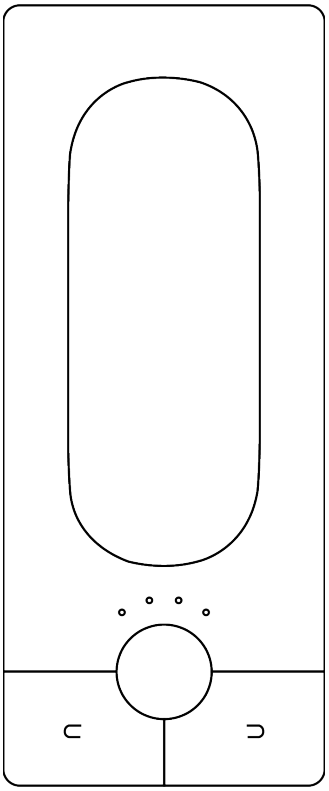
touché

USER MANUAL



EXPRESSIVE

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1. Introduction

1.1. Downloads & Updates

Touché comes with Lié, its companion software. When you receive Touché, you need to update its firmware to make it work properly with Lié.

You can find the latest versions of Lié and Touché's firmware here : **https://www.expressivee.com/downloads**

1.2. Installation

Once Lié is downloaded, you can start the installation : Double click on "Lié.dmg" to open it.

Inside the installation folder you will find this screen :

- "UVI Workstation.pkg" : You will need this file If you want to install Lié's factory presets.
- "Lié.pkg" : You will need this file to install Lié.
- "Touche-Firmware-vX.hex" : You will need this file to update your firmware.

In order to have Lié's factory presets, double click on "UVI Workstation.pkg" to install it, and follow the instructions. Then, double click on "Lie.pkg" and follow the instructions as well.

Once Lié is installed, launch your DAW. Lié should appear in your **Plug-in folder**. If not, it might be because your DAW doesn't automatically scan for new plug-ins. Scan them to refresh your plug-in list (learn more at **DAW Setup**).

The rest position of your Touché is calibrated when you power Touché. Therefore, when plugging Touché to your computer, please make sure that Touché is in a stable position (not moving, on a horizontal surface, and without touching the **Skin**). This process is automatically done each time you power Touché, either from a computer or from a **standalone** power source.

Then, on your computer, open Lié and go into the **Settings**, you will find an "Update Firmware" section. Click on "Display update window" and select the .hex file needed. Touché will start updating its firmware.

You can also find those steps explained in the "Installation Firmware Manual.pdf" inside "Lié.dmg" or in **Settings**.

You are now ready to discover Touché !

2. Touché

2.1. Overview

2.1.1. What is Touché ?

Touché is an instrument that gives you a unique tactile approach of both software and hardware synthesisers. Shaping and controlling their sound with a simple pressure of your hands, Touché gives you a powerful and natural connection with music.

Touché controls your synthesisers with four independent **Shiftings** : Two vertical and two lateral **Shiftings**.
These four **Shiftings** are extremely precise and sensitive, reacting to the smallest pressure, the slightest movement of your fingers.

This opens up a wide variety of genuine instrumental gestures : progressive slides, subtle vibratos, percussive taps, hand-made LFOs, etc. Each of the four **Shiftings** can be independently mapped to one or several parameters of your synthesisers.

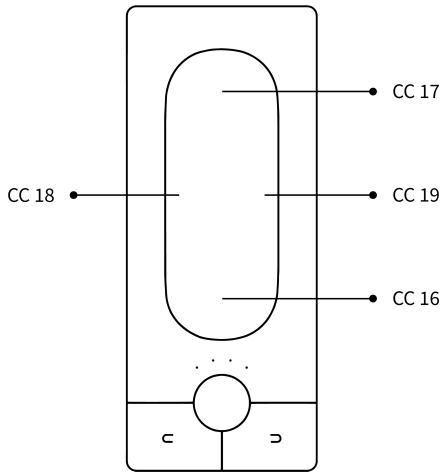
2.1.2. Slave and Standalone

You can use your Touché in Slave mode when using it with Lié, or as a Standalone.

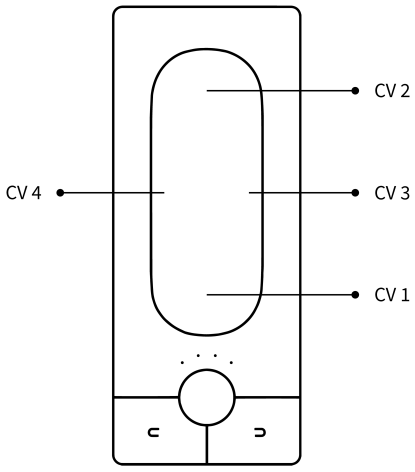
- Slave : Touché is connected to Lié. Touché behaves as specified in Lié.
- Standalone : Touché is not connected to Lié. Touché behaves as specified in the currently selected preset from its internal memory (learn more in the **Memory View** section).

2.1.3. Default Behaviour

After the firmware update, all the slots of Touché's internal memory are filled with the default preset :



USB and MIDI
top shifting : CC17
bottom shifting : CC16
left shifting is CC18
right shifting is CC19



CV
top shifting : CV2
bottom shifting : CV1
left shifting : CV3
right shifting : CV4

All with 0/+5V

2.2. Mechanism

2.2.1. Concept

Touché reacts to the pressure and gestures you apply to the wooden part, which is called the **Skin**.

It possesses two pairs of complementary **Shiftings** : Top and bottom / left and right.

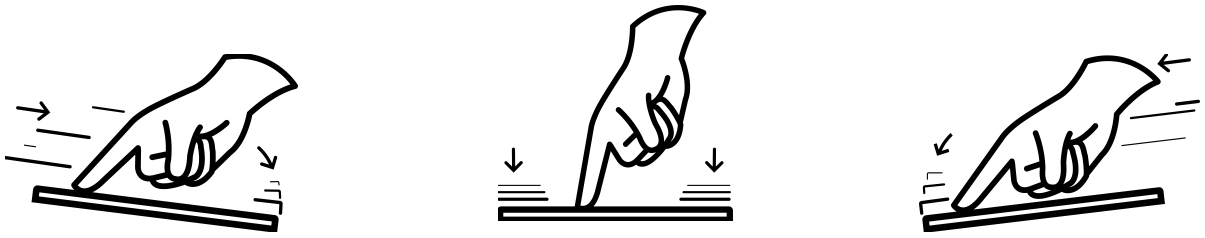
Those need to be calibrated before you play, it is automatically done when you plug Touché. Plug your Touché to your computer, and make sure that it is in a stable position (not moving, on a horizontal surface, and without touching the **Skin**), because it will be calibrated from this position. In other words, the rest position will be calibrated when you power Touché. This process is automatically done each time you power Touché, either from a computer or from any other USB power source.

2.2.2. Shiftings

Top and bottom Shiftings work with vertical pressure. You can play with the top or bottom Shiftings by pressing on one end of the **Skin** or the other (the "bottom" is the end close from the **Encoder** and the **Buttons**, the "top" is the opposite). You can also play with both at the same time by pressing in the middle. After pressing , if you release all pressure, it will naturally recover its equilibrium position.

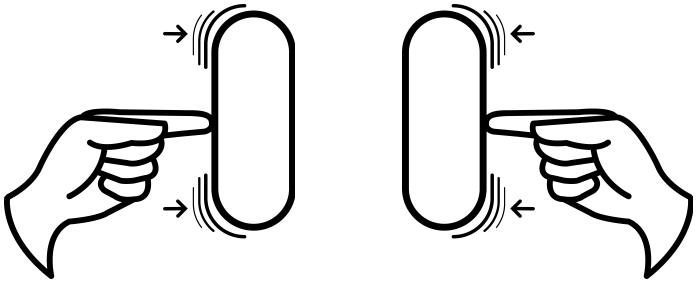
Depending on which part of the **Skin** you apply pressure on, the pressure will be more or less distributed onto the top or bottom Shiftings thanks to a lever arm mechanism. It gives you a great precision and control over the blending of both Shiftings.

You can for instance slide from the top to the bottom Shifting in a smooth and progressive way, or quickly hit one end in a more percussive style.



Left and right Shiftings, on the other hand, work with a horizontal movement, sliding from one side to another. They don’t blend together as with the top and bottom Shiftings, which is very useful to control parameters as pitch for instance, letting you do nice and subtle vibratos.

You can change the sensitivity of the four Shiftings (learn more in the **Adjusting your sensitivity** section).

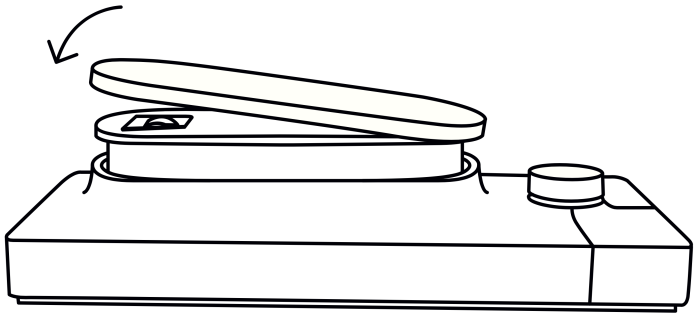


2.2.3. Skin

The wooden surface at the top of Touché is conceived to give you a great, smooth instrumental touch. This skin is magnetised in order to be removed and locked easily, making an easy access to the **Cylinder** and the **Slider** underneath.

Be careful when replacing it, it must be put in the right position.

The **Cylinder** must face the two little wooden parts, otherwise the skin won't be properly magnetised.

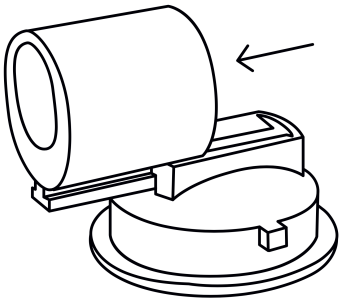


2.2.4. Cylinders

The top and bottom **Shiftings** use cylinders, which are responsible for Touché's pressure feedback.

One is located just under the **Skin** , another is underneath Touché, inside the little trapdoor.

Both cylinders can be removed from their support by releasing them from their rail. Do not try to take them off directly by pulling them or you might irreversibly damage them.



2.2.5. Slider

Under the **Skin**, you will find a Slider which allows you to adjust the sensitivity of the left and right **Shiftings**.

- By placing the Slider on the bottom position, it will loosen the right and left **Shiftings**.
- By placing the Slider on the upper position, it will stiffen the right and left **Shiftings**

Learn more in the **Adjusting your sensitivity** section.

2.3. Controls

2.3.1. Buttons

In **Standalone** mode, you can select a preset from Touché's internal memory by using the left and right buttons.

Touché has an internal memory of 6 banks of 4 presets each, for a total of 24 presets. Each bank has its own colour (learn more in the **Memory View** section). The preset's number matches the amount of **LEDs** lit, and the colour of those **LEDs** indicate which bank you're in.

- Pressing the right button will load the next preset from the bank
- Pressing the right button when the current preset is the last of a bank will select the first preset of the next bank.

- Pressing the left button will load the previous preset from the bank
- Pressing the left button when the current preset is the first of a bank will select the last preset of the previous bank.

In **Slave** mode, You can use the right and left buttons to navigate through Lié's presets, as you would in **Standalone** mode.

Moreover, in **Slave** mode only, the Buttons send the following CCs :

- Left : CC 80
- Right : CC 81

2.3.2. Encoder

In both **Slave and Standalone** mode, the Encoder allows you to define Touché's sensitivity. Turning it towards the right will increase sensitivity, turning it to the left will decrease it. The Encoder has 8 sensitivity steps, and the four **LEDs** will display the sensitivity steps whenever you turn the Encoder, by being incrementally lit from left to right (Learn more in the **Adjusting your sensitivity** section).

The Encoder also gives you a special feature called "Freeze" : pushing the Encoder will freeze the data sent from the four **Shiftings**. Touché shows that it is freeze mode when its four **LEDs** are blinking. If you release your hand from Touché while it is in Freeze mode, or press it in any way, it will maintain the controlled parameters at the frozen value. Pushing again the Encoder will unfreeze Touché.

2.3.3. LEDs

LEDs gives you a visual feedback on different aspects :

- **White LEDs** display sensitivity levels ; there are 8 different levels of sensitivity going from low (left) : one LED on intermediate brightness, to high (right) : all LED on maximum brightness. **Slave** mode always displays sensitivity. **Standalone** mode displays sensitivity when the **Encoder** is being turned.

- **Blue, Green, Yellow, Orange, Red, and Purple LEDs** display the different banks when Touché is in **Standalone** mode. The preset's number matches the amount of lit LEDs .

- **Pink LEDs** display the bootloader mode : Touché is installing or waiting for a new firmware.

- **Blinking** light indicate that Touché is frozen : Pushing the **Encoder** will freeze the data sent from the four **Shiftings**. Pushing again the **Encoder** will unfreeze Touché.

2.4. Connectivity

2.4.1. Ports

USB

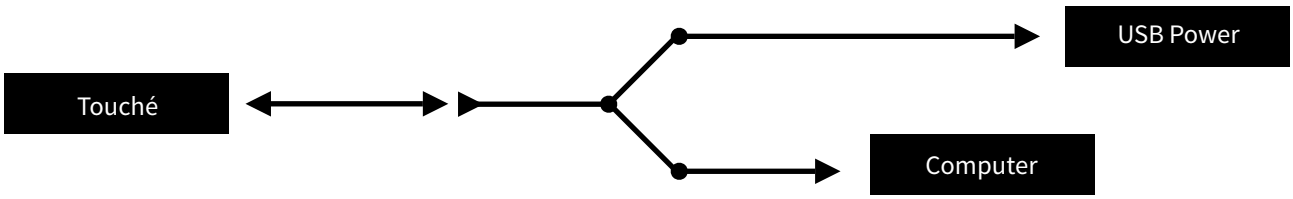
Touché is USB powered. You can power it by plugging it to a computer, but also by using a standard USB smartphone charger. 0.5A from your USB port is required to power Touché.

In order to connect Touché, we recommend to use the USB cable supplied. You can use any suitable USB cable but we strongly recommend to use short USB cables (less than 2 meters), labeled with an identification code that ends with "24/2C", "24AWGX2C" or "AWG24X2C".

Ground Loop

Ground Loop is an unwanted background noise or hum that arises when one connects different devices together with different power supplies.

If you face this kind of problem, we recommend to use the anti-ground loop adapter supplied. Connect the anti-ground loop adaptor to Touché as follows :



The Ground Loop Adaptor possesses three ends : Two male USB connectors, one female USB connector.

Plug the longest segment of the two male connectors to an electrical outlet and the shortest segment to your computer, then plug the female connector to Touché's standard coat USB Cable.

MIDI

Touché possesses a MIDI IN and a MIDI OUT/Thru ports. To use the Touché with an external MIDI device, use the included adapters (5-pin DIN to ⅛" jack) and a standard MIDI cable.

CV

Touché possesses four Control Voltage outputs. You can choose different ranges for CV outputs, up to - 10/+10V (Learn more in the **CV Page** section).

2.4.2. Data

Input

Touché has two sources of MIDI inputs :
All datas received in MIDI IN or USB IN are sent to both MIDI Out (MIDI Merge) and USB out.

Output

When Touché is in **Slave** mode, its USB output always sends the following CCs to control Lié :

- Top shifting : CC 17
- Bottom shifting : CC 16
- Left shifting : CC 18
- Right shifting : CC 19

MIDI and CV outputs sends data according to the selected **Hardware Preset** within Lié. Please refer to the **Hardware Preset** section to learn how to set up the MIDI and CV outputs of Touché in a **Hardware Preset**.

When Touché is in **Standalone** mode, its MIDI, USB and CV outputs send data according to the selected preset in the memory. Please refer to the **Memory View** section to learn how to save presets in Touché's internal memory.

3. Lié

3.1. Overview

3.1.1. What is Lié ?

Lié is a powerful software with a simple design. Lié works hand in hand with Touché in a clear, simple workflow. Lié is a host of plug-ins and is available in both VST and AU flavours, making it compatible with all major DAWs.

Lié has advanced features like sensitivity curves, speedmapping, min/max values, CV voltages editing, MIDI CC editing, internal memory managing, preset recalling, tags...

Lié also comes with tailor-made sounds and configurations for a selection of synthesisers, as well as tools to make your own hardware and software presets.

All of Lié's provided software presets were made in partnership with **UVI Falcon**, and are ready to be played within **UVI Workstation**, included in Lié's package.

3.1.2. System Requirements

Minimum required to run Lié :
- Processor : Intel Core i5 1.4Ghz (or equivalent)
- RAM : 4GB memory
- OS : macOS 10.10 and above

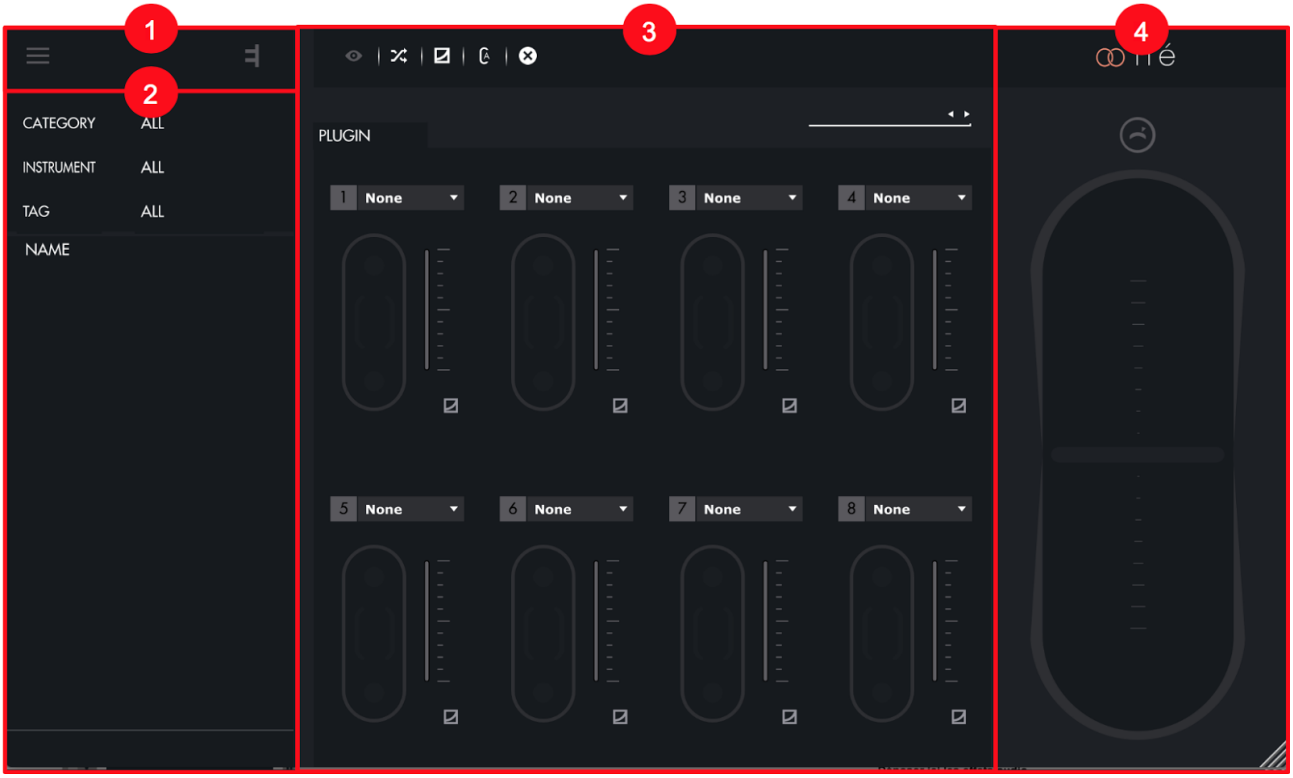
Minimum required to Workstation :
- Processor : Intel Core i5 2.5Ghz (or equivalent)
- RAM : 4GB memory (recommended: 8GB)
- 1GB hard drive space

3.1.3. Plug-in Formats

Lié is compatible with any DAW that supports VST or AU plug-in formats. Lié can then itself host any VST. To learn how to host a VST with Lié, please refer to the **Settings** section.

For more informations about configuring Ableton Live, Cubase and Logic pro to load Lié, please refer to the **DAW Setup** section.

3.2. Interface



Lié is divided into four main parts :

1. **Menu** : Allows you to create and save presets, and access to **Settings**.
2. **Browser** : Displays access your library of presets.
3. **Slot Center** : Allows to link a parameter of your synth to a **Shifting** of Touché.
4. **Scope** : Displays the pressure you're applying on Touché. This area can also display the **Sensitivity Curve Editor**.

3.2.1. Menu

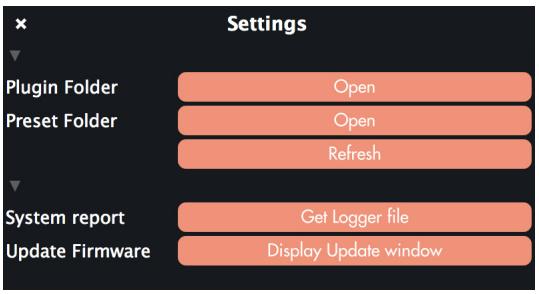
You can access the Menu by clicking on the icon. The Menu contains the following functions :

- **NEW PLUGIN PRESET :** Opens an empty **plug-in preset** in order to use Lié with your software instruments.
- **NEW HARDWARE PRESET :** Opens an empty **hardware Preset** in order to use Lié with your hardware instruments.
- **SAVE PRESET :** Saves changes of an existing preset. It will overwrite the current preset file.
- **SAVE AS PRESET :** Saves your current preset to a new file, which will be displayed in the **Browser**.
- **LOAD PRESET :** Lets you load a preset from the Finder.
- **MEMORY VIEW :** Opens the **Memory View**, that lets you to save **hardware Presets** inside Touché's internal memory.
- **SETTINGS :** Opens Lié **Settings**.

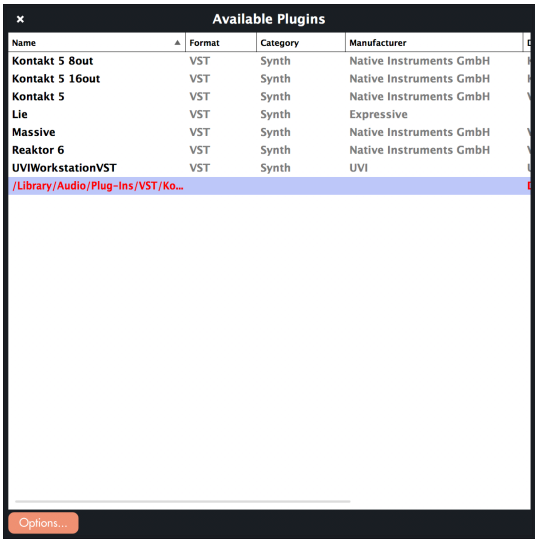
Note : clicking on the icon button will give you informations about Lié's and Touché's versions.

3.2.2. Settings

You can access the Settings from the **Menu**. In the Settings window you can see five different sections :



- **Plug-In Folder :** Displays the plug-in folder. This is the place where you scan your VST Plug-ins in order to use them in Lié. To scan your VST Plug-ins, click on “Options” at the bottom of the “Available Plugins” window, then select “Scan for new or updated VST plug-ins”. Your VST Plug-ins will be scanned with the specified default folder. You can choose a custom folder by clicking on the + icon. Scanning may take a few moments. Once it’s finished, “Available Plugins” window will display the list of your Plug-ins in black. If some of your Plug-ins are listed in red, they may have a compatibility issue with Lié : You can try to use “Force-scan” in “Options”; However this procedure may cause instability issues with your DAW.
- **Preset Folder - Open :** Displays the preset folder in the Finder. Presets available in the **Browser** are saved in this



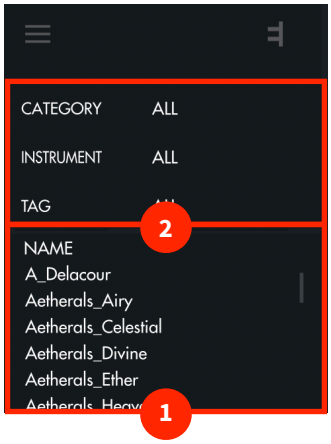
folder.

- **Preset Folder - Refresh :** Updates Lié’s **Browser**. Updating the **Browser** is useful when you make changes in the Preset Folder whilst Lié is still open.

- **System report :** Creates a system report file when you click on “Get Logger file”. The file will be created on the desktop, named “expressiveeLogfile.zip”. It is an useful file to join if you **report a bug**.

- **Update firmware :** Click on “Display Update window” to show the Finder, and choose the .hex file of the last firmware. The .hex file is available in the Lié.dmg package. Do not unplug Touché or quit Lié while the firmware is updated. This operation may take a few moment. While the firmware is updated, Touché’s **LEDs** are pink, meaning that Touché is in bootloader mode. If the firmware’s update fails, Touché will stay in this mode, waiting for a new firmware. You can force Touché to switch to bootloader mode by pressing both **Buttons** and the **Encoder** at the same time when plugging Touché.

3.2.3. Browser



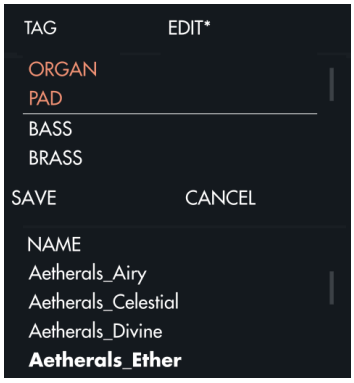
1. Preset List

All the presets from your **Preset folder** are visible on this preset list. By default, they are sorted by alphabetical order. Clicking on “NAME” on the top of the list will rank them either by increasing or decreasing alphabetical order. Right clicking on any of the presets in the list shows the option to rename it or delete it.

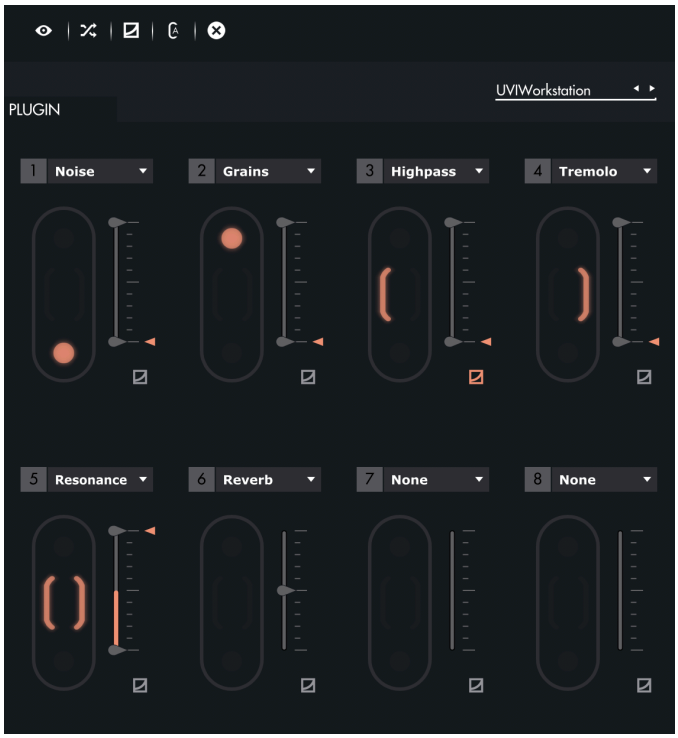
2. Filters & Tags

A system of filters and tags is available to easily browse between presets.

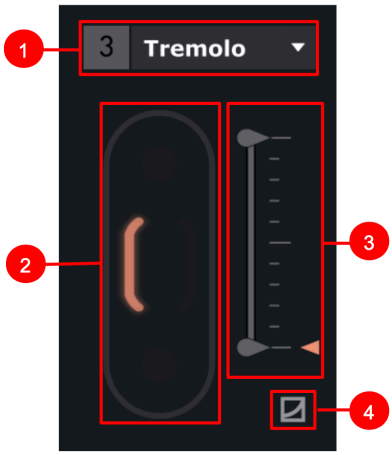
- **CATEGORY :** You can sort presets by category : Hardware or Software. Selecting one category will exclude all others presets from the list. For example, selecting Hardware will only show **Hardware Presets**.
- **INSTRUMENT :** This filter allows you to refine your search by selecting one or more instrument. For example, selecting Diva and UVI Workstation will show all the presets created with Diva and UVI Workstation.
- **TAG :** Tags allow you to find presets by types of sound. If you select several tags, only the presets which contains all the tags will appear in the preset list . For example, when the first two tags from the list are selected (BASS and BRASS), only presets which are tagged with both BASS and BRASS will be displayed. You can assign tags to your presets to find them easily. To assign a tag, select a preset (you don’t have to load it), open the list of tags by clicking on “ALL”, and then on “EDIT”. Now you can choose all the Tags you wish to assign to the selected preset. Click on "SAVE" when you’re done, and your preset will be edited.



3.2.4. Slot Center



In this area, you can control all the parameters of your instrument, by assigning **Shiftings** and designing curves.



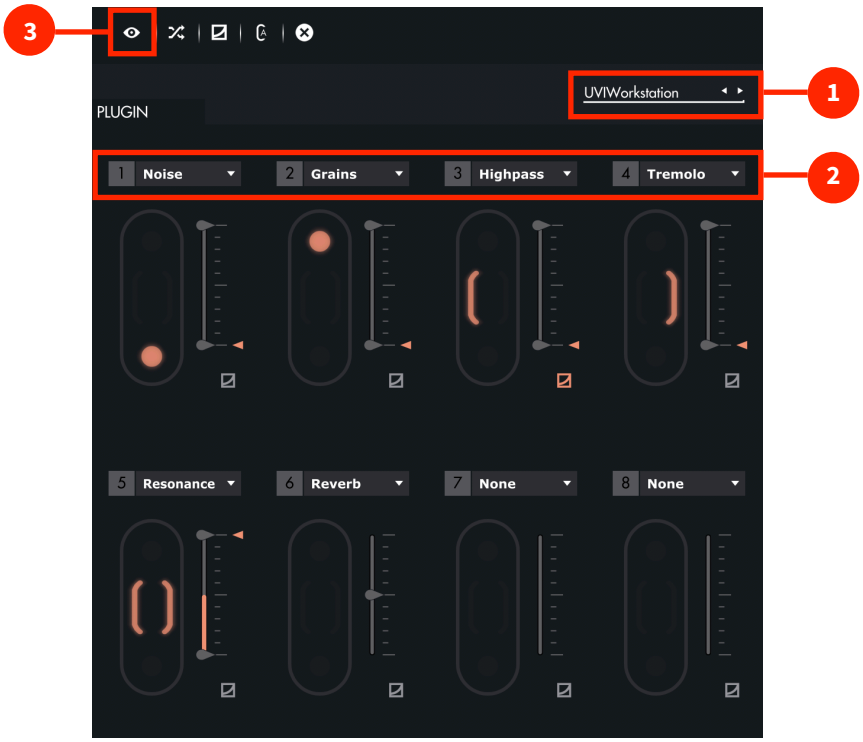
Slots

1. **Parameter Selection :** A drop-down list above each slot makes it possible to choose the parameter you want to attribute to this slot.
2. **Shifting Selection :** To select a **Shifting**, click on its position on the slot. When selected, the shifting is displayed in colour. You have 4 different **Shiftings,** and you can have left and right at the same time.
3. **Min & Max :** When a parameter is assigned to a slot, a grey slider appear, which controls the parameter value. When a **Shifting** is selected, the original position of the parameter is shown by a colour arrow. Furthermore, two sliders appear : They allow you to modify the min and max values of the parameter controlled by Touché.
4. **Curves :** Click on this button to display the Sensitivity Curve for the chosen Slot. Click on the displayed curve to open the **Sensitivity Curve Editor**. If the curve on the slot isn't the default linear curve, the icon button is displayed in colour. Learn more in the **Sensitivity Curve Editor** section.

Toolbar

1. **Instrument View :** Displays the interface of the hosted plug-in. In the case of a **Hardware Preset**, displays MIDI options like MIDI Channel.
2. **Random :** Sets random assignations for each **Slot**. If you wish to keep the current assignations, please save your configuration as a preset before proceeding.
3. **Flip Curves :** Shows sensitivity curves for all 8 **Slots**.
4. **Autoset :** Allows the automatic adjustment of the values of the min/max sliders, according to the current value of the parameters from the hosted plug-in. Activating this option lets you browse through the presets from the hosted plug-in without manually adjusting the min/max of the assigned parameters, in order to keep the default sound from the preset.
5. **Clear :** Resets all curves and assignations. If you wish to keep the current settings, please save your configuration as a preset before proceeding.

3.2.5. Plug-In Preset Specificities



1. Instrument Selection

Click on the drop down list at the top right of the **Slot Center** to display the list of your scanned plug-ins. Then, click on the name of a plug-in to load it. You must scan your plug-in before selecting an instrument. Learn more about plug-in scanning in the **Settings** section.

2. Parameter Selection

The parameters you can choose depends on those accessible in the plug-in selected. When a preset is empty, no parameter is selected and “NONE” is displayed. Click on the "NONE" to display the list of the available parameters in a drop-down list. Some plug-ins may have non-explicit names for their parameters.

3. Instrument View

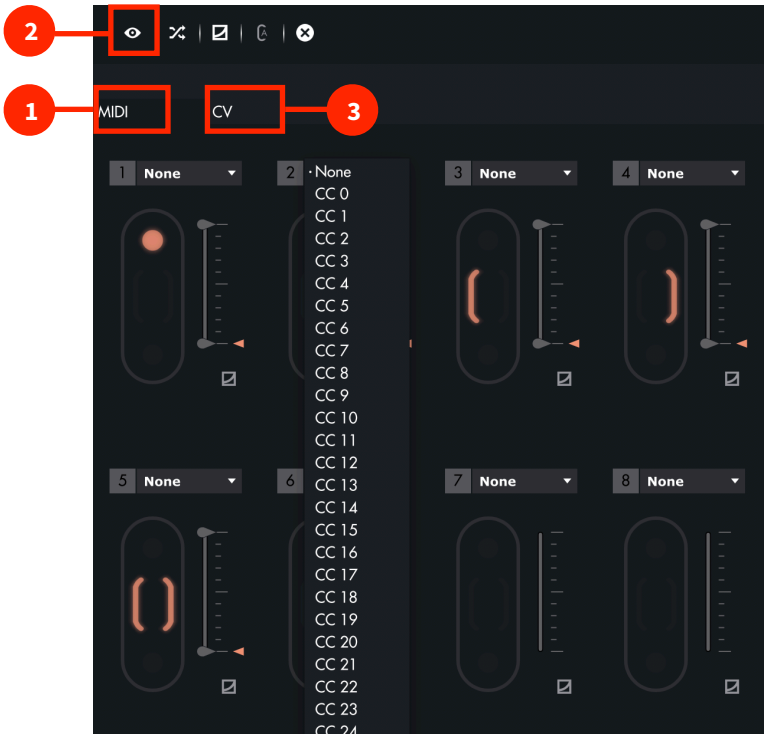
You can also select parameters by opening your plug-in interface. For that you need to click on the button. Above your plug-in interface, you can see 8 numbers.

Each number corresponds to a **Slot**. Click on a number then move one of the parameters from your plug-in (a knob, a slider …). The chosen parameter is now mapped to the corresponding **Slot**, as indicated by the new colour line surrounding the number.

To go faster, you can use the speedmapping : clicking on it allows you to directly select 8 parameters from your plug-in interface, and link them -in the order you selected them- to each **Slot**.

You can un-map any parameter by clicking on the colour circle.

3.2.6. Hardware Preset Specificities



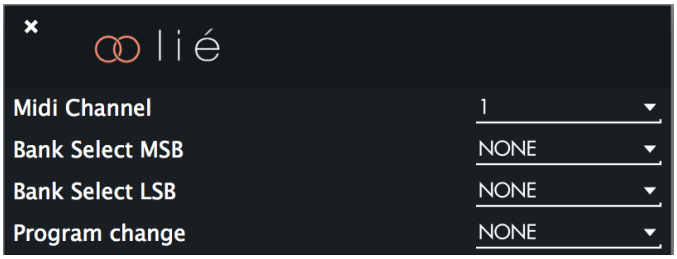
1. MIDI Page

In the MIDI Page, the **Slot Center** looks just the same as for a **plug-in preset**, except that you choose CC numbers instead of plug-in parameters. Which CC numbers you should use depends on which device you are using. You will find more informations in its user manual, or by searching "CC Chart" plus the name of your device on the web.

For some hardware instruments, you can directly use the corresponding from Lié's factory library. Open the hardware preset named after your device. Once loaded, instead of CC numbers in the drop-down list of each **Slot**, you will see the names of the parameters.

2. MIDI Instrument View

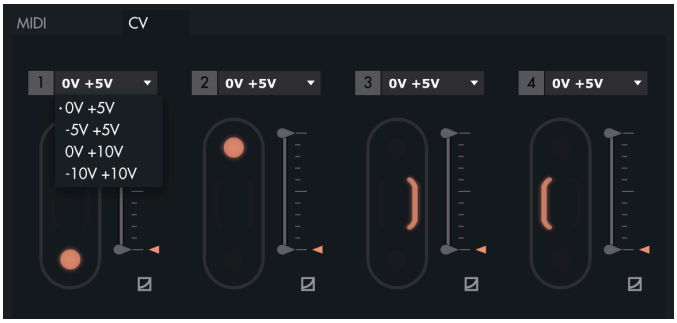
You can access the MIDI Instrument View of the **MIDI page** by clicking on the button. This panel allows you to select the MIDI Channel output of Touché for the current preset. MIDI data from Touché will only be sent via the selected channel. The MIDI Instrument View also lets you change the program changes and bank numbers sent by this preset when loaded.



Sending program changes is useful to match your the hardware preset from Touché with a specific preset from your synthesiser. Program Changes messages are sent via the selected MIDI Channel.

3. CV Page

On the CV page, there are four **Slots** available, corresponding to the four CV outputs of Touché.



For each **Slot**, instead of parameters, you can choose between different voltage ranges. There are four different voltage ranges :

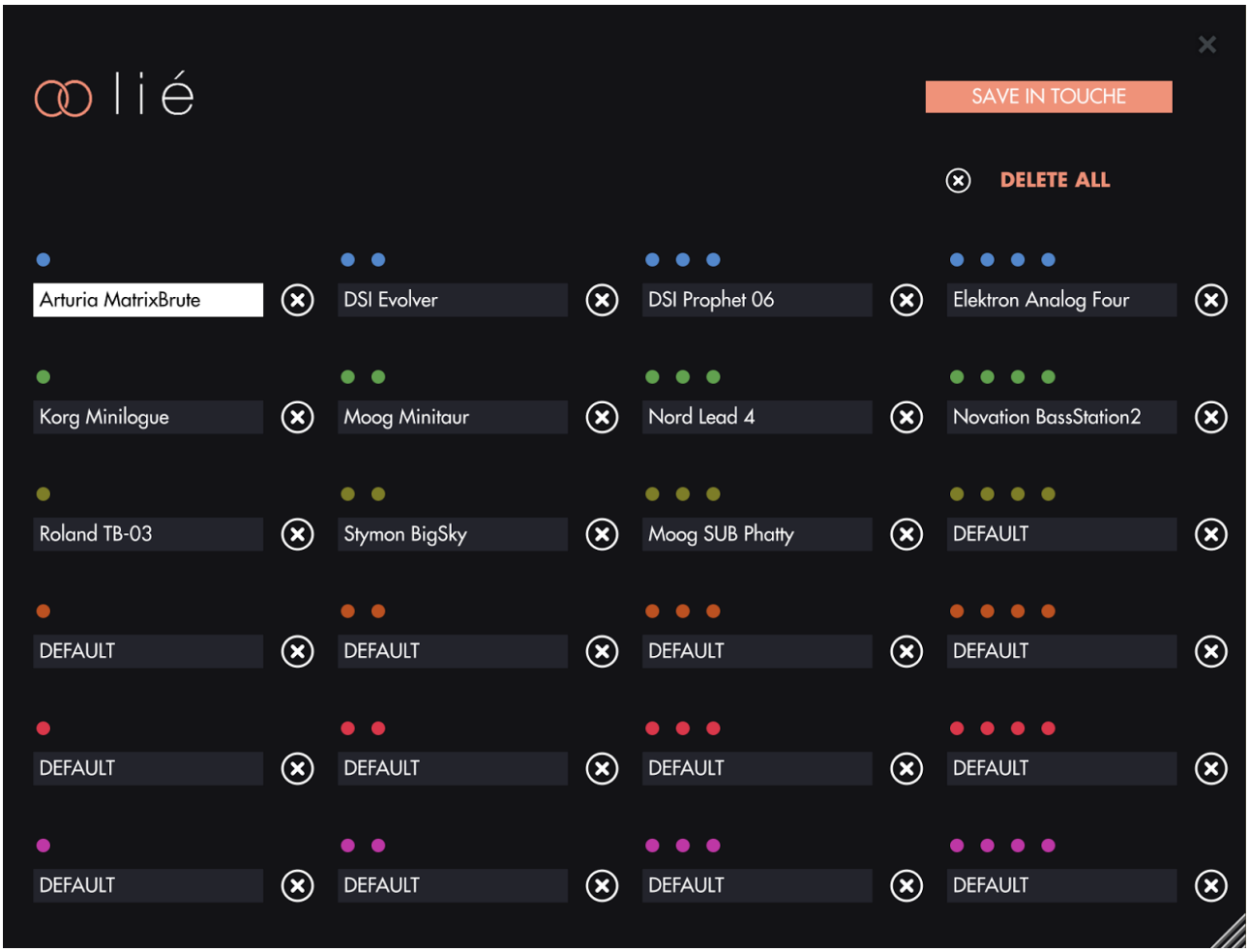
- 0V + 5V
- 5V + 5V
- 0V + 10V
- 10V + 10V

After selecting a voltage range, you can adjust even further the voltages with the min/max sliders, for instance to control a pitch on a very small range, to do a vibrato.

3.2.7. Memory View

The Memory View allows you to save **Hardware Presets** in Touché, so you can use Touché with your gear in **Standalone** mode, without a computer.

Click on “MEMORY VIEW” button in the **Menu** to open it.



You can see 24 different slots, sorted in 6 banks. Each bank has its own colour, and the number of dots represent the preset number. When in **Standalone** mode, Touché’s **LEDs** will have a colour corresponding to the currently selected bank, and the number of **LEDs** lit will represent the number of the preset.

You can store a preset in each slot. To save a preset in Memory View, first click on one slot (it will turn to white) and double click on a **Hardware Preset** in the **Browser**. The preset is now displayed inside the slot. A click on the cancelling cross next to the slot will restore the default preset. A click on “Delete All” will the restore the default preset in all slots.

Once you’re done, click on “SAVE IN TOUCHE” to save those presets in Touché’s internal memory. Do not disconnect Touché before the end of the loading process.

If a preset already saved in Touché’s internal memory has the same name, but different settings than a preset from the **Browser**, and you want to use this preset instead of the one already saved in Touché’s internal memory, you must delete the old one and save the new one.

3.2.8. Scope

The Scope is a visual display of Touché's **Shiftings**. Whenever you press on Touché, the Scope will display the amount of force you're applying. You can also monitor useful things like the influence of different sensitivity levels. The scope can also be hidden in favour of the **Sensitivity Curve Editor**.

Pitch Bend Button

When the pitchbend button is on, the left and right **Shiftings** control the pitch parameter : A movement to the right will increase the pitch, and a movement to the left will decrease it.

The pitchbend range depends on the instrument, whether it's a hosted plug-in, or a hardware synthesiser. Being a MIDI parameter, the pitch bend it is not available in CV. You can still reproduce this effect with the CV outputs by using both left and right **Shiftings** on one CV out, and linking this CV out to the pitch of your instrument.

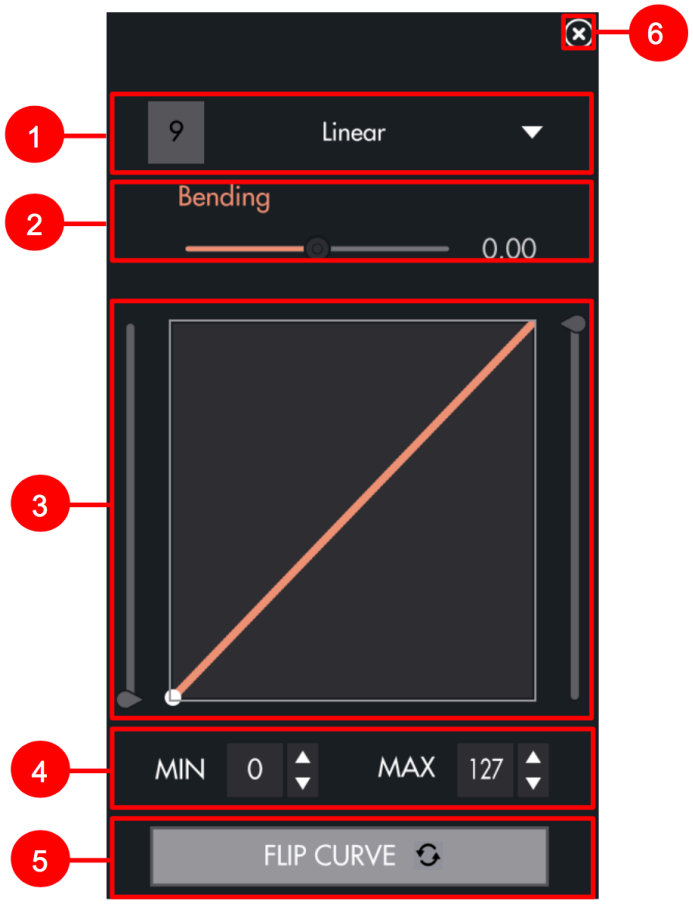
To deactivate the pitch bend button, simply click on it again.

3.2.9. Sensitivity Curve Editor

You can access the Sensitivity Curve Editor by clicking on the little curve icon just below each **Slot**, and then clicking on the curve displayed..

The Sensitivity Curve Editor lets you change Touché's sensitivity by changing each **Slot**'s sensitivity curve. This curve show you how the parameter will vary depending on your movement.

The horizontal axis represents the amount of pressure you apply, and the vertical axis the parameter value output. A dot will move, showing you at which point of the curve you are. In other words, the more you press, the more the dot will go to the right, following the colour line.



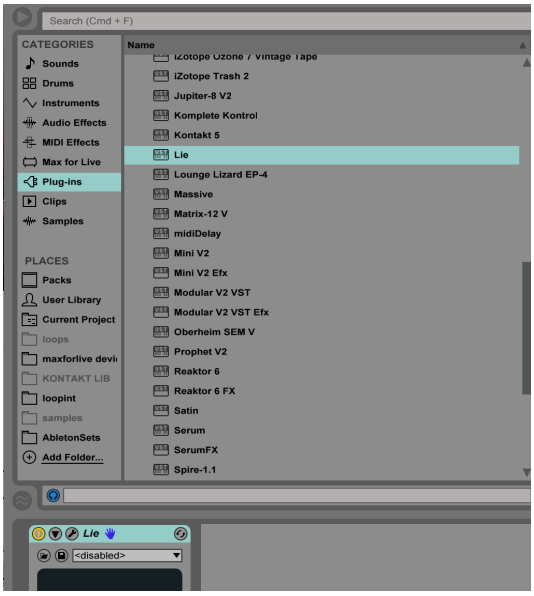
1. **Drop-down list :** Displays a selection of pre-defined curves.
2. **Bending :** Allows you to switch from a linear formula to an exponential or logarithmic formula.
3. **Hand-Draw :** allows you to draw a curve directly by hand
4. **Min/Max :** Lets you fine tune the minimum and maximum values.
5. **Flip Curve :** Inverts the curve, thus inverting the parameter's response to the **Shiftings**.
6. Clicking on this icon will hide the **Sensitivity Curve Editor** in favour of the **Scope**.

4. Workflow

4.1. DAW Setup

4.1.1. Ableton Live

To use Lié within Ableton Live, you must load Lié on a new MIDI Track. Make sure that your track is armed, and set the MIDI IN of your Track to "All MIDI Input". You can now play with Touché and Lié.
If Touché is not communicating with Lié, check that your track is armed, and make sure that the audio engine is on. If not, choose an audio device from Live's audio Preferences. (Live > Preferences > Audio). You can also check that

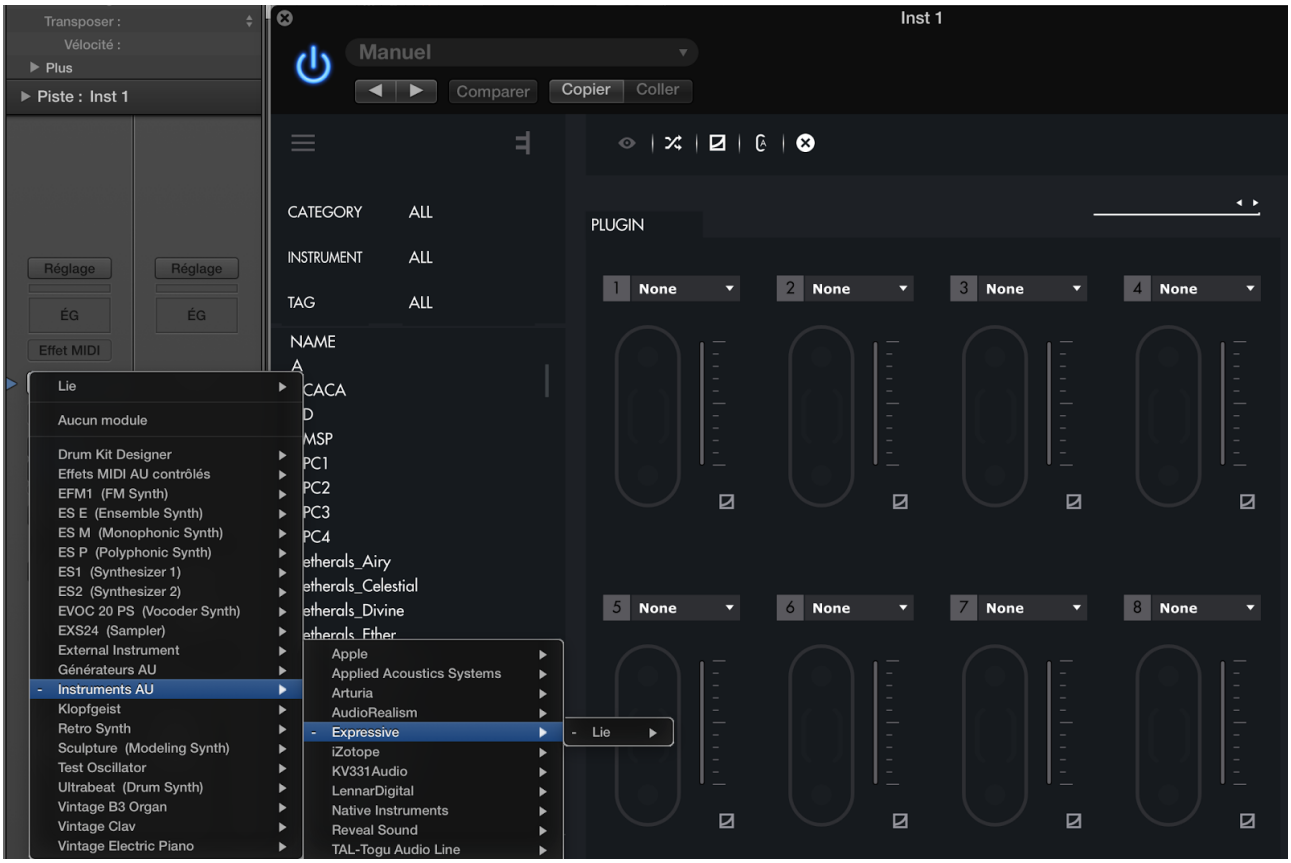


the “Track” MIDI input of Touché is "On" (Live > Preferences > Link/MIDI).

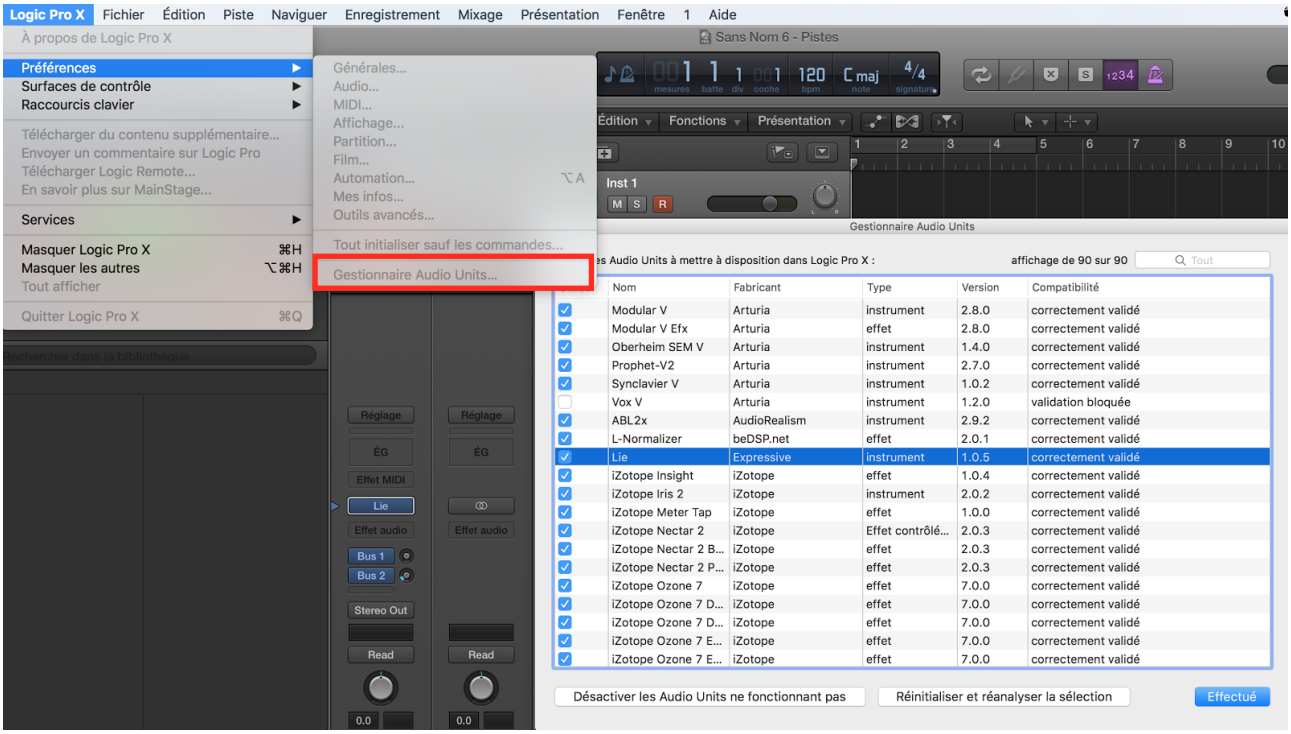
If you can't find Lié in your Plug-in list, make sure that you have set the right plug-in path in Live’s preferences (Click on Live > Preferences > File/Folder)

4.1.2. Logic Pro

To use Lié in Logic Pro, you must load Lié on a new MIDI Track. Make sure your track is armed and the MIDI IN of your Track is on "All MIDI Input". You can know play with Touché and Lié.

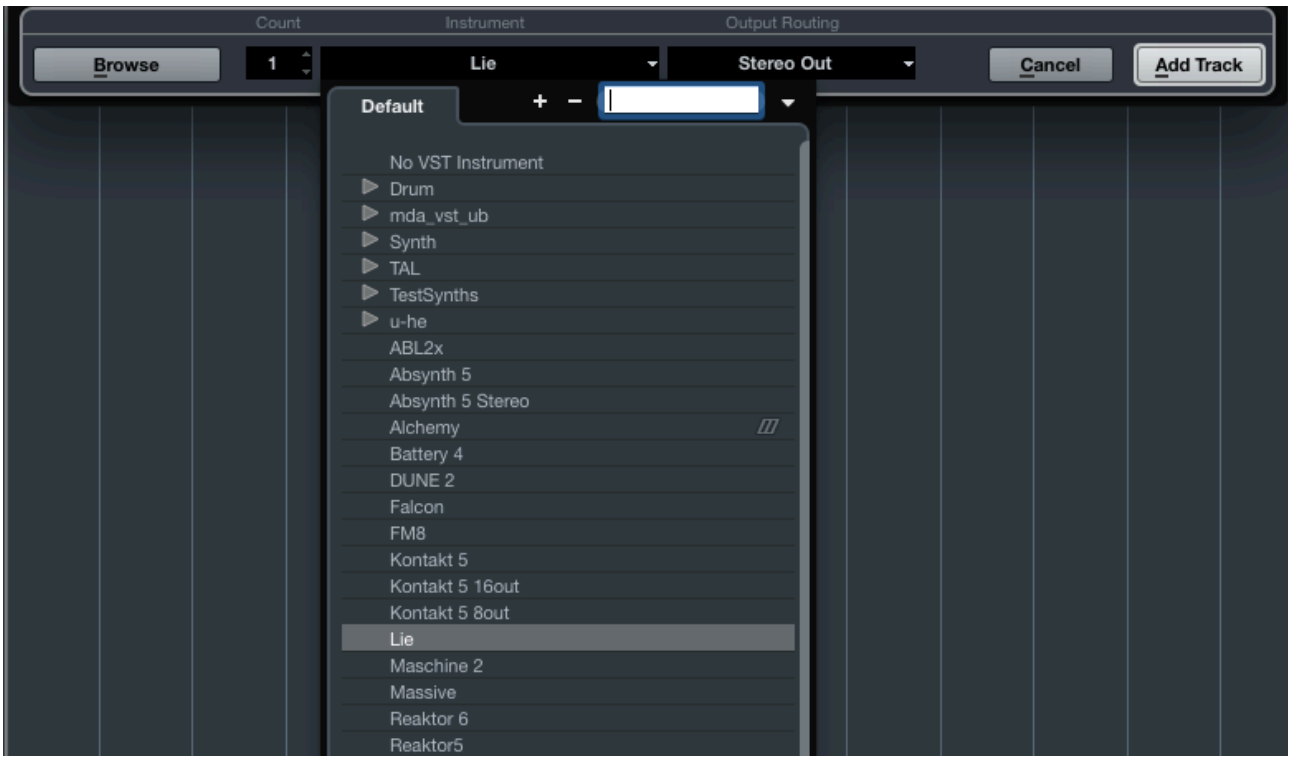


If you can't find Lié in your Plug-ins, make sure Lié is activated (click on Preferences > Audio Unit Manager)



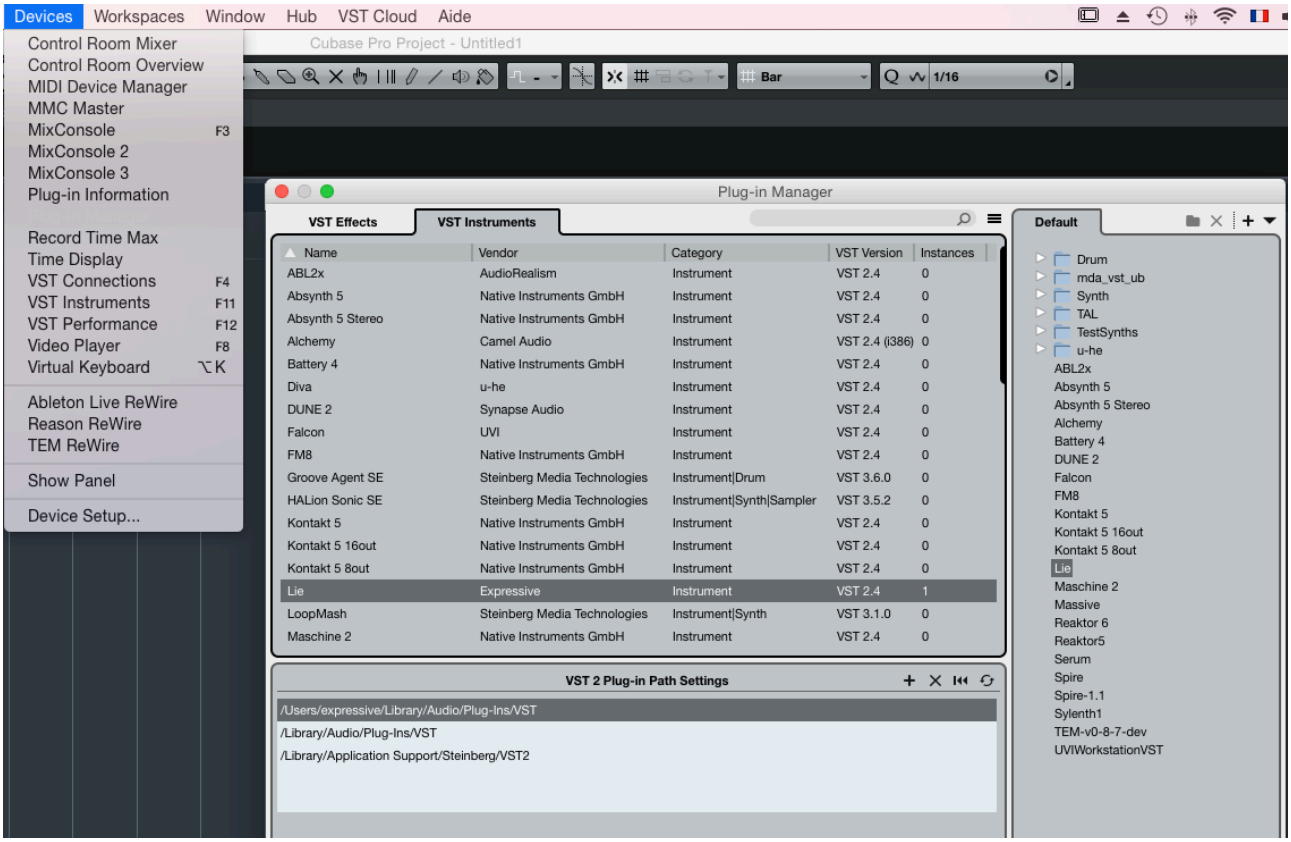
4.1.3. Cubase

To load Lié in Cubase , you must add a new MIDI track or click on the instrument selection from an existing track. Choose the synth part layer and select Lié.

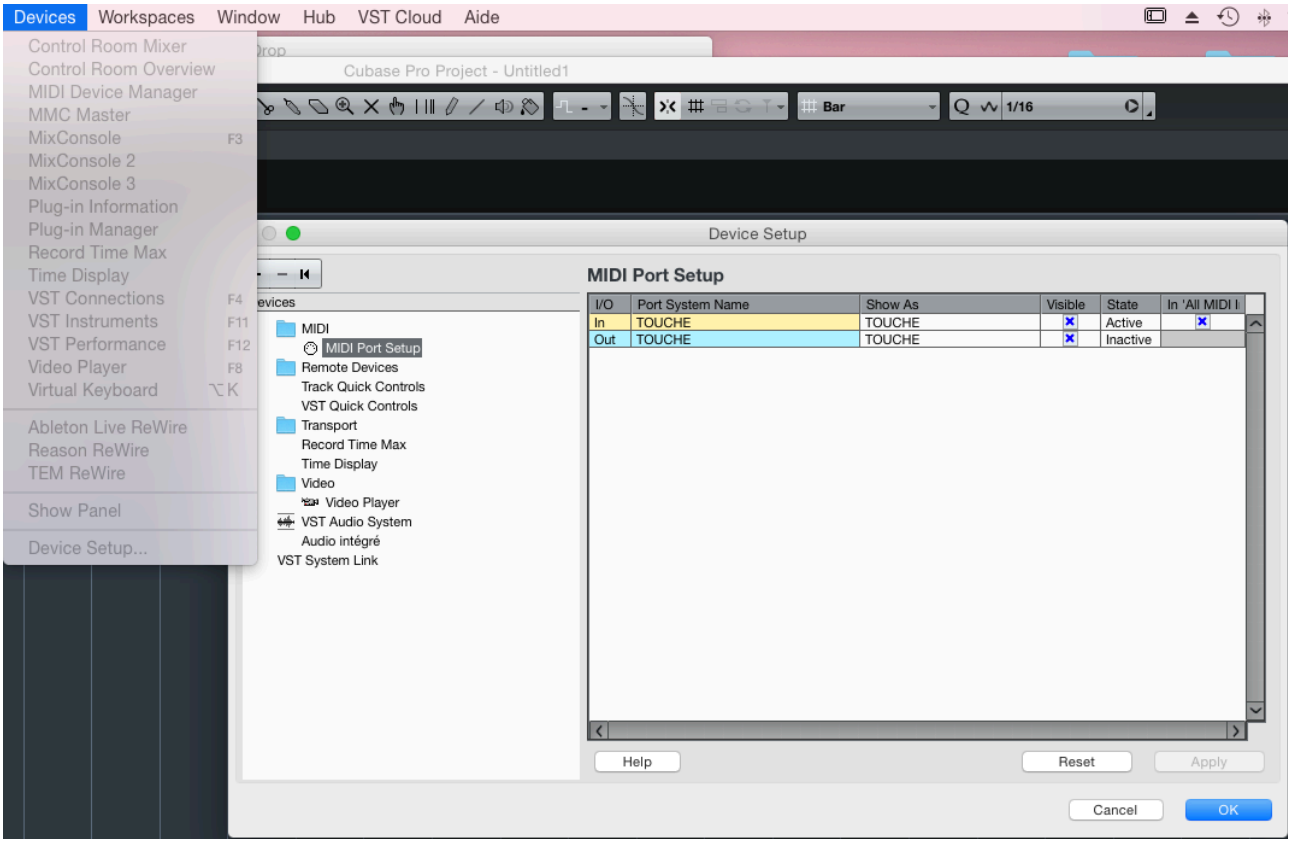


Make sure that your track is armed and that the MIDI IN of your Track is on "All MIDI Input".

If you can't find Lié in the instrument selection, make sure Cubase has the right plug-in path (Devices > Plug-in Manager > VST Instruments > Settings).

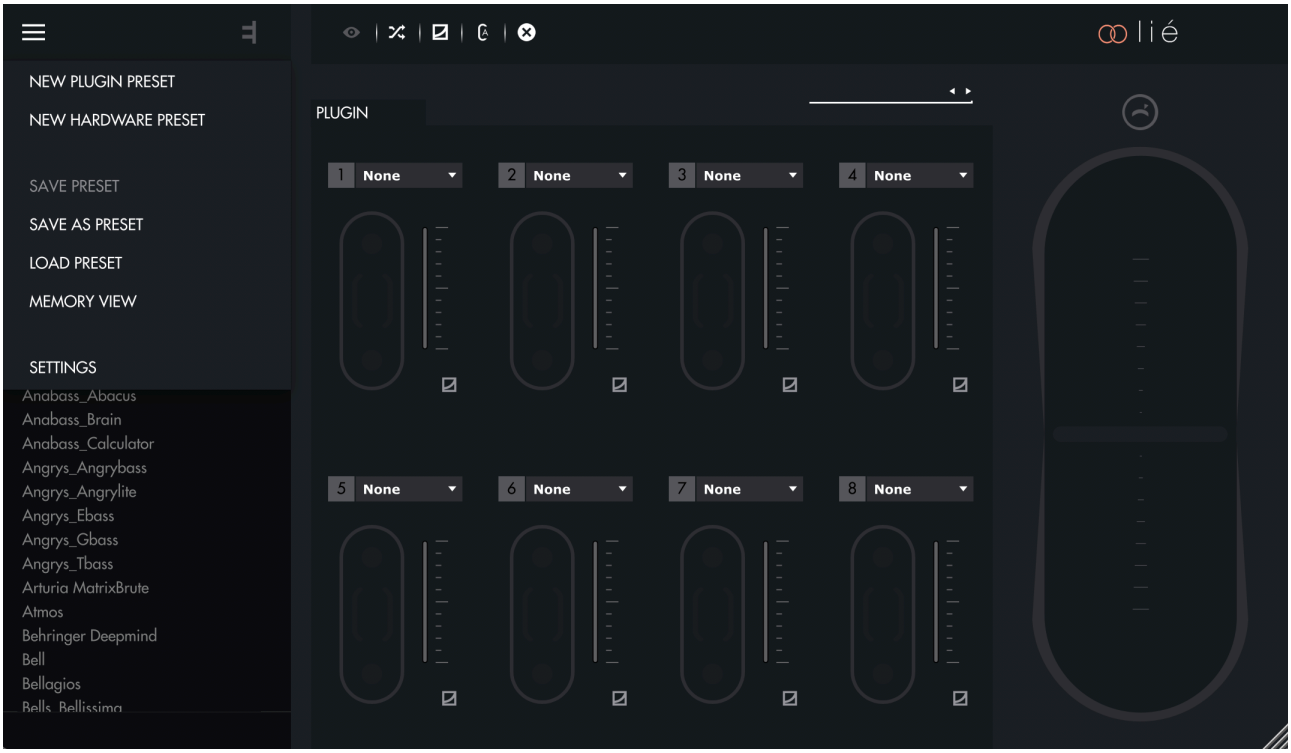


If Touché is not communicating with Lié, check that your track is armed, and make sure that the MIDI IN of Touché is active in Device > Device Setup > MIDI > MIDI Port Setup.

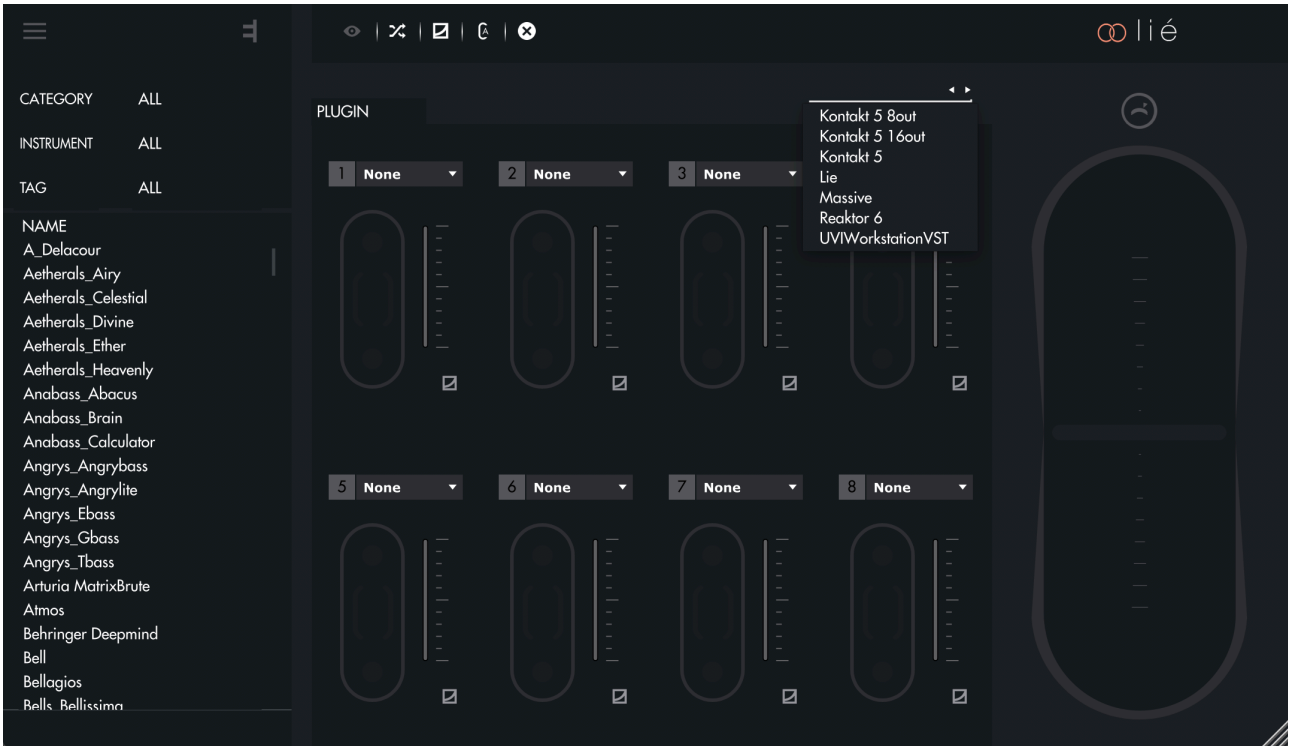


4.2. Creating a sound

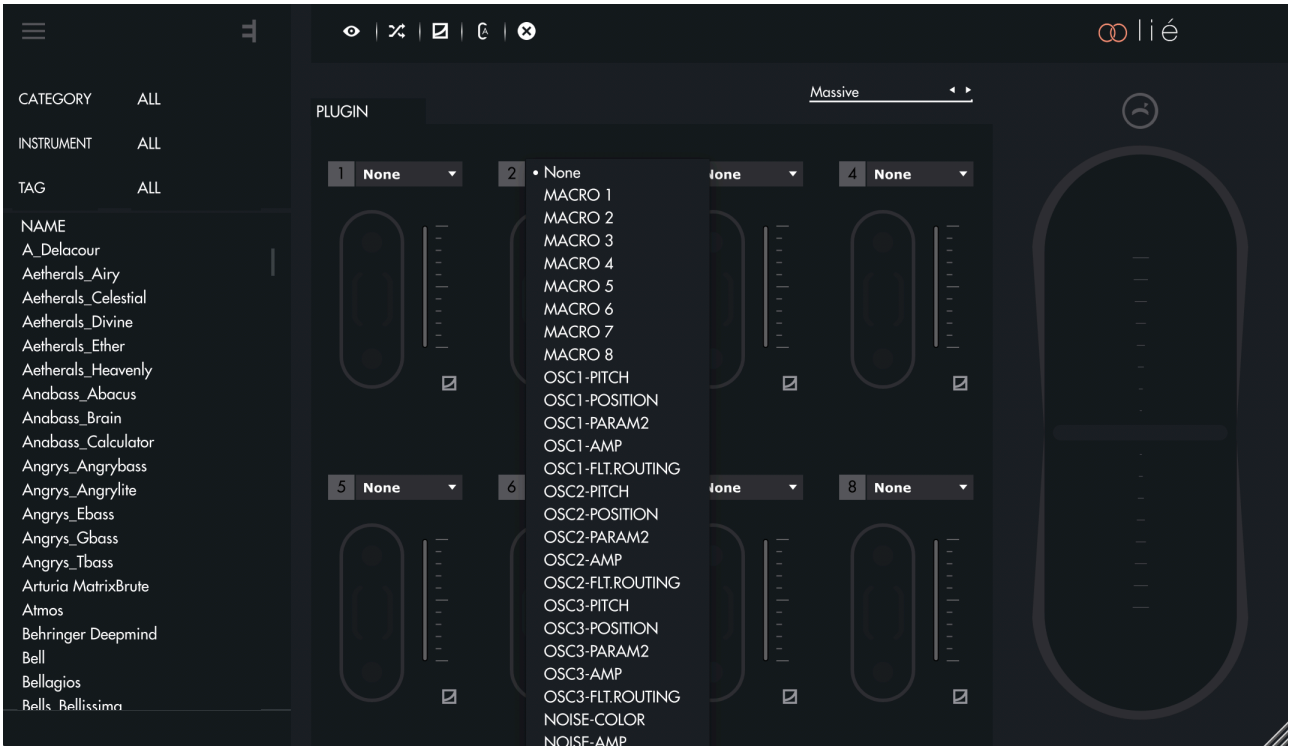
1. Click on “NEW PLUGIN PRESET” in the **Menu**



2. Select your Plugin

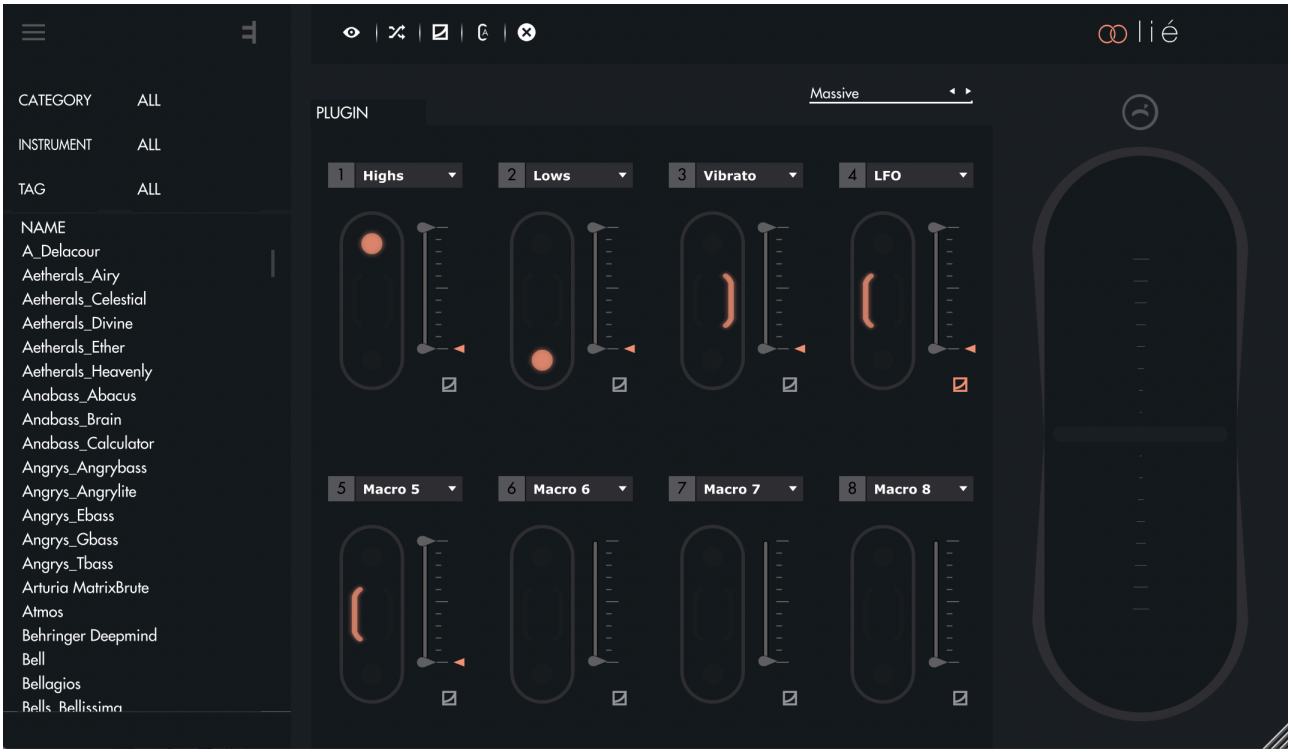


3. Map the parameters you wish to control either by selecting them from the drop-down list above one **Slot**

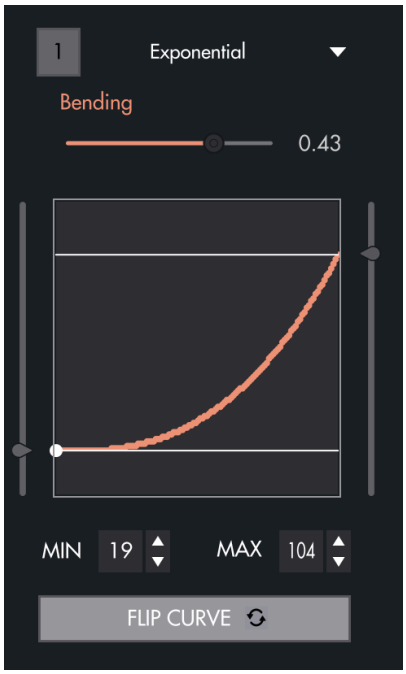


4. Or by clicking on the **Instrument View** in the **Toolbar** to use our mapping features

5. Assign parameters to **Shiftings** for each **Slot** you wish to use.



6. Play with your newly created preset, and adjust the min/max values and curve of each **Slot** if needed.



Once you're happy with your sound, you can save your new preset by clicking on "SAVE AS PRESET" in the **Menu**.

4.3. Adjusting your sensitivity

Lié and Touché offer several ways to adjust the sensitivity of Touché. Note that the sensitivity of Touché can be affected by how it is calibrated. Touché self-calibrates each time you power it with its USB cable (learn more in the **Concept** section).

4.3.1. By Parameter

You can adjust Touché's sensitivity by changing each **Slot**'s curve (see **Sensitivity Curve Editor**). This allows you to have different sensitivity responses for different parameters, and build really complex and organic sounds, with layers triggering at different pressure thresholds.

4.3.2. For the Top and Bottom Shiftings

You can adjust the sensibility level of top and bottom **Shiftings** by turning the **Encoder**.

Increasing sensitivity will decrease the amount of pressure needed to reach the **Shifting**'s peak value : with a higher level of sensitivity, you will need a smaller depth to reach the maximum of the **Shifting**. At maximum sensitivity, a slight push (only a few millimetres) is enough to reach the maximum value of the **Shifting**, whereas at minimum sensitivity it requires a strongest push for the same effect. A high sensitivity is often suitable for percussive playing, while progressive and precise movements which demands more control may need a lower sensitivity level.

4.3.3. For the Left and Right Shiftings

Changing the **Slider** position will change the stiffness of left and right **Shiftings**. By placing the **Slider** on the bottom position, it will loosen the right and left **Shiftings** and thus increase sensitivity. By placing the **Slider** on the upper position, it will stiffen the right and left **Shiftings** and thus increase control and precision.