DDR Phoneme Reference Chart

Tried my best to organize it the best I could! (Chart based on Voctro's sheet for Maika)

Yellow Panel = New phoneme for Dex, Daina, and Ruby

Red Panel = Ruby only phoneme

| | Voiceless | | | | | | Voiced | | | | | | | | | | |
|------------------|-----------|-----|-----|----|----|----|--------|----|----|----|-----|----|----|----|----|---|---|
| Vowels | | | | | | | @ | V | Q | 0: | { | e | i: | u: | @U | U | I |
| R-Colored Vowels | | | | | | | I@ | e@ | U@ | 0@ | Q@ | @r | | | | | |
| Dipthongs | | | | | | | aI | eI | aU | OI | e@0 | | | | | | |
| Semivowels | | | | | | | j | W | l | | | | | | | | |
| Approximants | | | | | | | r | 10 | | | | | | | | | |
| Taps and Trills | | | | | | | 4 | R | | | | | | | | | |
| Plosives | p | t | k | ph | th | kh | b | d | g | bh | dh | gh | | | | | |
| Nasals | | | | | | | n | m | N | | | | | | | | |
| Fricatives | S | S | f | Т | h | | Z | Z | v | D | h∖ | | | | | | |
| Affricates | tS | tSh | | | | | dZ | | | | | | | | | | |
| Special | Sil | ? | *_0 | | | | | | | | | | | | | | |

Suggested use for new phonemes:

- e@0: Replace [{] to preference
- 4: Replace [t] or [d] to preference in words like "little", "better", or "wedding". Also replace to preference if you want a less pronounced consonant in word-to-word transitions, like "isn't it" ([I z n] [4 I t] as opposed to [I z n] [t I t]).
- h\: Replace [h] to preference with words occurring after a 1/16th note of silence, or after a voiced consonant such as [z], [d], or [g].
 - Alternatively, insert at the end of a note to emulate an ending breath if desired. (This is not a consistent effect.)
- R: Trill. Closest to [10]. Insert as a beginning consonant.
- tSh: Stronger "ch" sound than [tS]. Replace it to preference. *TODO: Determine if tSh is voiced or not.*

Special phoneme notes:

- [Sil] cuts off the phoneme transition or forces a break between phonemes.
- [?] is the glottal stop for Ruby, and for other banks is an abrupt stop in sound (intended to be a glottal stop). Ruby's is recorded and programmed, other's are generated by the engine. Requires experimentation. *TODO: Discover proper usage of Ruby's* [?].
- [*_0] functions as so: the asterisk (*) is any phoneme that the engine will accept, for example, [V]. To use the phoneme, you would then write [V_0]. This will generate an unvoiced [V] sound, which has certain uses.