



## TabMaker and TabMaker Pro! Quick Start Guide

TabMaker & TabMaker Pro allow you to create one tablature line at a time. After creating that line you can copy the line and paste it into a text editor (such as Notepad) or any application that accepts tablature in this way (such as the HotFrets online application called Tab Alive!).

### **Entering Notes in TabMaker & TabMaker Pro:**

To start creating individual notes in your tab line, be sure you are in note mode (glance down at the text in the bottom left corner and be sure that it says "ENTERING NOTES"). Click the guitar neck graphic in the fret positions you wish to tab. As you click on subsequent frets you'll see that all the extra dashes fill in automatically for you.



### **Entering Chords in TabMaker & TabMaker Pro:**

To enter chords, click the button to the lower left labelled, "CHORDS" (you can also use the "c" key on your keyboard to switch to chord mode) and then start clicking the fret positions of the chord. Obviously you can only play one note at a time on any given string so, if your mouse accidentally clicks a note on a string for which you have already selected a note, the new note will replace the old one. Clicking multiple notes on any given string will continue to change the note for that string.

### **Entering Multiple Chords**

If you have entered a chord and wish to enter another chord click the "NEXT CHORD" button (or type the "c" key on your computer keyboard). You can then begin entering a new chord at the next point in along the tab staff.

### **Quickly Switching From Chord Mode to Note Mode:**

If you need to frequently switch back and forth between chord and note mode you might want to use the short-cut keys on your computer keyboard. Typing the "c" key puts you into chord mode. If you are already in chord mode typing the "c" key sets you up to begin entering a new chord. Typing the "n" key puts you back into note mode.

### **Shortcut or Hot-Keys**

There are short-cut keys (sometimes referred to as Hot-Keys) you can use on your computer keyboard for almost every button on TabMaker. Typing these keys are the same thing as clicking the corresponding button with your mouse. To reveal the hot-key for any button simply roll your mouse over the button and a pop-up message will tell you what the hot-key is. HOT-KEYS WON'T WORK UNTIL YOU'VE FIRST CLICKED SOMEWHERE IN THE TAB MAKER WINDOW!

### **Showing and Hiding Note Names:**

To show the note names of the fret positions you are clicking you should first click the "show notes" button. To hide the note names, click the "hide notes" button (displays after clicking "show notes.") To keep the display clean you might want to toggle show and hide by using your "s" key. In other words the "s" key is the hot-key for showing and hiding note names on the fretboard.

Try toggling show/hide notes and chord/note mode by using the keyboard shortcut keys. After using it a few minutes you'll be flying through the tab lines!

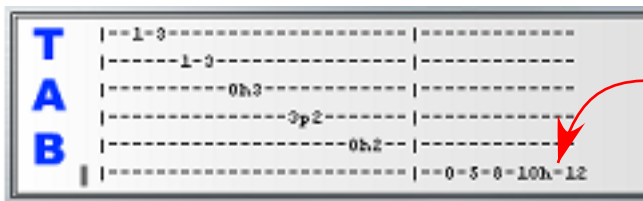
For a detail on entering notes and special characters using hot-keys, click the "HELP" button located just below the guitar neck graphic.

### **Multiple Undo & Redo:**

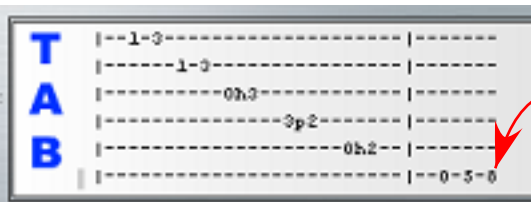
To undo entries one at a time, click the "UNDO" button (hot-key is "z"). To redo an entry click the "REDO" button (hot-key is "y").

### **Troubleshooting Undo/Redo**

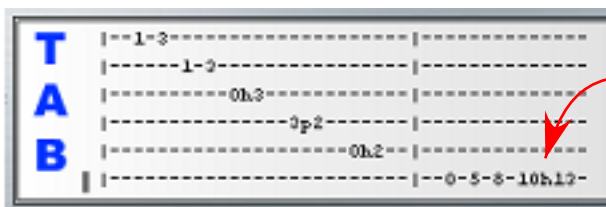
Occasionally, when undoing a hammer-on or pull-off, you might have to undo back to the note before the first note of the hammer-on or pull-off sequence. Otherwise TabMaker might add an undesirable extra dash. See below.



undesirable extra dash



undo back to here & try again



corrected without extra dash

### **Clear All**

After creating a complete line of Tablature, you can copy and paste it into another application or Notepad. To clear the tab (line allowing you to enter another tab line) click the "CLEAR ALL" button.

### **Line To Long Message**

TabMaker won't allow you to create a tab line beyond a certain number of characters. This is because tab can sometimes wrap to the next line in some applications and cause an error. If you get this error screen simply click the "BACK" button, copy and paste the tab line you have and continue with a new one by clearing this line using the "CLEAR ALL" button.



### **Copy To Clipboard (Free version)**

In the free version you copy the tab by clicking your mouse button in the upper left hand corner of the actual tablature and dragging across the tablature to select it all. Then, using your computer keys, type "Ctrl + c" to copy the tablature. Go to your favorite tab editor, i.e., Notepad and type the key combination "Ctrl + v" to paste the tab line. Mac users use "Command + C" to copy and "Command + v" to paste.

### **Copy To Clipboard Button (Pro version only)**

In the Pro version all you have to do to copy the tablature is click the "COPY TO CLIPBOARD" button. This will automatically copy the tab and then you can go to your favorite editor to paste the tablature.



### **Special Characters**

Special Characters supported are as follows:

character	description	hot-key
p	pull-off	`p' key
h	hammer-on	`h' key
/	slide-up	right-arrow key
\	slide-down	left arrow key
b	string bend	`b' key for half-bend and `shift + b' for full bend
~	vibrato	`v' key
- -	barline	` ' pipe key (shift + \)
-	ending barline	] (right bracket key)
-	extra dash	- (dash key) inserts 6 extra dashes for better control over look of tab spacing

### **Sound (Pro version only)**

When you load the Pro version of TabMaker for the first time the audio for all the notes of the guitar neck will also load. Depending on your connection speed this may take a little time. After the first time it won't take as long because the notes will be stored in your computer's cache until you clear it.

#### Sound Options

You can hear the notes of the guitar neck either when you mouse over them or when you click the note to insert it into your tab line. You can choose both, only one or neither. You first must turn sound on and then you can use the check-boxes to choose your preferences. See below...

