characters) are to be placed within a measure (Measure width)
3. The number of insignificant characters at the beginning of each line. This is the space between the first character of the line and the first interval of the first measure (Before first measure).
4. The number of insignificant characters between adjacent measures (Space between measures)
5. The line of the file from which TablEdit should start recognizing the text (First line)
6. The line of the file at which TablEdit should stop recognizing the text (Last line)
7. The first measure in which TablEdit should place recognized notes (To Measure). All following measures will be cleared.

The "Intelligent Mode" option lets you dispense with the need to set parameters 2 to 4. This allows you to import unequal measures without previous adjustment. It does, however, assume that the measures in question are separated by "|" (pipe) characters.

Note: By clicking on the "?" button beside a field you recover the width (in characters) of the current selection in the editing box.

With a correct setup, the command will give good results if:

- all measures are of the same size (except if you're using "Intelligent Mode"). Otherwise, you'll have to edit and modify the file.
- only the lines representing strings contain more than eight dashes. Otherwise, TablEdit will interpret them as strings.

The following example will give excellent results

```
   1   2   3   1   2   3   1   2   3   1   2   3

e -----0---0-------0---0-------0---0-------------     Parameters:
B -----1---1-------1---1-------1---1---0---1---3-
G -------0---0-------0---0-------2---2-----------     Time signature: 3/4
D ---2-----------0----------2-------------------     Measure width: 12
A -3-----------2-----------0---------------0---2-     Before first measure: 3
E ------------------------------------3---------     Space between measures: 0
```

As will this one:

```
     |         |         |         |         |         |
E  -----------------------|-----------------------|
B  -----------------------|-----------------------|
G  -----------------------|-----------------------|
D  ----2---0--------------|--------2-------4------|
A  -----------3---2---0---|-----------------------|
E  -----------------------|3--------------2-------|
```

Parameters :

Time Signature: 3/4
Measure width: 24
Before first measure: 2
Space between measures: 1

ABC Import

ABC is a file format used for sharing traditional Irish tunes (and tunes from other genres) via a plain ASCII file. Here's the URL for the ABC homepage: http://www.gre.ac.uk/~c.walshaw/abc/

To import part of an ABC file:

Select **{File}{ABC import}**.

Select the ABC file to import in the "Open file" dialogue box.

The file contents are then displayed in the editing control field.

Select the first and last lines to import.

For example, if you want to import the 17th tune, place the cursor in the editing control just before the X:17 field and press the "?" button of the "First line" field. Then place the cursor before the X:18 field and press the "?" button of the "Last line" field.

If consecutive tunes have the same time signature you can import them in a single operation.

You can also select the first measure in which TablEdit should place the notes (To Measure). All following measures will be cleared.

Score Structure in TablEdit

Some music editing software simply has you enter row upon row of numbers and insert the measure bars afterwards. Other automatically create a new measure when the previous one is completed.

Although these techniques are fairly flexible, they require the frequent use of rests in order to follow the rhythm assigned to a given piece and lead to complications when notes of differing durations crowd up on one another.

The logic used by TablEdit is different in that the work consists of placing notes within pre-determined <u>measures</u> without reference to prior entries. This means, for example, that you can enter a note in measure 10 even if the first nine measures of the score are completely devoid of either notes or rests.

On the other hand, notes must be placed precisely at a location corresponding to their sequence in the overall scheme of the piece. This precise placement is facilitated by the use of the <u>ruler</u> which allows the correct location to be found.

One of the advantages of this concept is that rests become somewhat irrelevant to obtaining a legible printed score. Another advantage is that it becomes very easy to hold a note for an entire measure despite the fact that the following note is sounded only an 1/8th note interval afterwards. This allows the creation of an aural realism worthy of the best music editing software.

Inserting and Deleting Notes

It's imperative to correct playback that the numbers or notes you add to your staves be correctly placed horizontally within the measure. The program plays notes back based entirely on their position within the grid with no account being taken of the duration of the preceding note.

The simplest way of achieving correct placement is by correct use of the **[Tab]** key. This moves the cursor to the right by the distance corresponding to the <u>currently selected note value</u>. Thus, in a 4/4 measure and with a current note value of a 1/4 note, each press of **[Tab]** will move the cursor to the next beat.

Entering notes in the notation stave

- Place the <u>cursor</u> using the arrow keys or by left clicking on the natural note location.
- Select an <u>accidental</u> to apply (sharp, natural, or flat), if necessary. (You can also enter the natural note then press **[-]** or **[+]**)
- If you don't want to use the currently selected note duration then change the <u>current duration</u> via the Notes palette or **{Notes}**.
- To insert the note, press **[Enter]**.
- To delete the selected note(s), press **[Delete]**.

Remark 1: You can't insert rests from the stave. Rests are automatically created by the placement and duration of the notes you insert.

Remark 2: You can easily insert a note in the stave by left clicking on the natural note location while holding down **[Ctrl]**.

Remark 3: In the case of duets, the tuning of the active instrument is displayed in blue. The notation stave shows only the notes played by this instrument. To toggle the active instrument press **[Ctrl]+[1]** or **[Ctrl]+[2]** or double-click on the corresponding tablature.

Entering notes in the tablature

- Place the cursor at the desired location on the string by using the arrow keys or by left clicking.
- If you don't want to use the currently selected note value you can change the current duration via the Notes palette or **{Notes}**.
- To insert a note, type a number to enter a note on the fret. For frets between 10 and 19, first enter [1] then a number between 1 and 9. For example for fret 16, type **[1]+[6]**. The procedure is the same for frets 20 to 24.
- You can increase or reduce this number by pressing **[+]** or **[-]**.
- To insert a rest, Press the **[.]** (period/full stop) key. The rest is given the current duration.
- To delete a note or a rest, select it with cursor then press **[Delete]**.
- If you've accidentally entered an incorrrect duration value for a note and only notice the mistake after having entered further notes,   **[Alt]+[Delete]** or **[Alt]+[Insert]** moves all the notes of the score to the left or right (respectively) starting from the cursor position.

The "Delete" command can also be applied to an <u>Extended Selection</u>. It can be canceled by selecting **{Edit}{Cancel}**.

Note: If a sound card is available, you'll hear each note as you enter it. If TablEdit can't open the MIDI device, a warning message will be displayed the first time you enter a note. Thereafter, TablEdit will use the internal PC speaker.

To cancel sound output during note entry, just set the Volume in the "MIDI Options" dialogue box to zero.

Editing notes

In the stave

From the keyboard

- Place the <u>cursor</u> on the note(s) to edit using the arrow keys. If the cursor is on an empty space the command has no effect.

<u>To modify the pitch of selected note(s):</u>

- Press **[+]** to raise the note pitch and **[-]** to lower it.

Note: Right clicking calls up a context sensitive menu.

In the tablature

From the keyboard

- Highlight the notes to edit using the arrow keys.

<u>To copy a note:</u>

- Press **[Ctrl]+[Insert]** or **[Ctrl]+[C]**.
- Move the cursor to the destination position
- Press **[Shift]+[Insert]** or **[Ctrl]+[V]**.

<u>To move a note:</u>

- Press **[Shift]+[Delete]** or **[Ctrl]+[X]**.
- Move the Cursor at the destination position
- Press **[Shift]+[Insert]** or **[Ctrl]+[V]**.

<u>To move a note upwards or downwards across the neck of the instrument</u> (in order to adjust the fingering)

- Press **[Ctrl]+[+]** on the numpad (to move toward the 6th string) or **[Ctrl]+[-]** (to move toward the 1st string). Another convenient method is to use the Tools palette.
- All selected note(s) are moved. The note's pitch doesn't change.

All of the above commands can be applied to an Extended Selection. They can be canceled by selecting **{Edit}{Cancel}**.

With the mouse

- Mark an <u>Extended Selection</u>

<u>To copy a block of notes:</u>

- Drag the block while pressing [Ctrl] and drop it at the new position.

<u>To move a block of notes:</u>

- Drag the block and drop it at the new position.

Note: All these commands can be canceled by selecting {Edit}{Cancel}.

To avoid confusion during editing, TablEdit only shows the standard notation for one instrument at a time. To view the Grand Staff showing both instruments you can use the "Print Preview" option.

Extended Selection

With the mouse

By moving the mouse across the tablature while holding down the left button, you can select a block of notes and apply an editing action to them.

From the keyboard

This function is also available from the keyboard by moving the Cursor»Main_Curseur using the arrow keys while pressing **[Shift]**.

Note: If an extended selection contains empty positions these will be ignored by the editing commands.

Note durations

If no explicit <u>current duration</u> is selected, TablEdit gives the notes a logical value according to its environment. So the first note you enter in an empty measure is a whole. If you insert a new note on the next beat, the first note will change into a 1/4 note and the new one will be a dotted 1/2 note, etc...

 If an explicit current duration is selected, pressing the tab key will move the cursor to the next position indicated by the current duration.

Limitations

- The Dotted and Triplet options are mutually exclusive.
- 1/32nd notes may not be written as triplets.
- Whole notes may not be dotted.

Tied Notes

The tied note command is found in the **{Notes}** menu and in the Notes palette.

Insert the notes you want to tie together in the Tab.

Highlight the last note in the series and select **{Notes}{Tied Note}** or press **[Ctrl]+[L]**.

Triplets and quintuplets

To enter an 1/8th note triplet in a <u>binary rhythm</u> *using the mouse*, place the notes as you would for 3 1/16th notes with the "Triplet" option activated.

Do the same for a triplet of 1/16 notes but with 3 1/32nd notes.

To enter a triplet of 1/4 notes proceed as for placing 3 1/8th notes (the first one on the beat, the second one in the middle of the beat and the last one on the following beat).

Note: Spacing the intervals of a triplet (or, for that matter, any other note interval) is much easier and more accurate if you use **[Tab]** to move the cursor. Before entering the first note of the triplet, set the desired Note duration and activate the Triplet function. The latter can be done in one of 3 ways. Either select **{Note}{Triplet}** or select the triplet icon from the Note duration palette or press **[Ctrl]+[3]**. When using the latter option you have to use the "3" from the Numpad (you may have to turn NumLock on).

Once you've done this, simply enter the first note of the triplet and press **[Tab]** to move the cursor to the correct position for the next note.

To enter a quintuplet, just enter five 1/32 notes then apply a dotted 1/32 duration to them. When the group has been completed TablEdit displays it as a quintuplet.
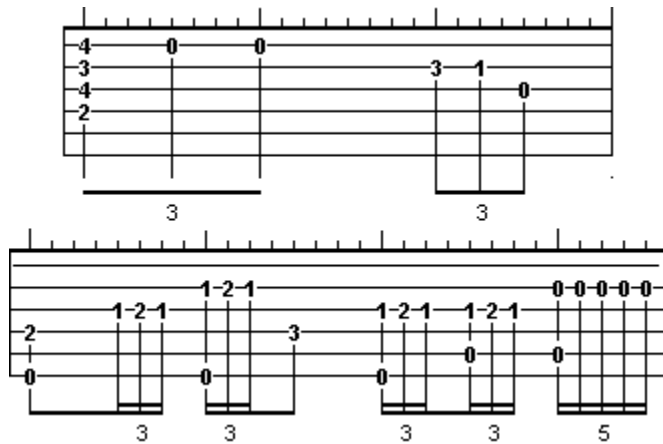
Don't worry about the appearence of triplets on the screen. When printing, TablEdit will increase the spacing between the notes included in the triplet.

Changing Note Durations

The duration value of existing notes can be changed using the "Paste duration" function:

- Select the note(s) to change in the tablature or in the musical stave,
- Select the desired duration value from the note floating palette or **{Notes}** menu. This value then becomes the current duration.

To paste the new current duration to other notes, select the notes to be affected and press **[*]**.

To decrease or increase the duration of selected notes, without changing the current duration, press **[<]** or **[>]**.

Note: The last "Paste Duration" action can be canceled using **{Edit}{Cancel}** or **[Alt]+ [BackSpace]**.

See also: Note Duration Names

Grace Notes

The TablEdit grace note (represented by a small, crossed note just before the main note) is a 1/32 note which is played just before the main note. You can, of course, enter such notes directly in TablEdit but you should use this special function which is not only more convenient but also produces more legible tabs.

To insert a grace note:

1.   Select the 1/32 viewing scale.

2.   Locate the cursor just behind the main note.

3.   Select **{Notes}{Grace Note}** (or use the appropriate floating palette).

4.   Enter the starting position for the grace note in the dialogue box.

5.   Enter the special effect to be played (hammer or slide).

Dynamics

This parameter specifies the intensity at which a note is to be played or exported.

TablEdit provides 8 settings (see also Crescendo - Diminuendo):

ppp		(almost inaudible)
pp	pianissimo	(very quiet)
p	piano	(quiet)
mp	mezzo piano	(moderately quiet)
mf	mezzo forte	(moderately loud)
f	forte	(loud)
ff	fortissimo	(very loud)
fff		(maximum intensity)

The default note value in TablEdit is "fff".

This value can be changed in **{Notes}{Dynamics}** or by using the Dynamics palette.

The new value is applied to the note or block of notes selected in the tablature.

A display option allows you to display the dynamics markings beside the notes in the stave.

Note: The last editing action on note dynamics can be repeated on a new selection by pressing **[F3]** and canceled by pressing **[Alt]+[BackSpace]**.

Tip: Notes with a value of ppp are displayed on screen but are never printed out in either tablature or stave. They are, however, taken into account by TablEdit for determining stem direction in the stave. You can, for example, change the direction of   1/8th note stems by placing a 1/4 note set to ppp, and higher in the treble, on the beat. Just make sure that this fictitious note doesn't correspond to a note earlier in the measure. If it does, TablEdit will treat it as a tied note.

Crescendo / Diminuendo

MIDI velocities (<u>dynamics</u>) are coded as a number between 0 and 127.

In earlier versions of TablEdit these could be adjusted only in 16 step intervals.Thus, from 127 (fff) one went directly to 111 (ff) and so on.

The **{Edit}{Insert}{Crescendo/Diminuendo}** feature allows the intermediate values to be implemented progressively. If, for example, you wish to make a smooth transition from ff to fff in a single 4 beat measure, simply mark the entire first measure as ff and the following measure as fff. Then enter a crescendo covering 4 beats (the mark should be placed at the beginning of the first measure) and that's it. TablEdit will increase the crescendo's pitch value regardless of whether there are any notes to play or not.

But be careful! As usual, TablEdit performs a minimum of control. This means that it's quite possible to enter a crescendo on notes already set to fff. This, of course, means that there won't be any noticeable effect. Worse, if TablEdit encounters a single note already set to fff the crescendo function will be canceled.

Special Effects

To apply a special effect to a note in the tablature:

- Select the note to which the effect is to be applied (the first, if the effect links two notes together).
- Select **{Note | Special Effects}** or use the related floating palette.
- Select the desired effect:

    - Hammer-on (H)   Hotkey : [h]
    - Pull-off (Po)   Hotkey : [p]
    - Slide (Sl)   Hotkey : [s]
    - Tapping (T)
    - 1/4 tone choke
    - Brush (B)
    - Natural harmonic (diamond)
    - Octavados (artificial harmonic) (small black ellipse)
    - Muted (or damped) note (a x note is displayed on the stave)
    - Vibrato (zig-zag line)
    - Tremolo (~)
    - Simple bend
    - Bend and Release
    - Roll
    - Dead note

Note: most of these effects <u>will</u> change the sound during the <u>MIDI Playback</u>:

- the second note of a hammer-on is slightly damped
- the brush produces a brushed chord
- the slide produces a glissando effects scaled in demi-tones. The second note is not picked unless you specify the contrary using the Pick stroke command.
- the choke produces a portamento and increases the note height by one quarter-tone.
- the natural and artificial harmonics increase the note height.
- the duration of a muted note is divided in two.
- the vibrato oscillates the note height within one demi-tone
- the tremolo doubles the note in the same duration
- the simple bend produces a portamento effect between the two linked notes.
- the bend and release is a portamento followed by a string release to the initial note.
- the roll produces a raked chord.
- the dead note is a muted percussive note.

Notes: In order to determine the pitch of a bend or release-bend, TablEdit makes use of the next note entered on the same string. If, for instance, you've entered a bent 1/4 note on the 5th fret followed by an 1/8th note on the 7th fret, TablEdit will increase the tonal value of the fifth fret note by a whole tone for the duration of the 1/4 note and then hold the note thus obtained for the time of the additional 1/8th note. In order to obtain the most correct possible printout of the effect, it's recommended that you assign the minimum dynamic value (ppp) to the second note. In this case, the second note will be eliminated from the printout.

The latest special effects editing action can be repeated on a new selection by pressing **[F3]** or canceled by pressing **[Alt]+[BackSpace]**.

Pick strokes and Fingerings

Left hand fingerings

This function is accessible only from the palette representing a hand. Clicking on one of the fingers of the hand with the left mouse button will insert a left hand fingering anchor at the current cursor position. The fingering information is displayed as a circle below the tablature containing a number (0 to 4) representing the finger to be used.

Right hand fingerings and pick strokes

TablEdit provides a specific function for displaying symbols indicating pick direction or the right hand finger picking the string, This function can be accessed via **{Edit}{Pick stroke}** or with the hotkey combination **[Ctrl]+[F]**.

- Indication of pick direction shouldn't require any particular explanation. You can place the anchor at the point of your choice. It has absolutely no effect on the way TablEdit performs during MIDI playback.

- On the other hand, indications for right hand fingering (thumb or non-specified finger) in a finger picking situation **must** be placed exactly 1/32 after the note concerned (in the same manner as that used for grace notes). This in order not only to ensure correct display but, also, in order to indicate to TablEdit that the note is being picked at all, as in the case of a long slide which is to be picked immediately upon arrival at its destination.

  This means that the largest possible display view (1/32 mode) **must** be selected in order to insert the anchor at the correct point.

When you click on the "hand" palette described above with the right mouse button, TablEdit inserts a right hand fingering anchor at the current cursor position. The fingering information is displayed beneath the tablature in the form of the initial of the finger to be used.

Inserting and editing Texts

TablEdit allows you to insert a text of up to 128 characters (maximum) in the tablature, including:

- song lyrics
- chords names
- indications on how to perform the tune
- fingering indications in the tablature
- fingers of the right hand (P, I, M or A)
- fingers of the left hand (0=thumb, 1=index, etc...)

You can enter up to 255 different text items.

The text marker is shown as a small cross occupying the place of a note in the tablature. The text can be moved, cut, copied or deleted just like any note.

The text may contain multiple lines, which can be practical when writing out the lyrics to a song.

You can have TablEdit display the text above or beneath the tablature or within the tablature grid beside the marker.

To insert a text marker, locate the cursor at the desired place in the tablature and select **{Edit} {Texts...}**. This will display the ″Text Manager″ dialogue box. This will contain a list of all the texts that you've created. Select a text from the list then click on the "Insert" button.

The Text Manager also allows you to:

- extract existing texts from another TablEdit file or each line from a plain text file as a new text item ("Extract" button). TablEdit uses the file extension to determine which action to take.
- delete a text item from the list ("Delete" button). If the deleted text is used somewhere in the tablature, the corresponding text marker(s) will be deleted too.
- create a new text ("New" button). It's the first thing to do if the list is empty).
- modify an existing text ("Edit" button).

To edit an existing text item, select it in the list then press the "Edit" button.

To create a new text item, just press the "New" button.

To delete a text anchor in the tablature, place the cursor on it then press the "Delete" button.

   Note: The corresponding text item in the list is not deleted.

Inserting and Editing Custom Chord Diagrams

How to add Custom Chord Diagrams.

1. Select a Chord Position on the Staff.

Left click on any tab line at the position were you want the Custom Chord to be placed.   It's generally preferable to select the top line since a small black square will be positioned on the line you choose, anchoring the chord in place above the staff. You can use the ruler located at the top as a guide. Be warned, however, that the anchor will hide any number occupying the same place in the <u>screen display</u>. If on-screen legibility is an important consideration in your use of TablEdit you should place the anchor on an empty string. The anchor is not displayed on printout.

2. Select {Chord Diagrams...} from the {Edit} menu (hotkey [Ctrl+[D]).

This will display the Chord Diagram Manager dialogue box. This will contain a graphical list of all the custom Chords you've created and allow you to select a chord and position it over the tablature staff.

3. Select "New" from the Chord Diagram Manager.

Clicking on the "New" push button in the Chord Diagram Manager will display the "Chord Builder" dialogue box.   See <u>Chord Builder</u> for a more detailed explanation of this dialogue box.

4. Click the "Edit On" push button.

If necessary, click on the "Edit Mode" button to put the Chord Builder into Edit Mode, allowing you to construct a Custom Chord.

Note: You have the option of starting with a standard chord by using the Chord Builder to select a chord before clicking on the "Edit On" push button.   You may have to do this in order to show the correct fret position for the chord you want to build. Optionally, you can use the scroll bar to move up and down the neck to position the chord.

5. Add Full and Open Circles to Chord diagram.

Use the left mouse button to add and remove filled circles to the custom Chord Diagram. Filled Circles are generally used to show the basic fretting of a chord. Finger pickers may want to use them to show the chord position they're playing out of even if they don't actually play all the notes in the chord. For example you may not play the 1st fret, 2nd string C in a standard C major chord, but still want to show it because you use it as an anchor when playing out of the1st fret C major position.

Use the right mouse button to add and remove open circles to the custom Chord Diagram. Open circles are generally used to show the secondary frets in a chord. Finger pickers may want to use them to show the alternate frets played out of the chord position.

For example you may play the 3d fret, 2nd string D while playing out of a standard C Maj chord. Showing a C major and a C major added 9th Chord Diagram may clutter the staff and make sight reading more difficult.   As an alternative you could show the C major chord with filled circles and indicate the picked D by an open circle.

This works especially well when sight reading an unfamiliar section.

To indicate an open (O) or unplayed (X) string, right click above the fretboard displays. Right clicking will toggle the display between the open circle and the X.

Note: You may notice that the chord name changes as you enter the circles. This is due to the automatic chord recognition option ("Reco On").   If you wish, you can turn this option off by clicking on the "Stop Reco" button.

6. Add the chord name.

Left click inside the Chord Name box and enter the appropriate chord name.

7. Press OK.

Click on 'OK' to place your custom chord in the Chord Diagram Manager list. The chord will be highlighted indicating that it will be the chord diagram inserted at the selected place on the tablature staff.

8. Press 'Insert'.

Clicking on 'Insert' adds the custom Chord Diagram to the Tablature. Notice the little black square below the chord diagram. This is the Custom Chord "anchor" and is used to indicate that the chord diagram above is a custom diagram.

Double clicking on the anchor calls up the Chord Diagram Manager.

The **Chord Diagram Manager** also allows you to:

- extract existing chord diagrams from an other TablEdit file ("Extract" button).
- delete a chord from the list ("Delete" button). If the deleted chord is used somewhere in the tablature, the corresponding attachment point (and, consequently, the chord attached to it) is also deleted.
- print out all of the Custom Chords contained in the tablature or in the   current catalogue.
- open a TablEdit file containing "Custom" chords as a catalogue. The catalogue remains available at all times, even after changing active files. The chords in the catalogue can be displayed and used by selecting the "Catalogue" option in the Chord Manager. Although catalogue files are saved in the standard TablEdit format, the chords they contain cannot be edited directly while they're being used as catalogues. They can, however, be edited and updated by loading the catalogue file itself into TablEdit as you would any *.tab or *.tef file.

  The most effective way of using this option to the fullest would be to create   separate catalogues for each instrument tuning you use and then save them with descriptive names (e.g. standard.tab, eadgbe.tab, drop_d.tab, dadgbe.tab, etc.).

Note: TablEdit displays the number of times each chord has been used in the current tablature. You can also have TablEdit to sort the chords in the list alphabetically by clicking on the box labelled "ABCDEFG".

Tip: You can prevent the display of a barré by defining any of the strings across it's path as open (O) or not to be played (X). On the other hand, you can force the display of a partial barré by by adding an auxiliary note by right clicking on the appropriate position. This normally produces an open circle but, in this case, this will be rendered invisible by the resulting barré.

Editing measures

Cutting and Pasting Measures

The functions **{Edit}{Copy Measures}** and **{Edit}{Paste Measures}** allow the contents of specific measures to be copied within or between modules. These functions make use of the Windows clipboard. This means that you can exchange data between several open copies of TablEdit as long as long as both the source and destination tablatures are defined with the same time signature.

If the number of measures to be copied exceeds the current length of the destination tablature, TablEdit will automatically add the number of measures required.

Clear Measures

This function allows you to clear the <u>contents</u> of selected measures within a module without deleting the measures, themselves, from the grid.

Insert and Delete Measures

These two functions act directly upon the measures, themselves. This means that they also affect all the other measures in the tablature.

In order to insert measures prior to the first measure of the tablature (if, for instance, you've forgotten an intro), simply enter a "0" manually in the field of the dialogue marked "After :".

After the insertion or deletion of measures, TablEdit automatically adjusts the <u>reading list</u> as well as any patch assignments that may have been made.

You should be relatively cautious about using these commands as they cannot be canceled directly.

You can use the large scroll bar at the bottom or right-hand side (depending on the display mode) of the <u>main screen</u> or the **[Home]**, **[End]**, **[PageUp]** and **[PageDown]** keys to navigate through the tablature. You can also use the "Go to measure" function, **[Shift]+[F5]**, to go directly to a pre-determined measure.

MIDI Playback

Selecting **{Play}{Play}** calls up a sub-dialogue allowing you to play back your tablature from a selection of points using the current MIDI options.

If you have a sound card, TablEdit will play the song through the current MIDI driver. Otherwise, a warning message will be displayed and TablEdit will automatically select the PC speaker to play the music.

The only functions accessible during playback are "Pause", "Stop" and MIDI options

You can play:

- **[F10] :** the current measure.

- **[Shift]+[F10] :** the current selection. This allows selective playback of the contents of the tablature. For example: part of a measure, all the notes on a given string, one instrument of a duet, etc.This feature is very useful for teaching.

- from the current measure to the last measure (this is what happens when you click on the "Play" button in the Toolbar (or press **[F11]**) unless the cursor is located in the first measure).

- the complete tab according to the Reading List if one exists (this is what happens when you click on the "Play" button in the Toolbar or **[F12]** and the cursor is located in the first measure).

To repeat the song indefinitely, select **{Play}{Repeat}**.

To activate a metronome click during MIDI playback, simply select **{Play}{Metronome}** prior to playback. This item allows the metronome to be activated/deactivated, definition of the metronome's sound and it's volume.

Note: When playing MIDI, the starting instant of a note is determined by its position in the bar, while its duration is determined by the duration that the individual note is explicitly assigned or given by default in the notation stave or the tablature stave.

Reading List

This command (**{Play}{Reading list...}** or **[Ctrl]+[R]**) allows you to specify the order in which you want to play or export the measures.

If you've entered "1-4", "2-3", "5-5" "-- end --" in the Reading List, TablEdit will play the measures in the following order : 1 2 3 4 2 3 5. The system is not very sophisticated but very efficient.

To add a new sequence to the list, click on the "->" button. The new item will be inserted before the highlighted item in the list.

To delete a sequence, select it in the Reading List then click on the "<-" button.

While in the "Reading List" dialogue you can scroll back and forth in the tablature by using the scroll bar marked "Scan".

The displayed Reading Guides are deduced from the Reading List. The repeat signs, 1st and 2nd ending notations, etc. are displayed automatically when you "Close" the dialog box. For example, an 8 bar repeat might look something like "1-8", "1-7", "9-9", "end", where measure 8 is the 1st ending and measure 9 is the second ending for the section.

Any time you add or delete measures in the tab, TablEdit adjusts the Reading List automatically.

The Reading List is saved with the tablature file.

The "Zip" button allows you to optimize your reading list automatically by consolidating unnecessary entries. Thus, a sequence entered as 1-4 and 5-8 is converted to a single entry of 1-8. This is necessary for correct display of the reading guides which are derived from the reading list.

MIDI Options

This dialogue, accessed via **{Play}{MIDI Options}** or **[Ctrl]+[K]**, allows you to define a number of parameters concerning the way your tablature will be played back via the MIDI port.

- **Tempo:** sets the general tempo to be used for playback. This can be set to any value between 24 (funereal) to 254 (extremely fast). You can insert a tempo change marker into the tablature by using **{Edit}{Insert}{Tempo change}**.

- **Picking Syncopation:** This option, available only with binary rhythms, applies the following equivalents to 1/8th notes:

  - first 1/8th = triplet 1/4 note. Enter a rest if this note is not to be played.
  - second 1/8th = triplet 1/8th note

  A positive value produces the characteristic "shuffle" rhythm found in fingerpicking. The effect will be more or   less marked depending on whether you set the value to 1 or 2.

  Selecting a negative value (-1 or -2) for this option produces a more or less marked swing effect.

  In order to change syncopation in the middle of a tablature, use **{Edit}{Insert}{Syncopation Change}**. This allows you to insert a syncopation change marker in the tablature.

- **Mute:** You can toggle the sound of each, individual module on or off by selecting or deselecting the box displayed beside each instrument. The sound of all the instruments in a given module can be toggled on or off by clicking on the small, green or red field above the module buttons in the tool bar.

- **Volume:** The general volume setting for each instrument in each module of the active tablature. The settings range from 0 to 15.

- **Balance:** Adjust the spatial balance between extreme right (0) and extreme left (15) with an absolute center setting of (8). This option is especially interesting when writing duets. Assuming, of course, that you have at least two speakers.

- **Patch:** The pop-up menu(s) allow you to select the MIDI instrument(s), the default setting is Acoustic Guitar (steel), to be used for playback. Seperate pop-ups are provided for each track of each module in the tablature.

  In order to change MIDI instruments during playback, use **{Edit}{Insert}{Change Patch}**. This allows you to insert a voice change marker in the tablature.

These options are applied to to MIDI Export as well as to MIDI playback and are saved with the tablature file.

The last four options take effect immediately during playback as does the Tempo option but, in the latter case, you must first exit the dialogue box by clicking on **OK**.

When the active MIDI driver is the one that controls the PC speaker, changes of MIDI voices and volume modulations will have no effect. You can only modify the tempo or render TablEdit completely silent by reducing the volume setting to 0.

The MIDI Setup function found in the **{Play}** menu allows you to change MIDI drivers.

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Percussion Patches

TablEdit allows you to apply Percussion Patches to the different measures.

The corresponding rhythmic cells will be played with the measure when you play or export the tablature.

Applying the patches to the measures

The "Percussion" dialogue displays the measures in the left-hand list and any existing patches in the right-hand list. (The "[...]" string means no patch.)

To apply a patch, select the measure(s) to affect, then select the patch, then click on the "<<=" button.

This dialogue also allows you to:

- play rhythms and percussions without the tablature. The reverse is also true.   By selecting "Ignore on playback" you can play - or export - the tablature   without rhythms and percussions.
- extract existing patches from another TablEdit file (Extract button).
- delete a patch
- create a new patch or edit a existing patch.

Editing the patches

The "Percussion Patch" dialogue displays two rows of boxes corresponding to each 1/16th note in a measure. This allows you to enter two sounds per 1/16th note interval.

Select the sound you want from the list of available sounds. When you select a sound in the list, TablEdit plays it. Left click on the appropriate square. If the square's empty, the selected sound number is pasted into it. If not, it's reset to zero and you have to click on it again.

Type in a name for the patch.

Set the percussion volume.

The "Initialize" button allows you to initialize the patch you're editing.

Rhythmic Patches

TablEdit allows you to use <u>customized chords</u> for creating Rhythmic Patches and to apply them to the different measures. The logic is the same as for <u>Percussion Patches</u>.

The corresponding rhythmic cells will be played with the measure when you play or export the tablature.

Applying the patches to the measures

The "Rhythm" dialogue displays all the measures in the left-hand list and the existing patches in the right-hand list. (The "[...]" string means no patch.)

To apply a patch, select the measure(s) to be affected, select the patch, then press the "<<=" button.

This dialogue box also allows you to:

- delete a patch
- print a chord progression diagram based on the rhythms entered.
- play rhythms and percussions without the tablature. The reverse is also true. By selecting "Ignore on playback" you can play - or export - the tablature without rhythms and percussions.
- create a new patch or edit a existing patch.

Editing the patches

The "Rhythm Patch" dialogue displays two rows of boxes corresponding to each 1/16th note in a measure. This means that you can enter one chord per 1/16th note interval and specify its duration in the lower box.

Select the chord you want in the list which shows all the available customized chords. Leftclick on the upper square. If the square is empty, the selected sound number is pasted into it. If not, it is set to null and you have to click one more time.

In order to specify duration, click in the lower box as many times as is necessary. The various note durations can be scrolled in both directions depending on whether you use the left or the right mouse button.

Type in the name of the patch.

Select the MIDI instrument to play the chord(s).

Set the volume.

The "Initialize" button allows you to initialize the patch you're editing.

MIDI Setup

Selecting **{Play}{MIDI Setup}** allows you to change MIDI drivers.

If you don't have a sound card, you can choose the the PC speaker and TablEdit will play all the sound ouputs on the internal PC speaker. The sound output will, however, be very poor.

In any case, if TablEdit can't open the MIDI port, the PC Speaker is automatically selected.

TablEdit uses the MIDI driver only when it needs it. So it's possible to work with another music program while TablEdit is running.

Modules and Instrumentation

TablEdit now allows the editing of tablatures for more than just the two instruments of a duet. You can now manage up to seven instruments at a time in different modules. You can, for instance, have seven solos, three duets and a solo, five duets and a solo, etc., but never more than seven instruments. Rhythmic or percussion patches can, of course, be added to these seven basic instruments.

Each module is completely independent of the others. With a few exceptions, commands applied to one module will not affect the others.

For example:

-       <u>Clearing</u> the contents of all the measures in module X will not affect modules Y and Z.
-       When <u>importing</u> the contents of a MIDI file into module X, the selected tracks and channels will be imported only into that particular module.

Exceptionally, the following commands affect <u>all</u> modules:

- **{Edit}{Delete measures}**
- **{General}{Time signature}**
- **{File}{New}**
- **{Play}{Reading list...}**
- **{Play}{Rhythms...}**
- **{Play}{Percussions...}**

If your tablature consists of several modules you can switch between them using either the buttons at the top right hand corner of the screen or by using the appropriate options in **{Display}**.

In order to modify, add or delete a module, select **{General}{Module}** or double-click on any of the module buttons. This will call up the "Module" dialogue.

Modifying a Module

TablEdit allows you to modify the instrumentation of the current module.

Thus, you can, in the "Instrument #1" field, define the number of strings for the instrument (from 3 to 7). This allows you to edit modules for dulcimer, bass, mandolin, banjo, lute, etc... You can even create modules for two solo instruments by specifying the number of strings to be assigned to a second instrument in the field labeled "Instrument #2".

The total number of strings assigned to both instruments may not exceed twelve nor can a single instrument have less then three strings (perfect for a balalaika). With these two exceptions, all combinations are valid.

Checking the box marked "Double Strings"allows the simulation of, for instance, a 12-string guitar. All notes are doubled one octave higher than is indicated by the basic tuning.

TablEdit will automatically refuse any selection you may make that exceeds either the maximum number of strings allowed per module or the maximum number of instruments allowed.

You can also assign each module a specific name (max. 17 characters) and indicate whether it's to be included or ignored on MIDI playback (you can also simply right click on the little red or green lights above the module buttons).

Adding Modules

Proceed as you would to modify a module, clicking on the "Add" button. TablEdit will then create a new module corresponding to the preceding one. You may then modify the module's definition and the instrument <u>tuning</u>.

Deleting Modules

Simply click on the "Delete" button. The action cannot be undone.

Switching Modules

Click on the "<<" or ">>" buttons to advance or to go back one module. Any changes made to the active module are saved automatically.

Key Signature

This feature, which is meaningless if you're entering a tune in "Tablature only" mode, becomes very useful if you work with a standard musical score in a key other than C major or A minor. It allowsTablEdit to determine whether a given note has to be altered or not.

The major or minor mode has no effect.

The key signature (if any) is displayed to the left of the musical notation stave, beneath the time signature. It can be modified by clicking on this space.

The "Key Signature" dialogue allows easy input of the number of sharps of flats in the key by use of the up and down arrows on the left side of the dialogue box.

Time Signature

General Time Signature

Although simple 4/4 and 2/4 rhythms are the most commonly used in contemporary music, TablEdit is able to manage all common rhythms (simple as well as composed measures).

The only restrictions are that you neither enter an illegal time signature (6/2 or 12/4 for example) nor a too large one.

You can allocate a new time signature to an existing tablature. In this case, the measures of the score are automatically reorganized (but the Reading List and the patch assignments will be destroyed).

The time signature is printed at the top left of the screen. You can change it by clicking on it.

You may, as an option, select to display the time signature using the conventions 4/4 = C and 2/2 = "Cut" time. In the latter case, don't forget to continue writing with 4/4 intervals i.e. based on 1/4 and 1/8th notes.

Modifying the time signature of one or several measures

In some tunes, the time signature changes during the course the song. For example,   a song may begin in 4/4 time , followed by a number of 3/4 measures and then returning to 4/4 until the end. Or you'll find a 5/4 measure in a 4/4 song.

The "Modify measure" feature allows you to establish a different time signature for a particular measure.

- Using the left mouse button, click on any line of the measure you want to modify
- Select **{Edit}{Modify Measure...}**.
- Enter the number of beats that the modified measure should include and the type of note that gets a beat. The size of the resulting measure must be less than that of the general time signature. You can, for example, nest a 6/8 measure within a 4/4 time signature but not the reverse. To insert a 5/4 measure, for instance, simply insert an extra 1/4 measure after the normal 4/4 measure.

After selecting "OK" the "canceled" portion of the measure is emptied of any content and can no longer be accessed by the cursor. The neutralised portion of the measure will be ignored by TablEdit when playing the tablature back via the MIDI port or when exporting it (this is the main interest of the operation).

If you make a mistake, the "Cancel" command restores the measure to its previous status.

Instrument tuning

TablEdit allows you to change the instrument tuning for the current <u>module</u> you are entering.

Bring up the tuning dialogue by selecting **{General}{Instrument Tuning}** or by clicking on the string identifiers at the left of the screen.

The number within square brackets beside each note represents the octave number in american notation.

Some predefined tunings for the selected instrument are available. It means the four string tunings are not shownd if the current instrument has six strings. You first have to <u>change the string number</u>.

In the case of duets, you can select the instrument to tune.

For an existing score, it's useful to be able to specify if the changes affect the notes (default) or the fingerings. In the first case only the note value will be changed. In the second case, the fingerings will be adjusted so that the sound output doesn't change.

TablEdit includes a virtual capo function. The capo raises only the tonal level of the playback to the appropriate pitch without affecting the instrument tuning indicated to the left of the tablature. The chords deduced by the "Automatic Chord Finder" will remain in the actual playing key rather than being transposed to the playback key.

Although the addition of the capo automatically changes the value of the notes in the standard notation it does not change the key signature located to the right of the stave. This will retain the value you've have entered manually in **{General}{Key signature}**. When entering this value, please remember to adjust the key signature so that it agrees with the actual key. If, for example, you're writing out a tune which is played in the key of C but which uses a capo placed at the second fret the key signature should be entered as "D major" (two #'s).

About Banjo: Customary practice is to indicate an open 5th string as "0". But, since the 5th string nut is actually at the 5th fret, fretted 5th string notes are indicated as the actual fret (e.g., "9"), not as the number of frets from the 5th string nut. By the oher hand, while entering the tablature, you have to enter a number calculated from the 5th string nut. Thus, you have to enter [2] in order to obtain a "7" in the tablature.

Title information and Notes

Title information

To edit the title information of your tab, select **{General}{Information}** or click on the status bar.

By default, the title and subtitle appear centered at the top of each printed page. The comments are right justified. But these are just the default values. Everything is possible by customizing the Header.

The fonts used in these fields can be customized via the Display options dialog box.

Notes

The function **{General}{Notes}** allows you to append a relatively long text to your tablature files (playing instructions, historical comment, etc.). For quick editing of the text, simply click on the extreme right of the "Info" zone in the status bar at the bottom of the tab window. If the files already contains such notes, TablEdit indicates this by displaying the letter "N" in the status bar.

The "Print" option allows you to specify if the notes should be printed out at the bottom of the tab and the desired justification.

Transpose

TablEdit's "Transpose…" feature not only allows you to transpose chords but also to transpose individual notes, as well as an entire song if desired. You can easily modulate into a different key or shift to what ever fret position you want to play out of. For example, if you had a riff in the first position in measures 3 - 6 that you'd like to move up the neck to the 5th position, you would enter 3 in the "From Measure" field and 6 in the "To Measure" field. Enter a 0 in the "No of Intervals" field since you don't want to modulate. Then enter 5 in the "From Fret" field and 10 in the "To fret" field. Your riff will now be fingered in the 5th position, between fret 5 and fret 10. TablEdit is even more powerful. If you want the same riff moved up neck to the 5th position but want to play the open strings as they are, see step 7 "Ignore Open Strings".

Steps for Transposing.

1. **Select {Tranpose} from the {General} menu.**

   This will display the "Transpose" dialogue.

2. **Enter the Number of the Measure to start From.**

   Enter the number of first measure you want transposed in the "From Measure" field.

3. **Enter the Number of the Last Measure To Transpose.**

   Enter the number of the last measure you want transposed into the "To Measure" field.

4. **Enter the number of intervals to transpose.**

   Enter the number of intervals upwards or downwards that you want the transposition to cover. A positive number will modulate up the number of intervals entered, while a negative number will modulate down the number of intervals entered. A value of zero modulates neither up nor down but can be useful when moving from one playing position to another. See sections 5 and 6.

5. **Enter the Number of the Fret to start From.**

   Enter the number of the lowest fret at which you want the selected measures to be fingered into the "From Fret" field.

6. **Enter the Number of the Fret at which End.**

   Enter the number of the highest fret at which you want the selected measures to be fingered into the "To Fret" field.

Note: You could also use the To Fret and From Fret to find a chord in the position your playing. For example suppose you were playing up the neck at the 5th position and thought a E maj add 9 would add to your riff. You could use Chord Builder to build an E maj add 9 chord anywhere and then use the Tabledit's "Transpose" feature to build the chord at the 5th position by entering a zero in the "Intervals" field and a 5 in the "To Fret" field. Tabledit's transposer would build the chord starting at the 5th position. It would only use frets up to the number of the fret you entered into the "From Fret" field.

7. **Ignore Open Strings**

   Selecting "Ignore Open Strings" will move only the fretted notes to the new position. For

example, if you had the following riff (see A) in the first measure and you wanted to play it up the neck in the 5th position, you would enter 1 in "From Measure" and 1 in "To Measure". Enter a 0 in "No of Intervals" since you don't want any modulation. Then enter 5 in "From Fret" and 10 in "To Fret". You now have 2 choices. You can leave the "Ignore Open Strings" box un-checked (see result B) or you can check it (see result C)

```
A                B                C (with Ignore Open Strings)
------------     ------------     ------------
-1-0---0-1--     ------------     ---0---0----
-----2------     -5-------5--     -5-------5--
------------     ---9-7-9----     -----7------
------------     ------------     ------------
------------     ------------     ------------
------------     ------------     ------------
```

8.   Optimize Fingerings

This option allows a tablature to be automatically reorganized, measure by measure, in order to render it playable by a human performer. In this case, any parameters entered for highest and lowest frets are ignored.

Chord Builder

The Chord Builder (**[Ctr]+[B]**) is more than just a chord builder.   It is also a helpful tool for learning chords, chord inversions and basic chord positions on the guitar (and other fretted string instruments as well).   If you can't get the exact chord or fingering you would like using Chord Builder, see <u>Inserting and editing Custom Chord Diagrams</u>. The Chord Builder uses the information in the following sections to build chords.

Fundamental:

The "Fundamental" section is the basic chord selection section. Just   click the root of the basic chord that you would like Chord Builder to build.

Chord:

Select the chord type from the "Chord" drop down menu.   You should see a   chord appear on the chord chart to the right. If desired and applicable, you can   select + or - Fifth or a + or - Ninth.   For example to make a D7 chord, click the D in the "Fundamental" Section and Select "7" from the drop down menu in the "Chord" section. The Chord Builder will make a D7 chord. Now if you click in the 5-, chord builder will flat the 5th making the D seventh, flat 5th (D7-5) chord.   If you select the 5+ instead, Chord Builder will augment the 5th making a D augmented seventh (D7+5) Chord.

Inversions:

Selecting one of the inversions from the drop down menu will build the 1st , 2nd, or 3d Inversion of the chord you selected.

Omit:

The "Omit" section allows you to eliminate certain notes of a chord in order to build the chord for a fingering that may not use all the   notes.   For example, a C chord has the C, E and G notes. To make it a C7, you would add the flat 7 or Bb, giving you a chord made up of C, E, G and Bb. But, the most common C7 played in the first position only uses the C, E and Bb.   The 5th isn't played. To build this chord you would select C in the "Fundamental" section, select "7" from the drop down menu in the "Chord" section and select G in the "Omit" section.

Chord Chart:

The chord chart displays the notes of the chord built by the Chord Builder.

Basic Chord Position:

Selecting 1, 2, 3, 4 or 5 from the "Basic Chord Position" section will form the chord into one of the five most common chord fingerings.

Display Options

This dialogue box allows you to specify the current display options:

- Mode : The "Tablature and Stave" mode displays the tablature and the corresponding musical stave. The "Tablature Alone" mode hides the musical notation and displays several tablature rows.

- Chords (displays or hides the <u>chords</u> that TablEdit automatically deduces from the fingerings. The chords you have yourself <u>defined</u>, are always shown).

- Reading Guides (displays or hides the Reading Guides that TablEdit deduces from sequences in the <u>Reading List</u>)

- Rests (displays or hides the rests that TablEdit deduces from the position and note duration in the musical notation stave. These automatic rests are displayed but never printed out. Only the <u>manually inserted rests</u> will be printed out)

- <u>Dynamics</u> (displays or hides the dynamics markings in the musical notation stave)

- Duration errors. Causes notes whose duration is impossible (for example a quarter note followed by a second note on the same string at an 1/4 note interval) to be displayed in red. Very useful for checking the accuracy your tabs.

- Stem direction: "Bottom up" or "Up Down" (change the direction of the note stems in the tablature). If the "Stems" box is unchecked, TablEdit will not print any stem in the tablature.

- Show <u>Rhythmic</u> or <u>Percussion</u> Patches if any have been entered in your tablature.

- Vertical position of the <u>ruler</u>

- Fonts

  - Tablature Font (the font that will be used to display and to print the tablature). **The spaces between the tablature lines and the ruler graduations are determined by the size of the Tablature font** so that the fret numbers are never superimposed on one another. It's important to choose a font which provides the most legible spacing.

  - Title and Subtitle Fonts (the font to be used to print the <u>information</u> in the header

  - Small Font (the font used to display and to print the <u>effects</u> and the chord names above the chords).

  - Text Fonts (the fonts used to display and to print the <u>texts</u>)

  - Time signature font. This font will be used for both the screen display and printout of the numbers defining the rhythm (Time Signature). The color selected for this font is also used for both the tablature and standard notation lines, repeat signs, etc...

To change a font, double-click on it in the list or select it with the keyboard and press **[Enter]**.

Floating palettes

There are five different floating palettes:

- Notes

- Dynamics

- Special effects

- Tools

- Fingerings

The palettes can be moved or closed using the mouse. They can be opened or hidden via **{Display}{Palettes}**.

The position status of each palette is saved when exiting TablEdit.

For a description of the contents of each palette, see main screen.

Ruler

The scaled and moveable ruler allows you to find your way through the score. It displays both the measure numbers and the intervals .

By clicking on the note icon at the left of the ruler, you change the view scale (left click to reduce it, right click to increase it)

You can drag the ruler with the mouse or even hide it by entering a suitable value (e.g. 999) in **{Display}{Display options}**.

Views on the score

There are three viewing scales available from **{Display}**.

- Scale to 1/8 Notes
- Scale to 1/16 Notes (default)
- Scale to 1/32 Notes

The scales are based on the interval of the notes so that viewing and editing can be done more easily.   For example, you will have difficulty viewing and editing   32nd notes when schown in the "Scale to 1/8 Notes" view, but selecting "Scale to 1/32 Notes" will allow you to view and edit 32nd notes very easily.

Chord Diagrams

TablEdit analyzes the fingerings in the tablature and attempts to recognize the chord positions. If it succeeds, it automatically displays a chord diagram above the location concerned. TablEdit then attemps to identify the chord and, if successful, displays its name underneath the diagram.

If you're not satisfied with the result, you can disable the "Chord diagrams" option for printing and/or display.

You can also define the chord to be displayed or printed yourself using the command "Insert Chord"

Tip: In certain circumstances, particularly when dealing with pieces in open tunings, automatic chord diagrams may be undesirable in certain measures but very practical in others. In order to prevent the appearance of automatic chord diagrams in particular measures, simply insert a custom chord composed only of strings marked with an X (not to be played). TablEdit will then inhibit the appearance of automatic chord diagrams in the rest of that measure and will not even display the empty custom chord you've added.

Reading Guides

TablEdit interprets the sequences in the <u>Reading List</u> to <u>display</u> section returns, signos, etc. on-screen and for <u>printing</u> them in the score. To obtain the best result, you should stick to the following principles:

- Use the smallest number of sequences possible. If, for example, the required playing sequence is 1-2, 3-4, 1-2 and 5-6, you should enter the sequence 1-4, 1-2, 5-6. Using the "Zip" button will automatically apply the simplification.

- If your reading list contains continuity indications, for instance a return to a previous portion of the tablature after a particular sequence, TablEdit will automatically display the appropriate Coda or Signo symbols.

- The last measure to be played according to the reading list is always displayed with a double measure bar. Where necessary, the text "Fine" is displayed above it.

If you don't like the result obtained, you can de-activate the "Reading Guides" option for printing and/or display.

Keyboard Hotkeys

[Ctrl]+[Insert] or **[Ctrl]+[C]**	Copy a selected block, note or anchor
[Shift]+[Delete] or **[Ctrl]+[X]**	Cut a selected block, note or anchor
[Shift]+[Insert] or **[Ctrl]+[V]**	Paste a selected block, note or anchor
[Alt]+[BackSpace]	Cancel the last editing action applied to a measure
[F3]	Repeat the last dynamics or special effects editing action
[Shift]+[F5]	Go to measure
[Ctrl]+[O]	Open a tablature file
[Ctrl]+[S]	Save changes made to the open tab file
[Ctrl]+[N]	Create an empty tablature
[Ctrl]+[P]	Print the tablature
[Ctrl]+[Q]	Quit TablEdit
[Ctrl]+[I]	Title Information
[Ctrl]+[J]	TablEdit Juke Box
[Ctrl]+[K]	Define the MIDI options
[Ctrl]+[L]	Create tied notes
[Ctrl]+[T]	Insert text
[Ctrl]+[D]	Create or insert a customized chord diagram
[F1]	Help index
[F4]	Set current duration to whole note
[F5]	Set current duration to 1/2 note
[F6]	Set current duration to 1/4 note
[F7]	Set current duration to 1/8th note
[F8]	Set current duration to 1/16th note
[F9]	Set current duration to 1/32nd note
[h]	hammer-on
[p]	pull-off
[s]	slide
[d]	sharp
[b]	flat
[=]	natural
[.]	insert rest of current note duration
[Shift]+[F7]	1/4 Note View
[Shift]+[F8]	1/8 Note View
[Shift]+[F9]	1/16 Note View
[Ctrl]+[1/2] (Numpad)	Toggle between note display for instruments 1 and 2 of a duet
[F10] or **[Space]**	Play current measure

[F11]	Play from current measure to end
[F12]	Play entire Reading List
[Pause]	Pause playback
[Escape] or **[Space]**	Stop playback

Click on different areas of the screen for more detailed information:

Create a <u>new</u> empty tablature.

<u>Open</u> a tablature file.

<u>Save</u> the changes you've made to the tablature.

<u>Print</u> the tablature using the current "Print" options.

Run the <u>Print Preview</u>.

Change the <u>Display Options</u>.

Change the <u>MIDI Options</u>.

Start the MIDI Playback.

By clicking here, you activate the KeySignature feature.

By clicking here, you activate the <u>Tuning</u> feature.

By clicking here, you decrease or increase the scale of <u>view</u>.

By clicking here, you activate the [Time signature](#) feature.

The lines in the lower part of the screen represent the instrument's strings and constitute the tablature. All editing features are available.

The lines in the upper part of the screen constitute the stave. The notes are shown in musical notation. Most editing actions are available.

If the "Display chords" option is active, TablEdit automatically displays the chords that it's able to deduce from the fingerings given and the names of recognized chords.

If the "Reading Guides" option in the "Display options" dialog box is active, TablEdit displays the ordinal number of the section endings (the reading guides) and the appropriate repeat signs.

The cursor is a blue cyan rectangle highlighting the underlined current selection. The vertical line indicates the beginning of this selection. It can be moved with the cursor keys or by clicking on its new position.

The scaled and moveable ruler displays the measures and the intervals within the measures.

Select a new <u>current duration</u>. Selected notes are altered.

Dotted note: the <u>current duration</u> is increased by half of its normal value. The selected notes are not altered.

Triplet note: the <u>current duration</u> is reduced by one third of its normal value. The selected notes are not altered.

Select the <u>accidental</u> to be applied to the next note entered. Already existing notes are not altered.

The scroll bar allows you to move around the tablature quickly.

Matthieu LESCHEMELLE
3 avenue du Marechal Juin
92150 SURESNES
FRANCE
tel : (33) 01-41-18-70-33
e-mail : mleschen@easynet.fr
http://perso.easynet.fr/~mleschen

The current duration is the value that will be assigned to subsequently inserted notes or to selected existing notes, if any.

The current selection is shown by the <u>cursor</u>.
It highlights a single note or a block of notes.
Editing actions apply only to the current
selection.

The space between the vertical bars crossing the score is called a measure. The vertical bars themselves are called measure bars.

A <u>measure</u> is sub-divided in two, three or four parts, which are called beats. Thus, there are two beat measures, three beat measures, etc.

An accidental modifies the pitch of the of the note it is applied to:

- sharp (#) raises the pitch by one demi-tone.
- flat (b) lowers the pitch by one demi-tone.
- natural (=) cancels the effect of all previous accidentals.

Accidentals are placed before the affected note on the same line or space of the stave. It affects all the notes in that measure having the same name and placed on the same line or space. See also Key accidental.

Key-accidentals are placed at the beginning of the stave. They determine the key signature. All notes in the score that share the same name as one of the accidentals are affected. See also accidental.

Note Duration Names

There are seven different note durations and each has it's own name. Two naming systems are commonly used, the English and the American. Briefly, here are the English names and their American equivalents:

Semi-Breve	Whole Note
Minim	Half Note
Crotchet	Quarter (1/4) Note
Quaver	Eighth (1/8th) Note
Semi-Quaver	Sixteenth (1/16th) Note
Demi-Semi-Quaver	Thirty-second (1/32th) Note
Hemi-Demi-Semi-Quaver	Sixty-fourth (1/64th) Note

Insert a grace note.

Tie the selected note to the previous one.

Select the <u>automatic note duration</u>.

Suppress any effect for the selected notes.

Hammer-on.

Pull-off.

Slide.

Choke 1/4 tone.

Octavados (artificial harmonic).

Natural harmonic.

Brush.

Note muted with the right hand.

Percussive note muted with the left hand.

Manual vibrato.

Tremolo.

Tapping.

Simple bend.

Bend and Release.

Arpeggio.

Change dynamics for selected notes.

<u>Title Information</u>.

<u>Reading list</u>.

Change the time signature of the current measure.

<u>Transpose</u> notes.

Insert a <u>customized chord diagram</u>.

Insert a <u>text</u> in the tablature.

Insert a tempo change in the tablature.

Insert a pick or finger stroke sign.

Transpose the fingering of the selected notes towards the treble strings.

Transpose the fingering of the selected notes towards the bass strings

Cancel the previous editing action.

Repeat the previous effect or dynamics editing action.

Credits

Thanks to (by order of appearence):

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- Keith G. Saturn,
- Bruce Mock,

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The extension "*.tef" (TablEdit File) is now the default file extension for files created with TablEdit. The program can also create and load files using the previous default extension (*.tab) but this is no longer recommended due to the fact that this extension is used by the majority of tablature files in ASCII format.

The active module to which most commands will be applied. You can access the active module for modification by clicking on its box.

The cache modules: clicking on one of these buttons allows you to switch active module.

Edit Rhythm (R) and Drum (D) patches.

The name of the active module

Clicking on one of the fingers inserts fingering indications (left or right hand, depending on the mouse button used).

This is a <u>custom chord diagram</u> which has been created by the user.