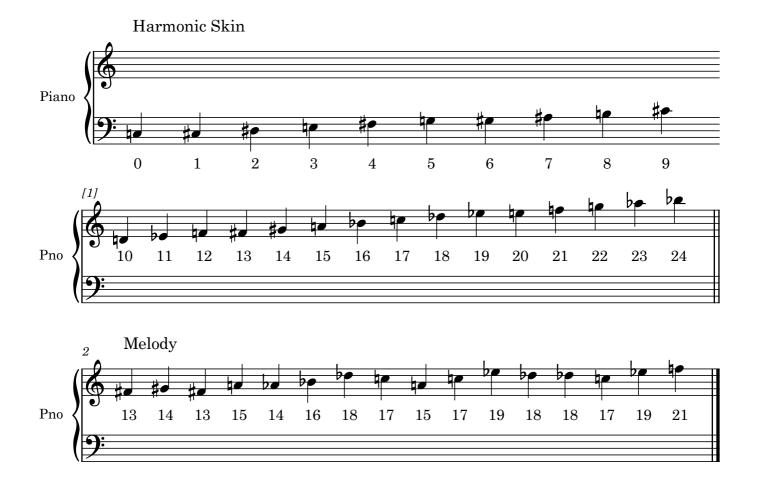# Mapping a melody to a harmonic skin?

How to write an algorithm that is showing which positions in the harmonic skin the melody have. I do think it can be solved by using a kind of mapping, but I have not found a way to solve it.

I would like free to write melodies within the harmonic skin, that I can apply on other harmonic skins, and of cource, make harmonies and block chords.