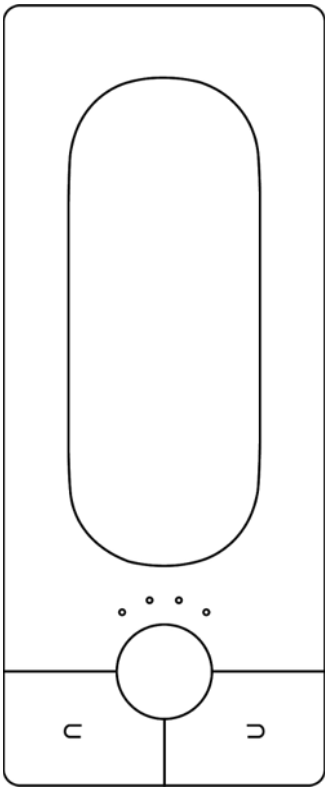
touché | se

USER MANUAL



EXPRESSIVE

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1. Introduction

1.1. Downloads & Updates

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

You can find the latest version here : **https://www.expressivee.com/downloads**

1.2. Installation

Once Lié is downloaded, you can start the installation : Double click on "Lié.dmg" (“Lie.exe“ for Windows users) 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.

In order to have Lié’s factory presets, double click on "UVI Workstation.pkg" to install it, and follow the instructions (this part is included in the Windows installer of Lié) . 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 SE is calibrated when you power Touché SE. Therefore, when plugging Touché SE to your computer, please make sure that Touché SE 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 SE, either from a computer or from a **standalone** power source.

Then, on your computer, open Lié in a DAW, It will invite you to update Touché SE’s firmware and to scan your Plugins (Caution : When performing the firmware update, your Touché SE needs to be connected directly to one of your computer’s USB ports using the Expressive E USB cable that comes with the unit). If you skip those steps, you still can perform them in the **Settings**.

You are now ready to discover Touché SE !

2. Touché SE

2.1. Overview

2.1.1. What is Touché SE ?

Touché SE is an instrument that gives you a unique tactile approach for virtual instruments. Shaping and controlling their sound with a simple pressure of your hands, Touché SE gives you a powerful and natural connection with your music.

Touché SE controls your plugins 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 plugins.

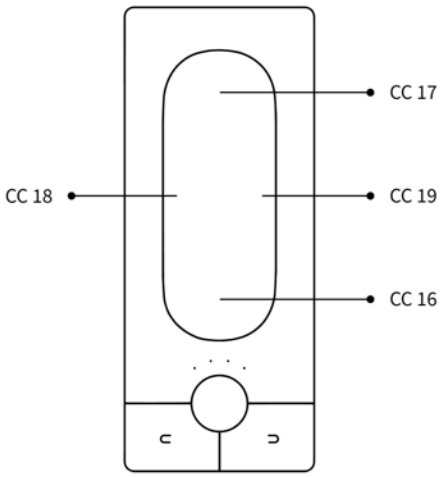
2.1.2. Slave and Standalone

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

- Slave : Touché SE is connected to Lié. Touché SE behaves as specified in Lié.
- Standalone : Touché SE is not connected to Lié. Touché SE behaves as specified in the internal configuration (learn more in the MIDI Setup section).

2.1.3. Default Behaviour

After the firmware update, all the slots of Touché SE'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

2.2. Mechanism

2.2.1. Concept

Touché SE reacts to the pressure and gestures you apply to the touch plate, which is called the **Skin**.

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

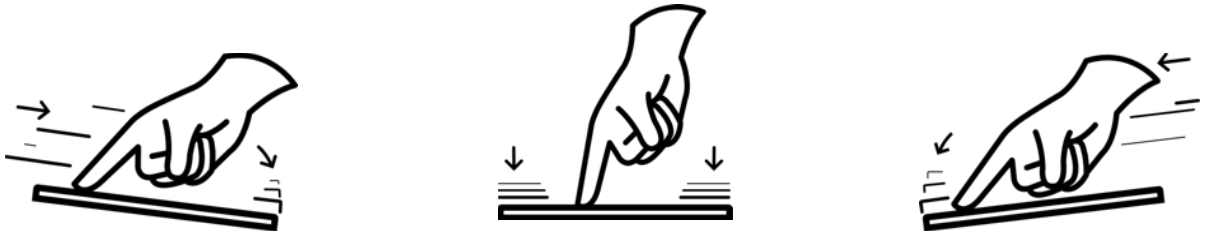
Those need to be calibrated before you play, it is automatically done when you plug Touché SE. Plug your Touché SE to your computer, and make sure that it is in a stable position (not moving, on a horizontal surface, and without touching the **Skin**), because it will be calibrated from this position. In other words, the rest position will be calibrated when you power Touché SE. This process is automatically done each time you power Touché SE, either from a computer or from any other USB power source. You can also re-calibrate Touché SE by pressing the left and right buttons simultaneously until the LEDs start blinking.

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.

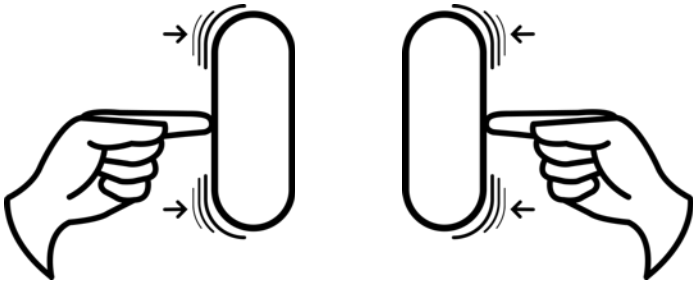
Depending on which part of the **Skin** you apply pressure on, the pressure will be more or less distributed onto the top or bottom Shiftings thanks to a lever arm mechanism. It gives you a great precision and control over the blending of both Shiftings.

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).

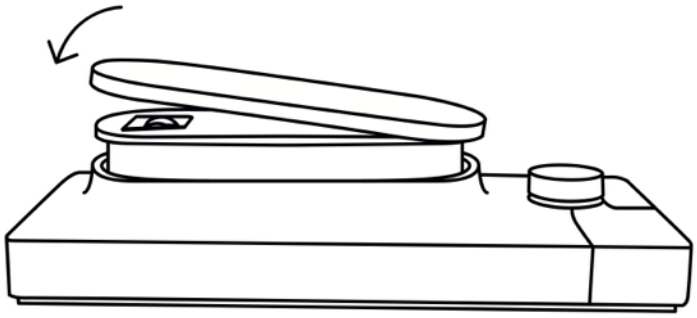


2.2.3. Skin

The touch plate at the top of Touché SE is conceived to give you a great, smooth instrumental touch. This skin is magnetized 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 plastic parts, otherwise the skin won't be properly magnetized.

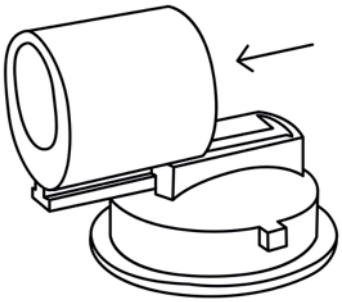


2.2.4. Cylinders

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

One is located just under the **Skin** , another is underneath Touché SE, 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 **Slave** mode, You can use the right and left buttons to navigate through Lié's presets. Pressing left and right buttons until the LEDs start blinking will re-calibrate Touché SE.

Moreover, in **Slave** mode, 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 SE'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 SE shows that it is freeze mode when its four **LEDs** are blinking. If you release your hand from Touché SE 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 SE. In the same way, push the encoder for 2 seconds to put Touché SE into standby mode. No LEDs will shine and you'll just need to push one of the buttons to wake Touché SE up again. Standby mode enables you to switch off your Touché SE without having to unplug it.

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.
- **Orange LEDs** display Touché SE sensitivity in **Standalone** mode.
- **Pink LEDs** display the bootloader mode : Touché SE is installing or waiting for a new firmware.
- **Blinking** light indicate that Touché SE is frozen : Pushing the **Encoder** will freeze the data sent from the four **Shiftings**. Pushing again the **Encoder** will unfreeze Touché SE.
- **Fast blinking white LEDs** for a short period of time confirms the re-calibration of Touché SE.
- **No shinning LEDs** (although Touché SE is connected to a power source) indicates that the Touché SE is in a standby mode. You'll just need to push one of the buttons to switch the Touché SE back on.

2.4. Connectivity

2.4.1. Ports

USB

Touché SE is USB powered. You can power it by plugging it to a compute. 0.1A from your USB port is required to power Touché SE.

In order to connect Touché SE, 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".

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 SE 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, preset recalling, tags...

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 : **MacOS** : Intel Core i5 1.4Ghz (or equivalent) / **Windows** : Core Duo (or later)
- RAM : **MacOS** : 4GB memory / **Windows** : 4GB
- **MacOS** : macOS 10.10 or later / **Windows** : Windows 10 64-bit

Minimum required to UVI Workstation :

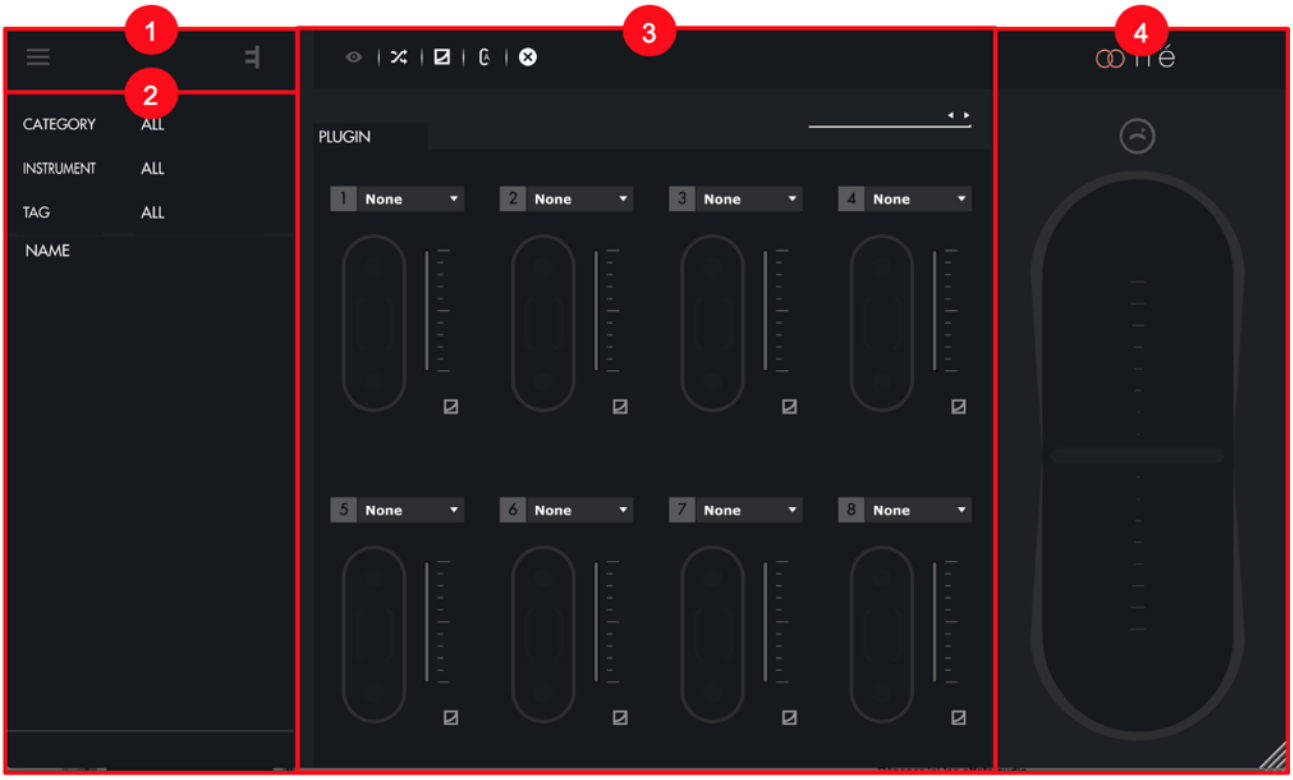
- Processor : Intel Core i5 2.5Ghz (or equivalent)
- RAM : 4GB memory (recommended: 8GB)
- 1GB hard drive space

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 Lié with your DAW, please refer to the **DAW Setup** section.

3.2. Interface

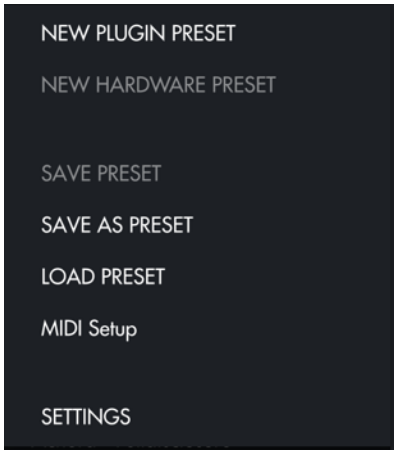


Lié is divided into four main parts :

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 SE.
4. **Scope** : Displays the pressure you're applying on Touché SE. This area can also display the **Sensitivity Curve Editor**.

3.2.1. Menu

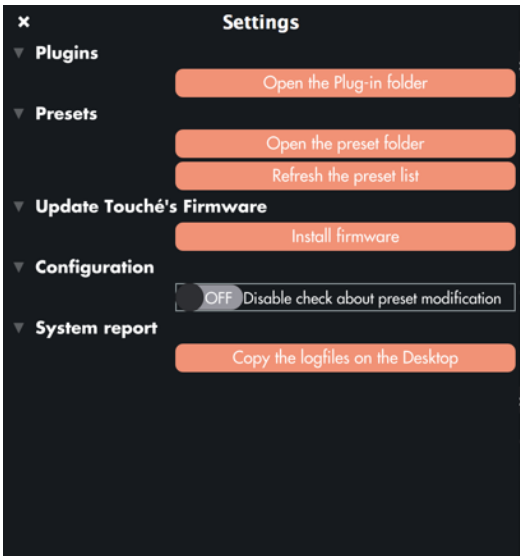
You can access the Menu by clicking on the icon. The Menu contains the following functions :



- **NEW PLUGIN PRESET :** Opens an empty **plug-in preset** in order to use Lié with your software instruments.
- **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.
- **MIDI SETUP :** It allows you to change the unique internal Midi configuration for standalone use.
- **SETTINGS :** Opens Lié **Settings**.

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

3.2.2. Settings



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

- **Plugins :** 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, “Plug-in Folder” 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 - Open the preset folder :** Displays the preset folder in the Finder. Presets available in the **Browser** are saved in this folder.

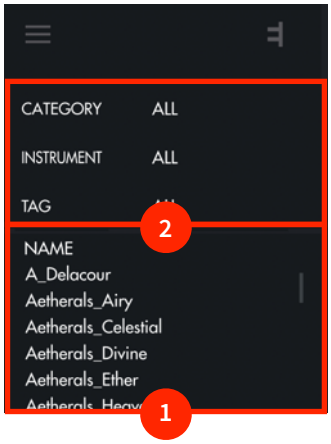
- **Preset - Refresh the preset list :** Updates Lié’s **Browser**. Updating the **Browser** is useful when you make changes in the Preset Folder whilst Lié is still open.

- **Copy the logfiles to the desktop :** 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**.

- **Install Firmware :** Click on “Install firmware” to start the update. Do not unplug Touché SE or quit Lié while the firmware is updated. This operation may take a few moment. While the firmware is updated, Touché SE’s **LEDs** are pink, meaning that Touché SE is in bootloader mode. If the firmware’s update fails, Touché SE will stay in this mode, waiting for a new firmware. You can force Touché SE to switch to bootloader mode by pressing both **Buttons** and the **Encoder** at the same time when plugging Touché SE. If you’re using a DAW within Windows and you try to perform a firmware update, it is possible that Lié sends you a message saying you have to disable the MIDI inputs of Touché SE within your DAW MIDI settings. This is because your DAW is blocking the MIDI connection which needs to be used exclusively by Lié in order to perform the update. To solve this issue, please head to the preference menu of your DAW, choose the MIDI section and deactivate the inputs & outputs named “TOUCHE_BOOTLOADER”.

- **Disable check about preset modification :** disable the pop-up window which appears when you change a modified preset without saving it.

3.2.3. Browser



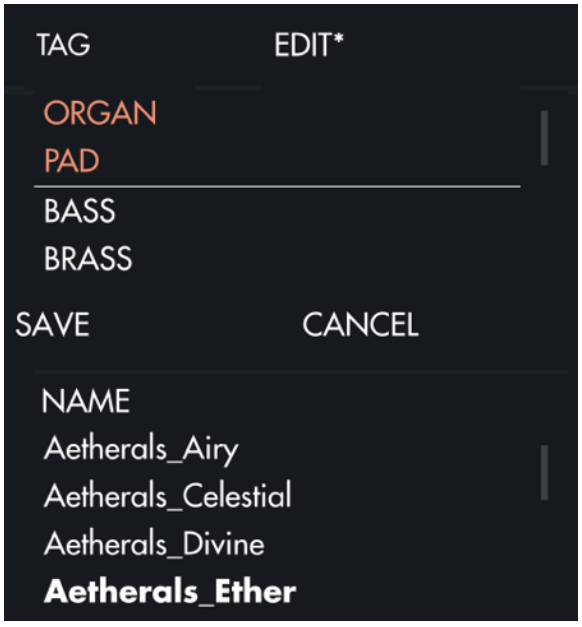
1. Preset List

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.

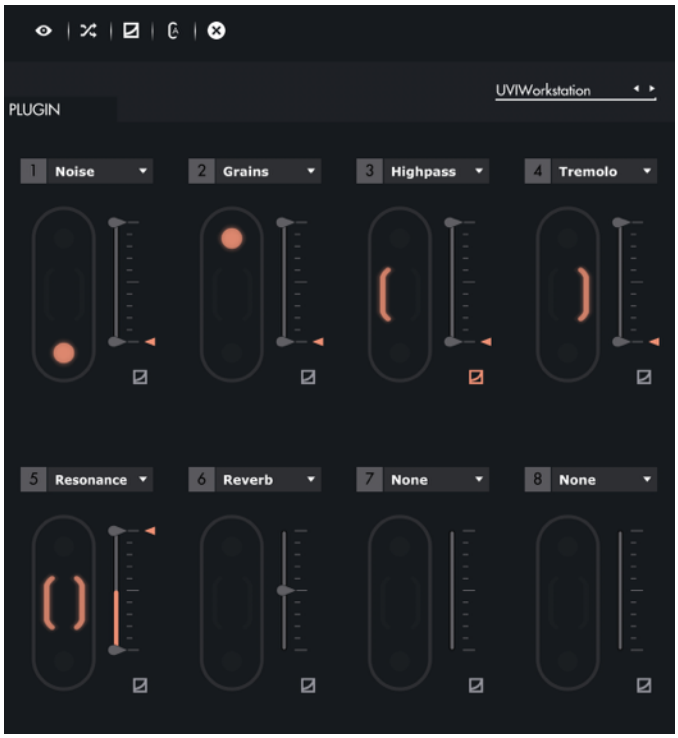
2. Filters & Tags

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

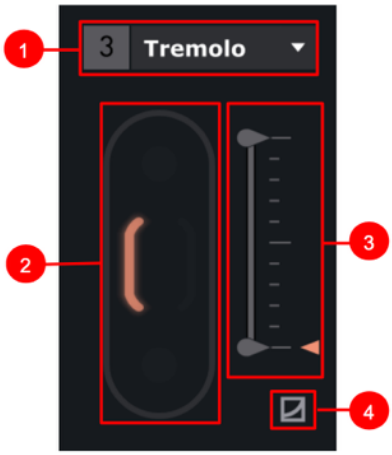
- **INSTRUMENT :** This filter allows you to refine your search by selecting one or more instrument. For example, selecting Diva and UVI Workstation will show all the presets created with Diva and UVI Workstation.
- **TAG :** Tags allow you to find presets by types of sound. If you select several tags, 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.



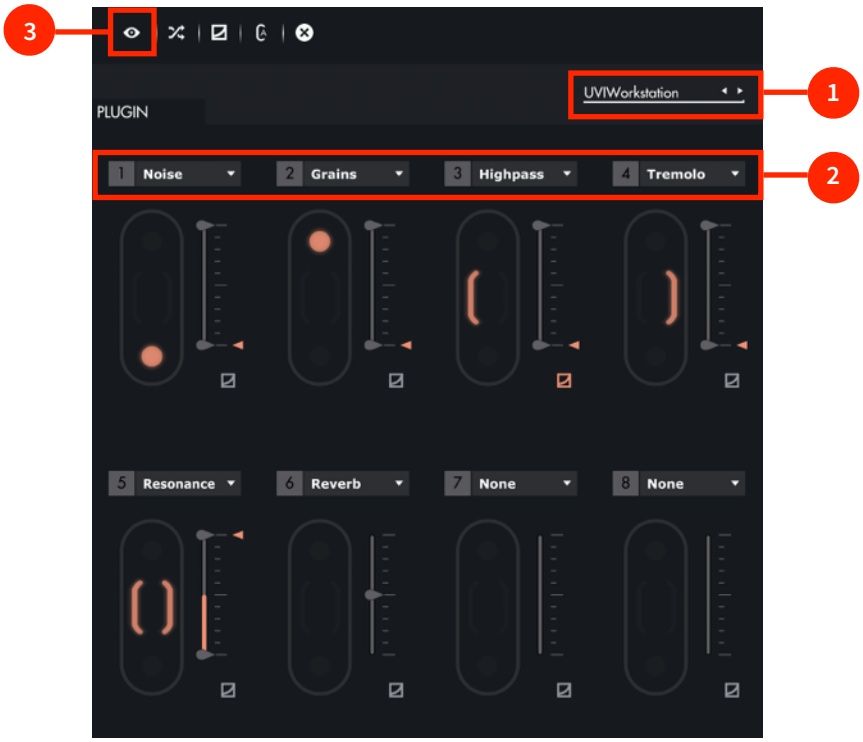
Slots

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 SE.
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.
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.

3.2.7. MIDI Setup

The MIDI Setup allows you to assign MIDI messages to Touché SE shiftings when you use Touché SE without Lié.

Click on “MIDI Setup” button in the **Menu** to open it.

For each slot you can assign a sensor of Touché SE to a specific CC message by selected it from the drop-down list above each slots. Like in a software preset, you will be able to access shifting selection, min/max and curves.
In this panel, you can also select the MIDI channel output of Touché SE for this configuration in standalone mode.
When you’re glad of your configuration, click on SAVE SETUP to save it in the device.
When you open the MIDI SETUP, the panel display the actual configuration of your Touché SE.

3.2.8. Scope

The Scope is a visual display of Touché SE's **Shiftings**. Whenever you press on Touché SE, 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 of the hosted plug-in.

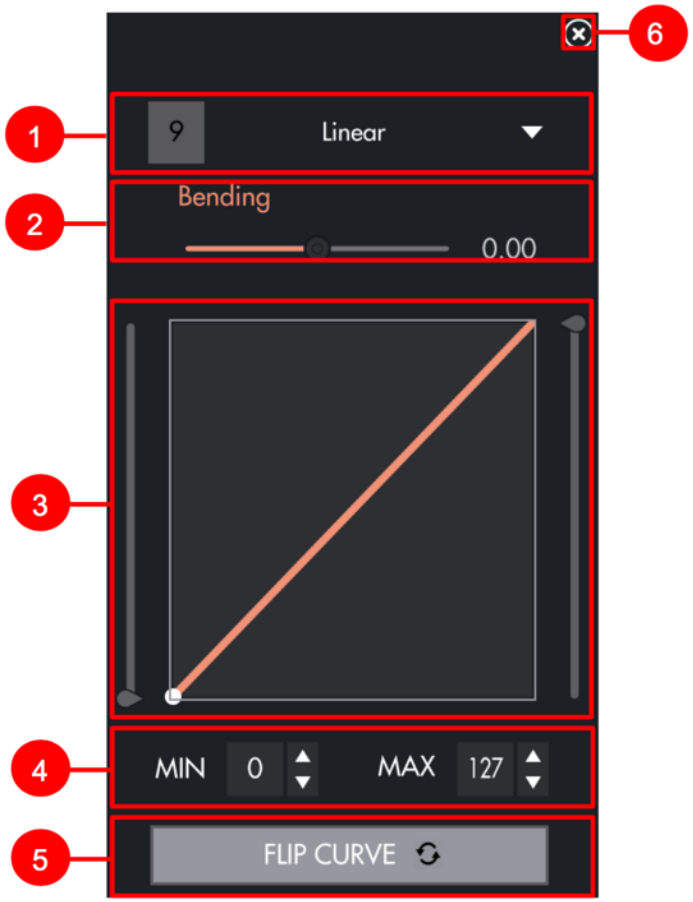
To deactivate the pitch bend button, simply click on it again.

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 SE'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.



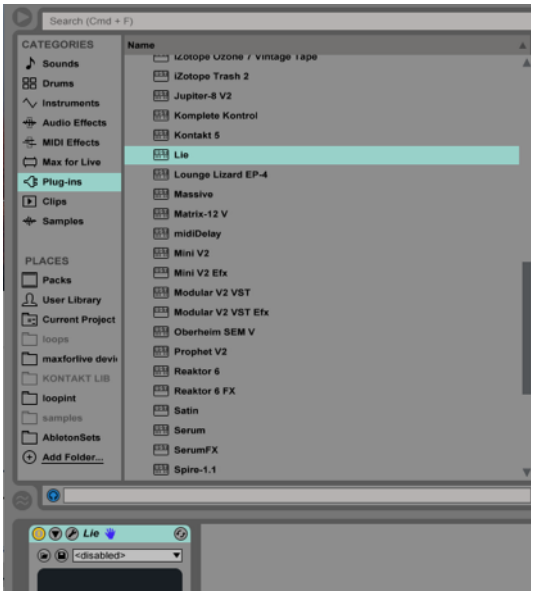
1. **Drop-down list :** Displays a selection of pre-defined curves.
2. **Bending :** Allows you to switch from a linear formula to an exponential or logarithmic formula.
3. **Hand-Draw :** allows you to draw a curve directly by hand
4. **Min/Max :** Lets you fine tune the minimum and maximum values.
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 SE and Lié.
If Touché SE 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

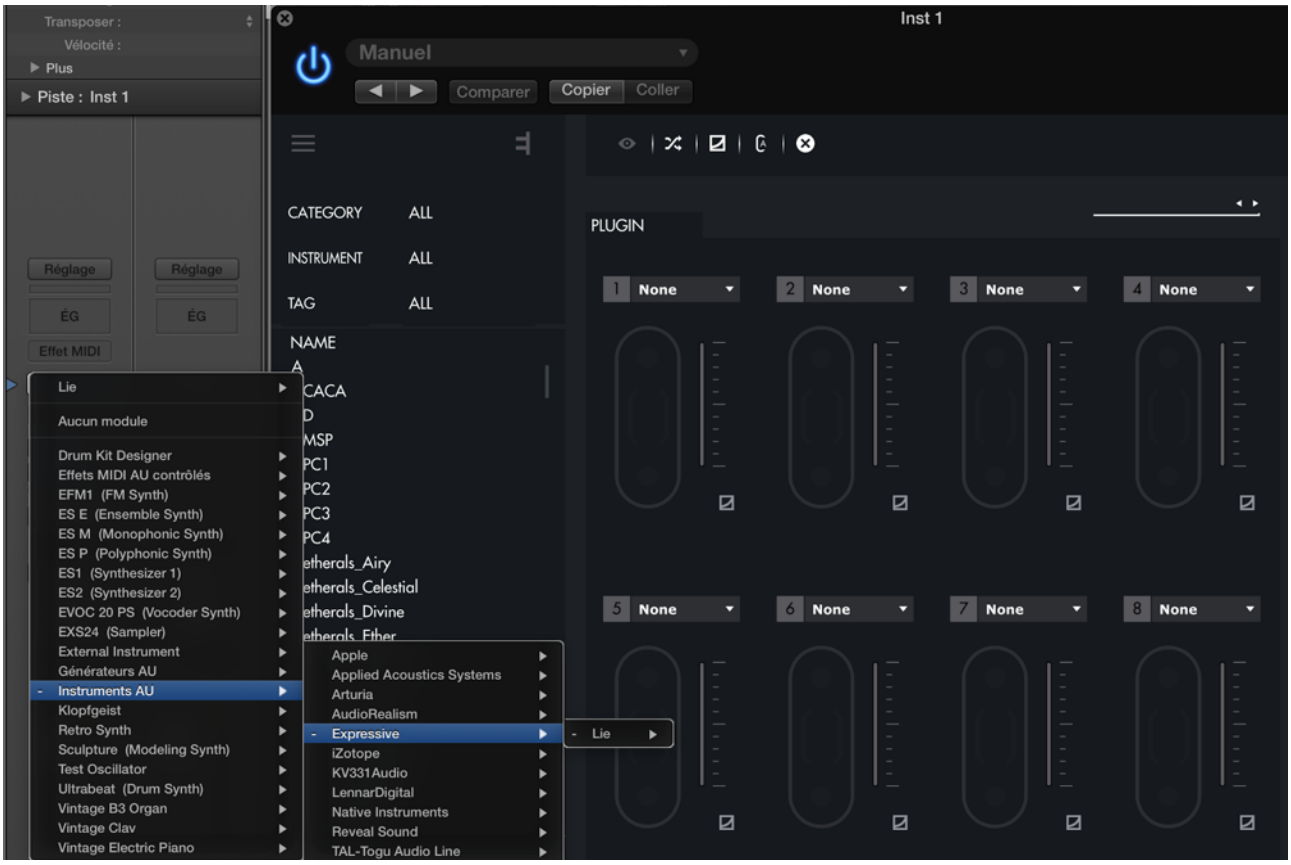


that the “Track” MIDI input of Touché SE is "On" (Live > Preferences > Link/MIDI).

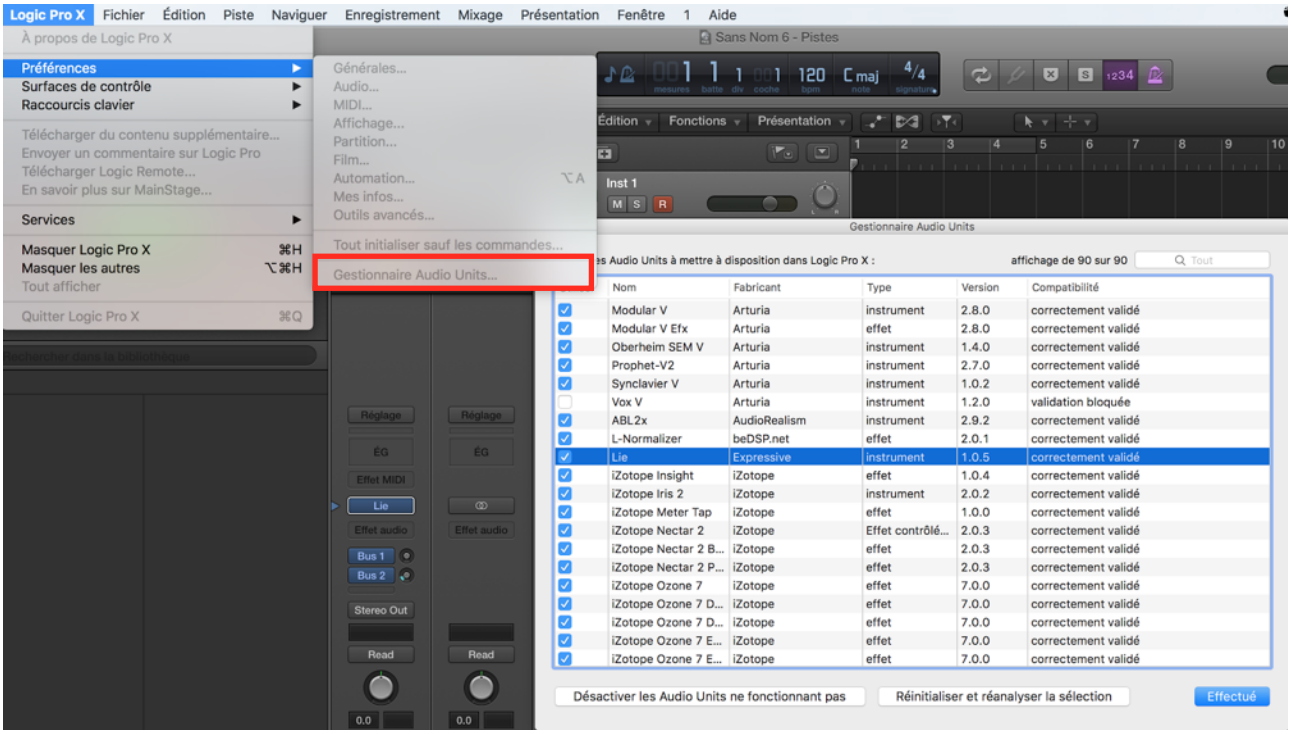
If you can't find Lié in your Plug-in list, make sure that you have set the right plug-in path in Live’s preferences (Click on Live > Preferences > File/Folder)

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 now play with Touché SE and Lié.

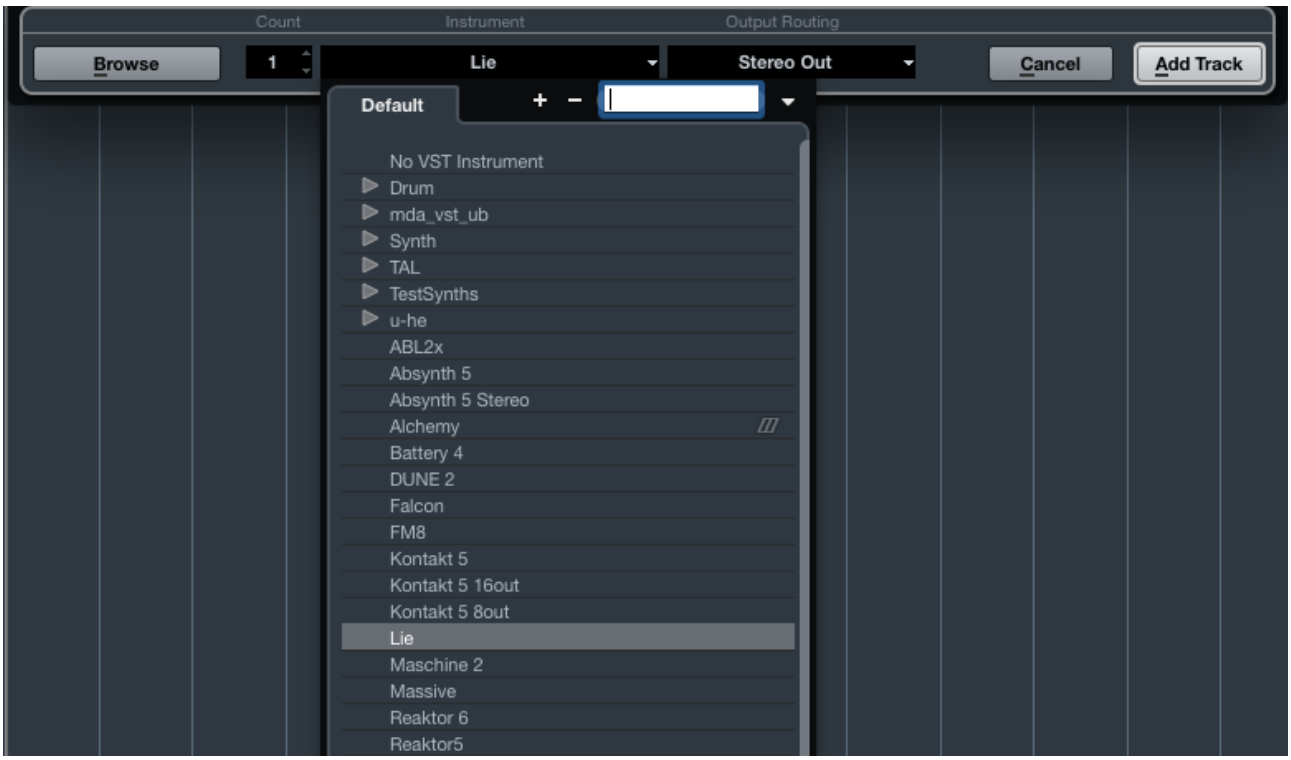


If you can't find Lié in your Plug-ins, make sure Lié is activated (click on Preferences > Audio Unit Manager)

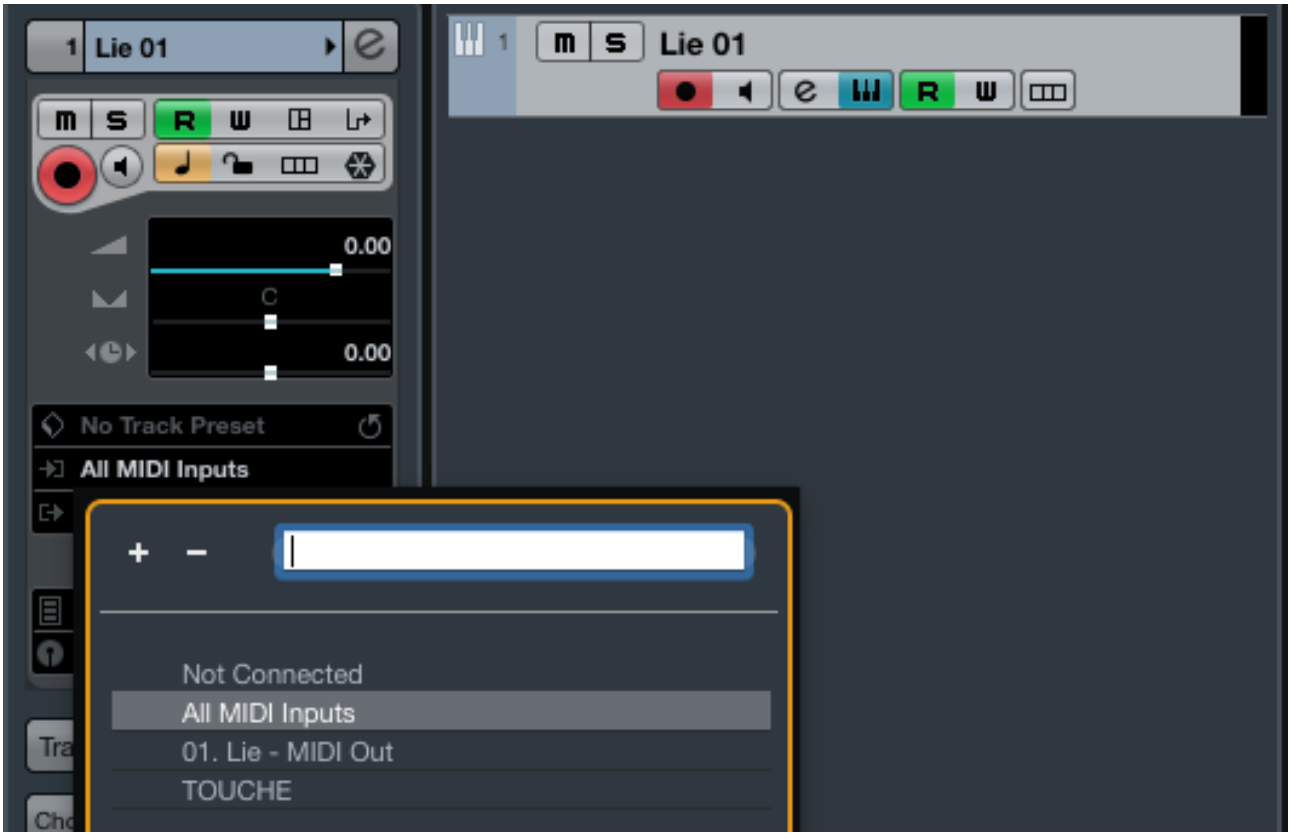


4.1.3. Cubase

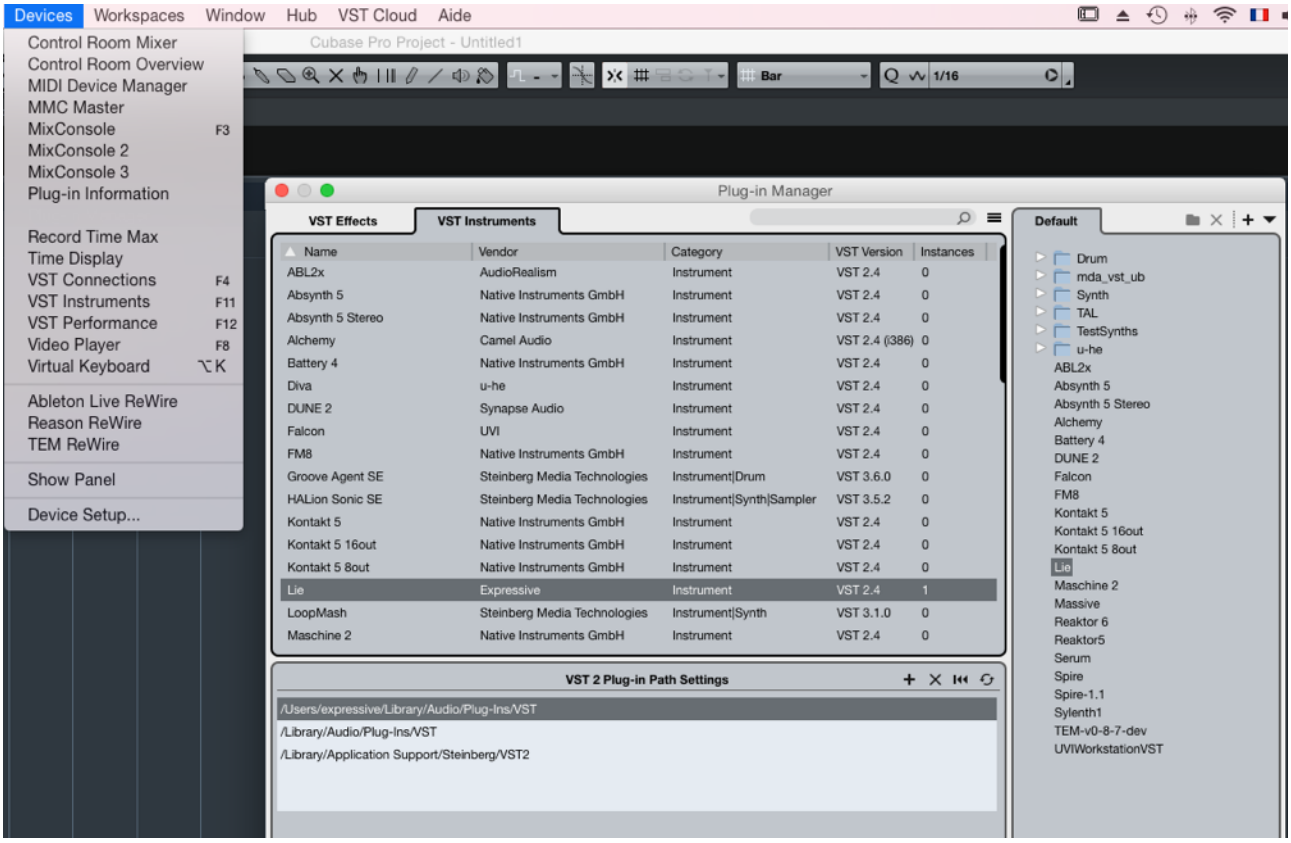
To load Lié in Cubase , you must add a new MIDI track or click on the instrument selection from an existing track. Choose the synth part layer and select Lié.



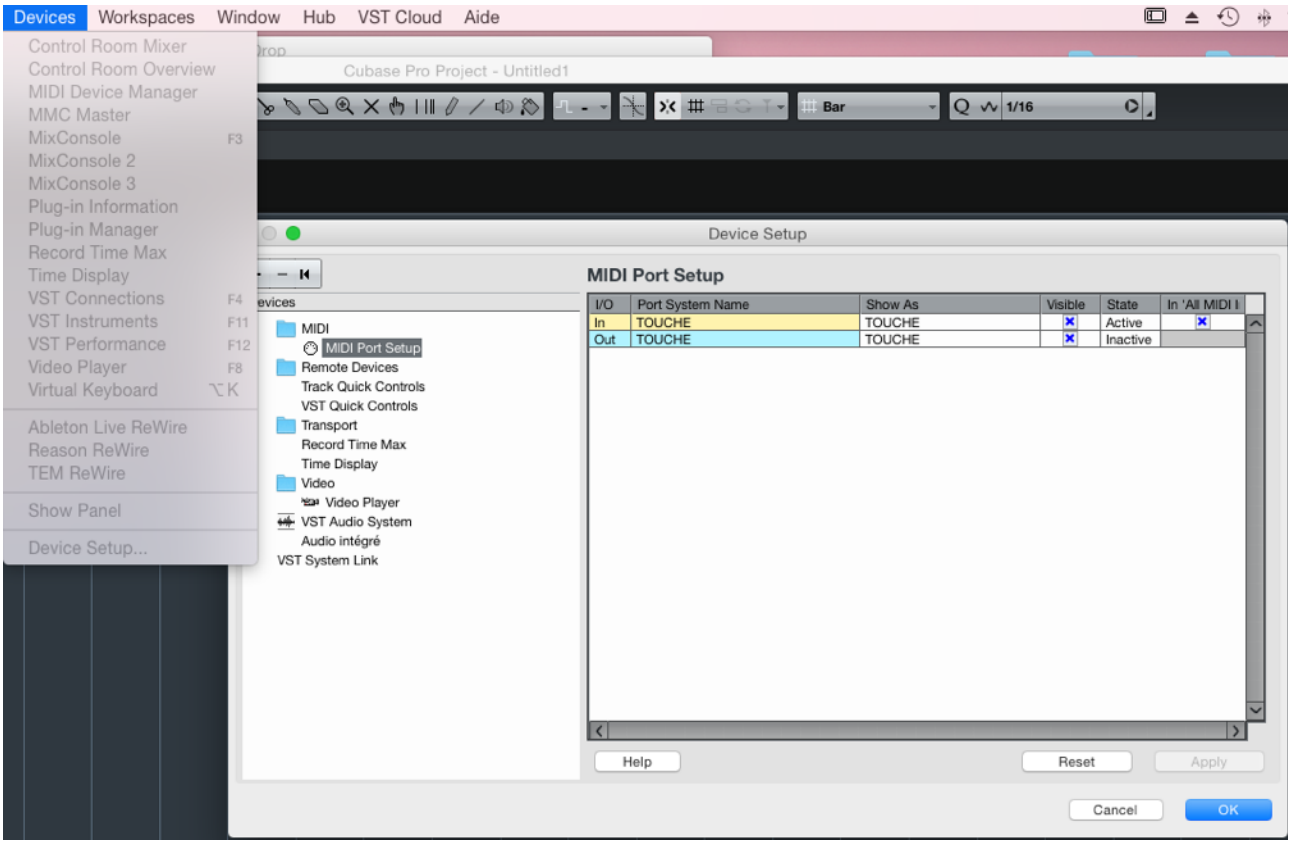
Make sure that your track is armed and that the MIDI IN of your Track is on "All MIDI Input".



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).

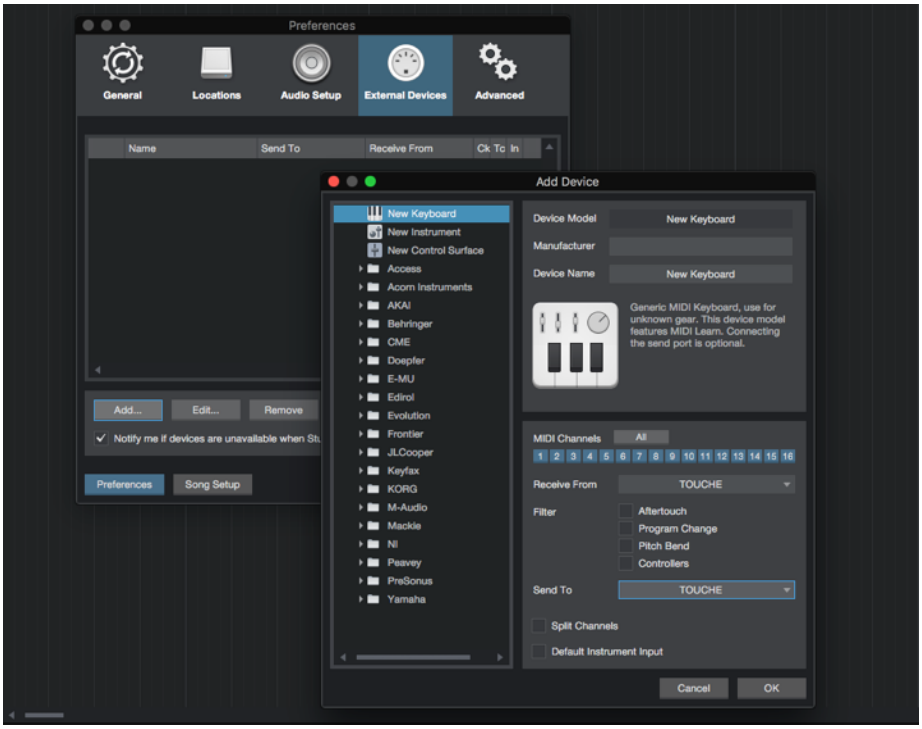


If Touché SE is not communicating with Lié, check that your track is armed, and make sure that the MIDI IN of Touché SE is active in Device > Device Setup > MIDI > MIDI Port Setup.

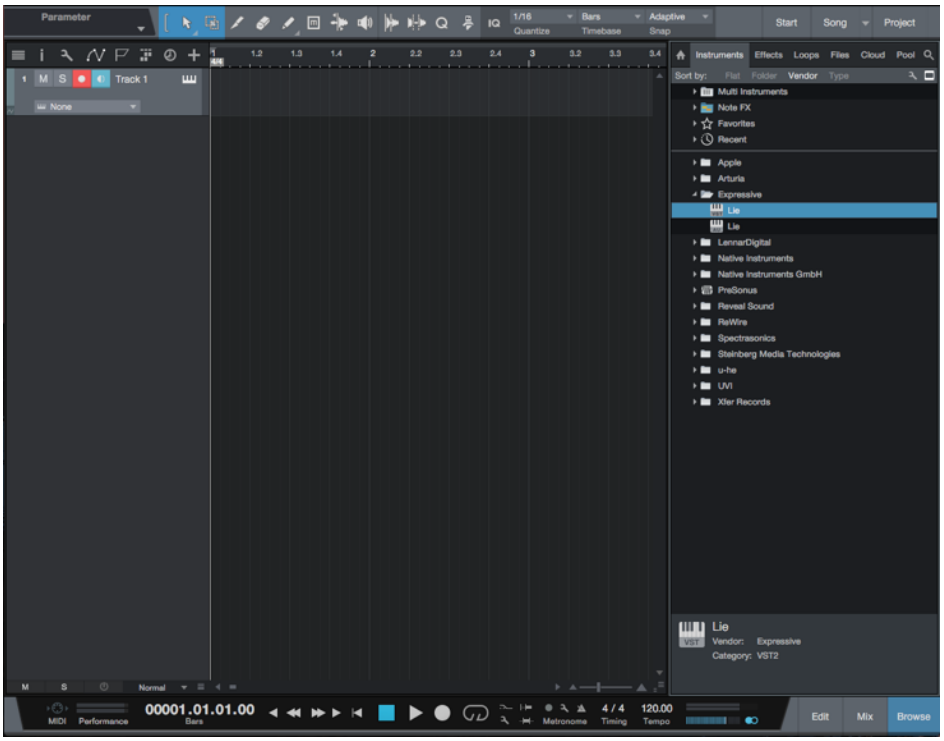


4.1.4. Presonus Studio One

First, add Touché SE as a new midi device. To do this, go to Preferences>External Devices>Add.Select “New Keyboard”, then select TOUCHE for “Receive From” and “Send To”.

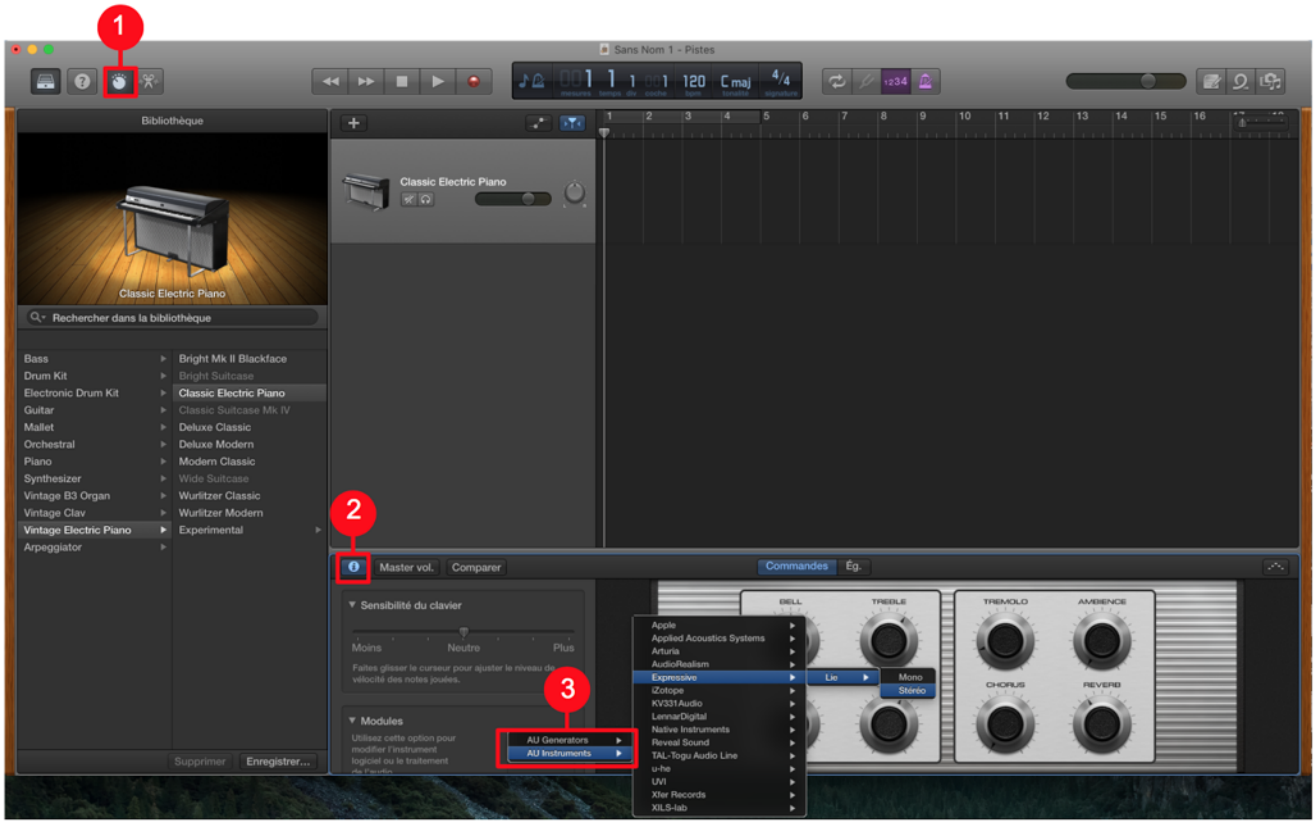


Then, load Lié on a new Instrument Track. Make sure your track is armed and the MIDI IN of your Track is on "All MIDI Input". You can now play with Touché SE and Lié.



4.1.5. GarageBand

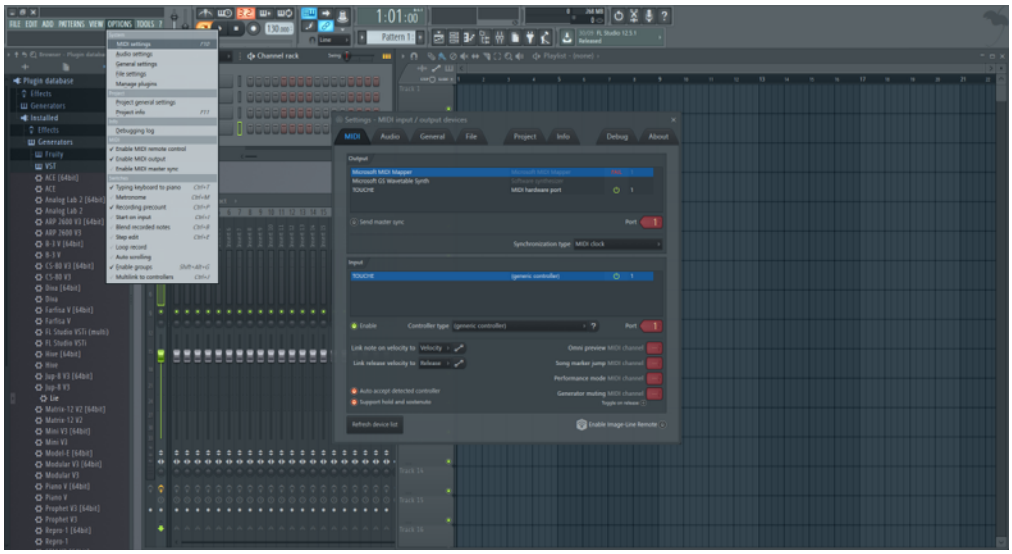
To open Lié in GarageBand, click on SmartControl (1), then on Inspector (2) and select Lié in AU Instruments



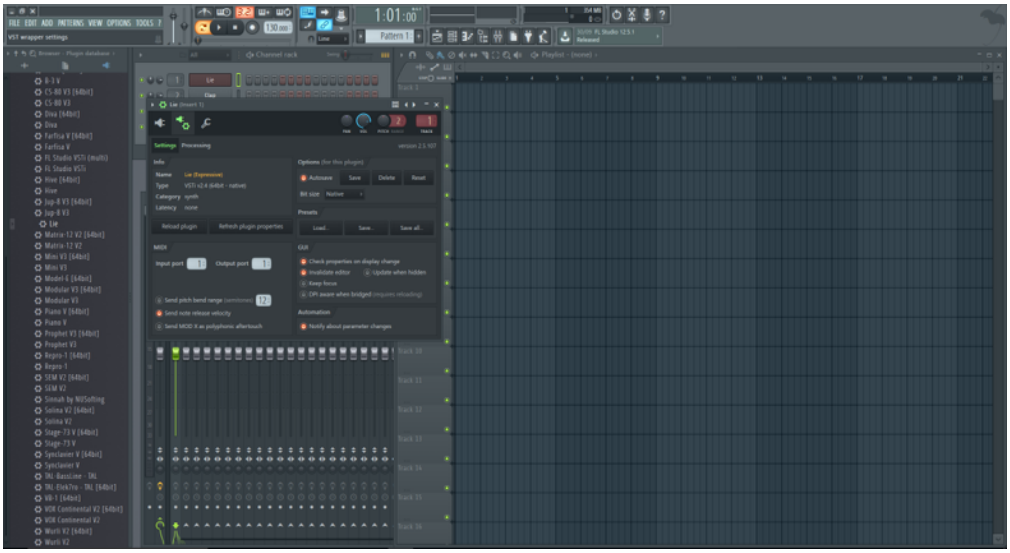
4.1.6. Fruity Loop

Scan Plugin to find Lié

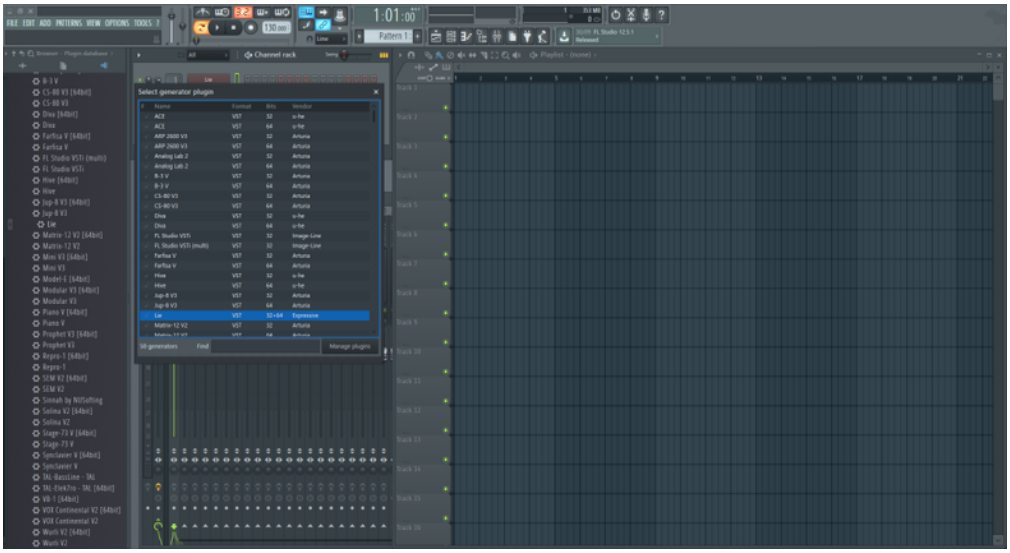
Options > Manage Plugin. Select your Plugin Path and "Start Scan".



Enable Touché SE as MIDI Device
Options > MIDI Settings. Clic on "Enable" for Touché SE input and select a Port.



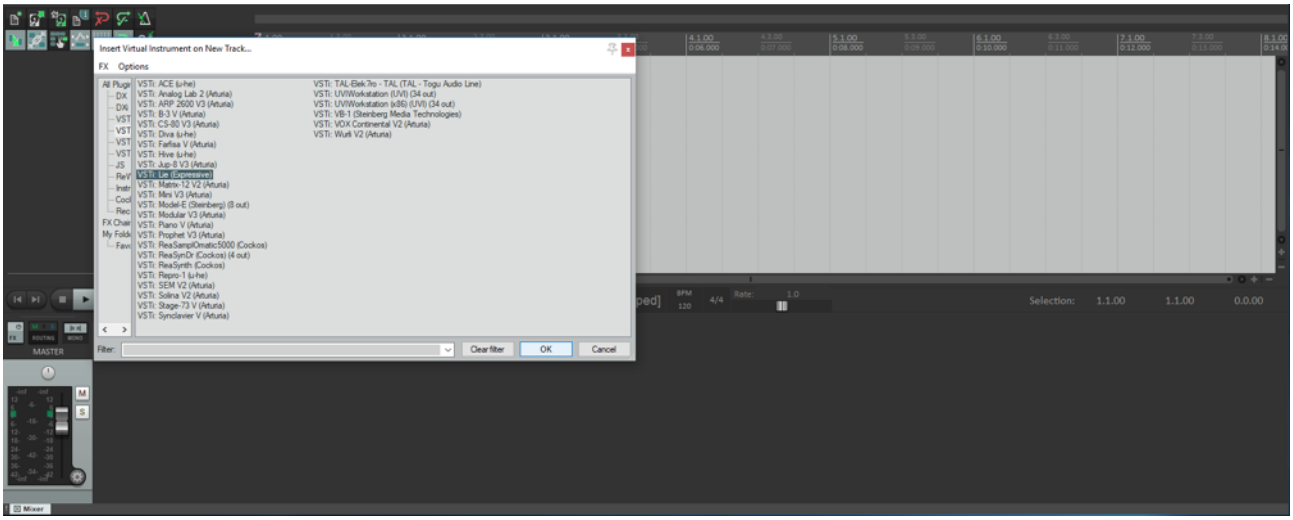
Loading Lié
Load Lié on a track and clic on "VST wrapper settings" (gearing and speakers icon)



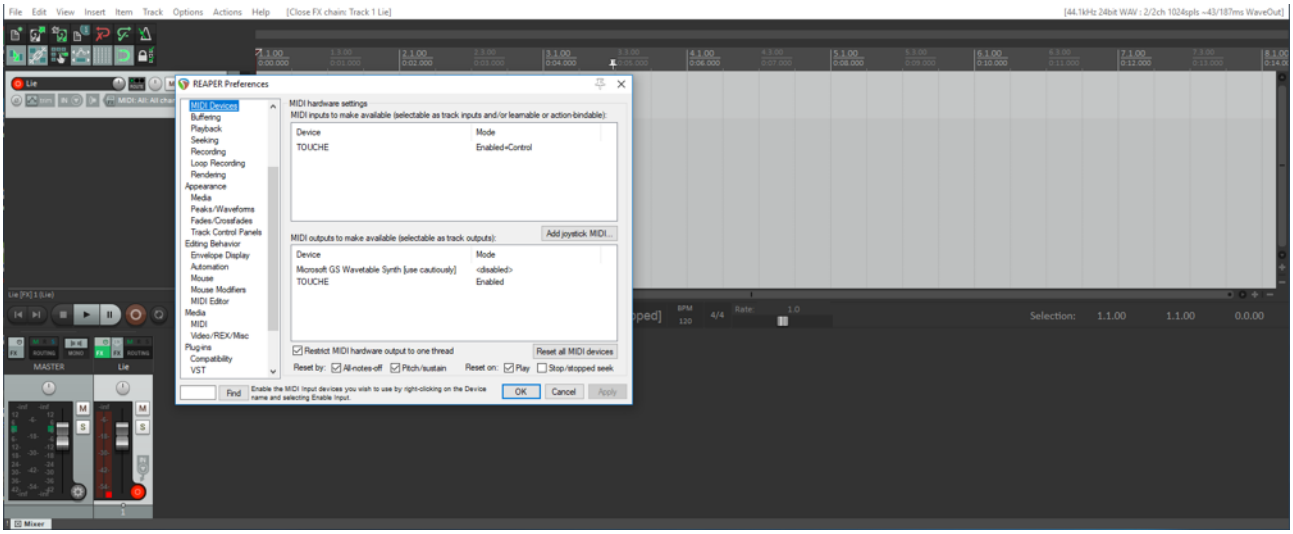
Now select the same MIDI Input Port as Touché SE.

4.1.7. Reaper

First of all, in Reaper's préférences, check that the MIDI input of Touché is enable for control messages.

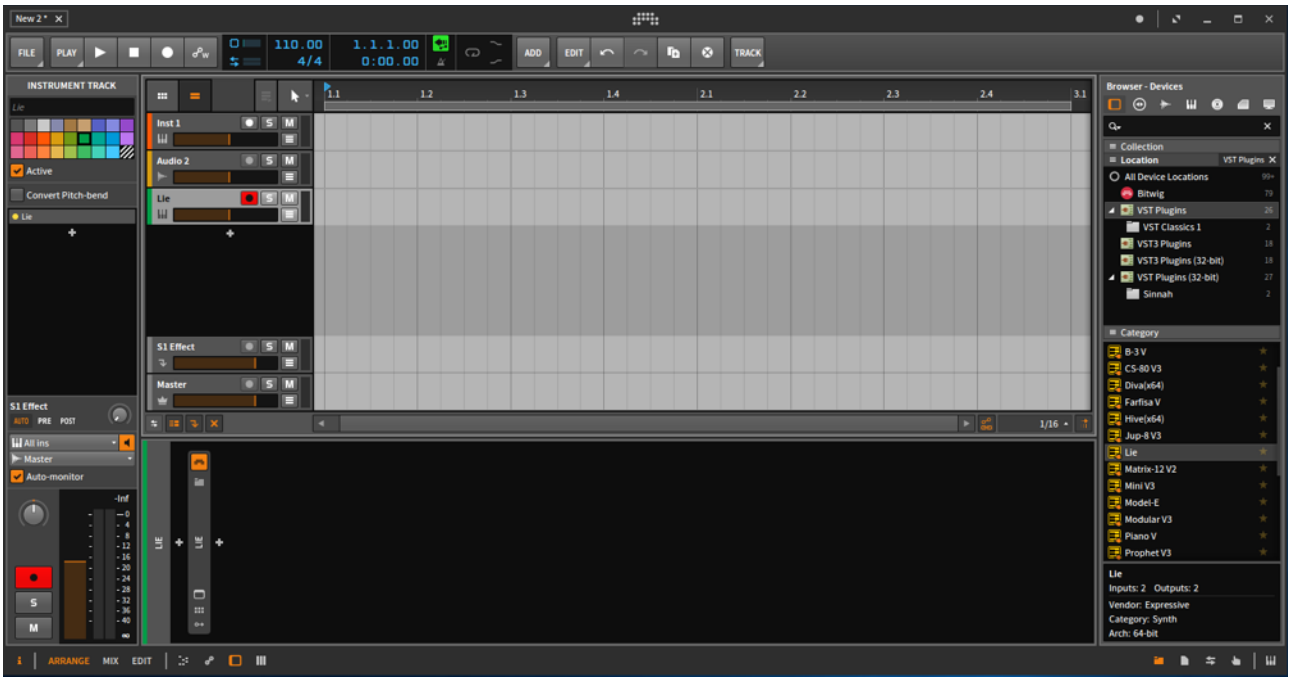


Insert virtual instrument on new track, make sure that your track is armed, and set the MIDI IN of your Track to "All MIDI Input ».

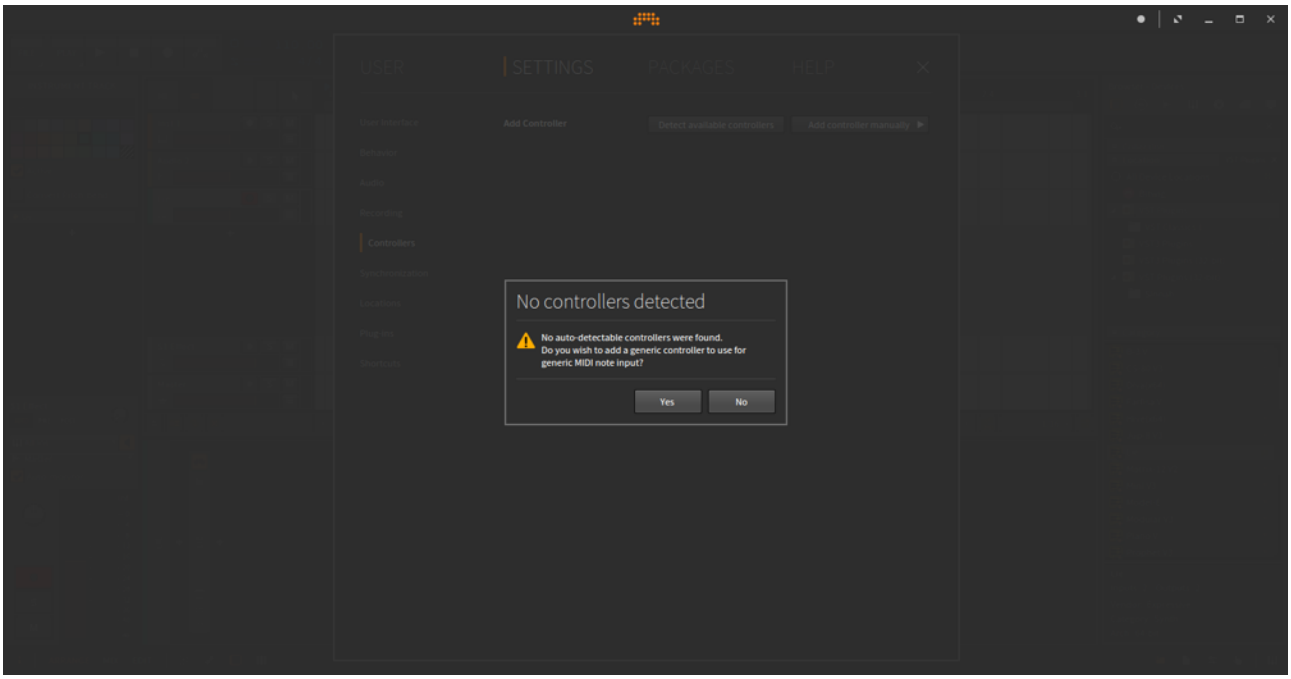


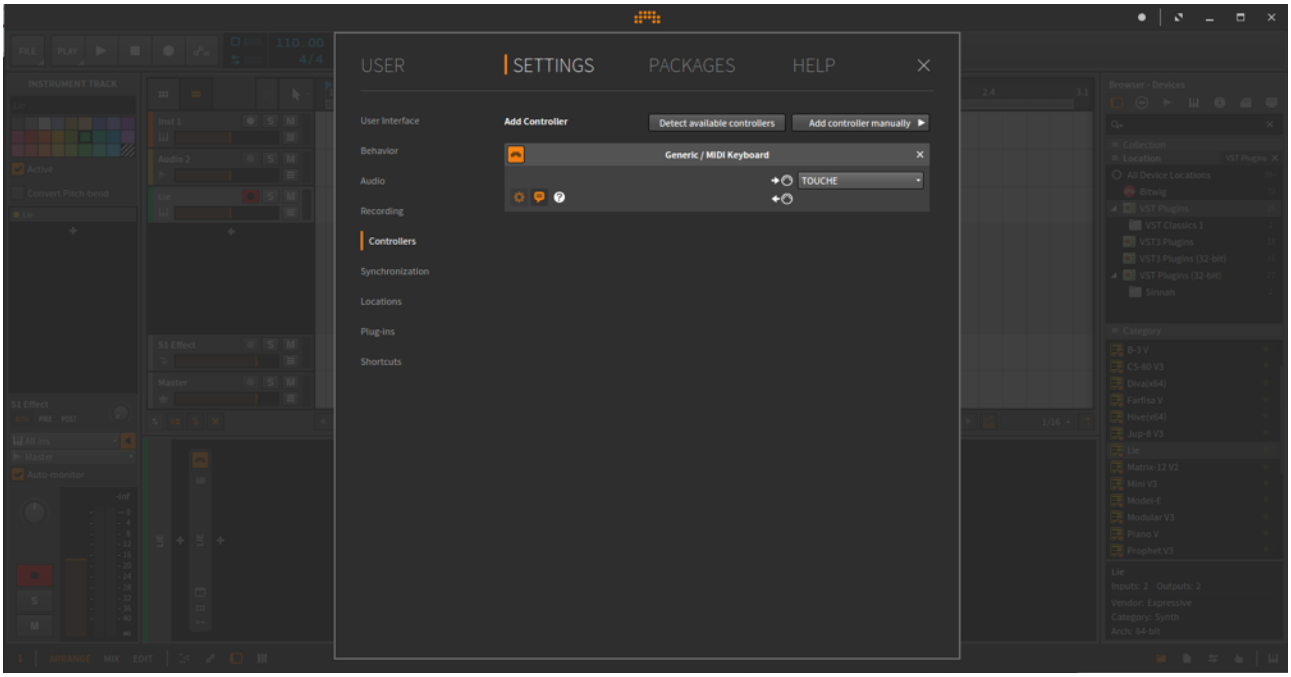
4.1.8. Bitwig Studio

To use Lié within Bitwig Studio, you must load Lié on a new MIDI Track.
If Touché is not communicating with Lié, check that your track is armed, and make sure that the audio engine is on.



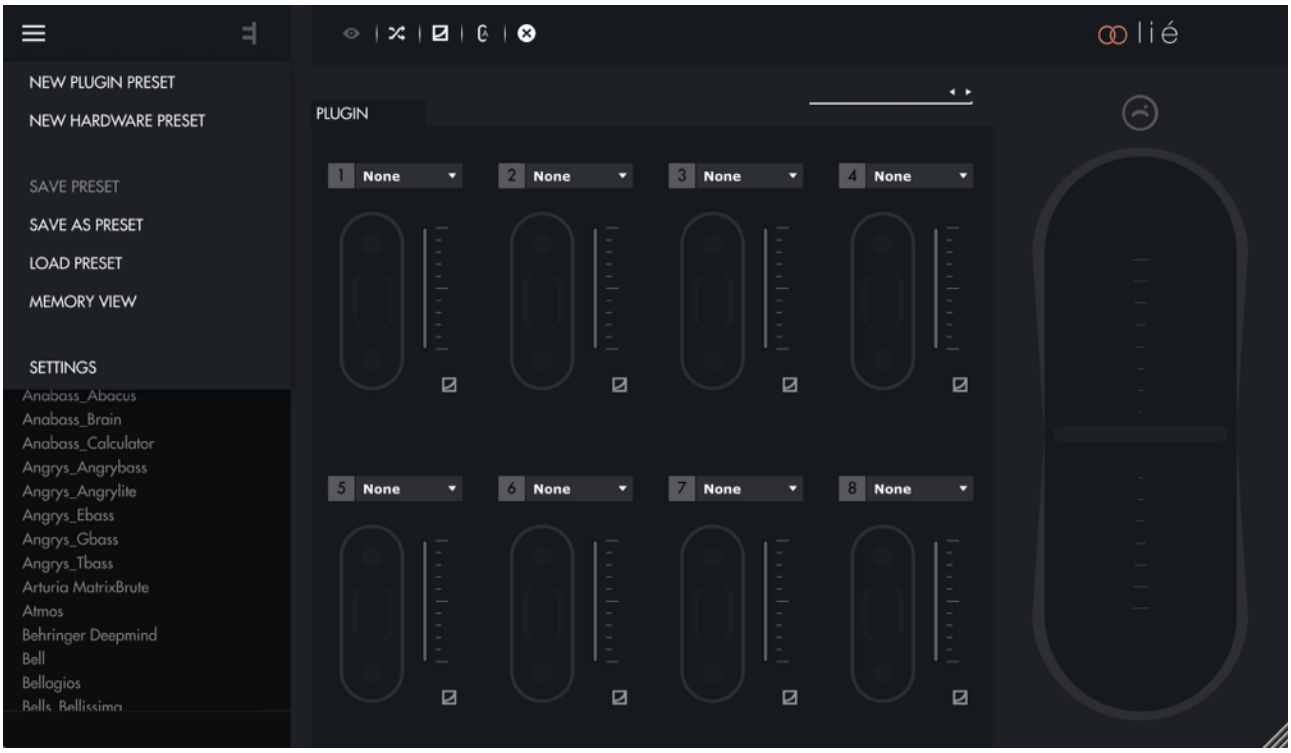
If you can't find Lié in your Plug-in list, make sure that you have set the right plug-in path in Bitwig's preferences (Click on File > Settings > File/Folder).



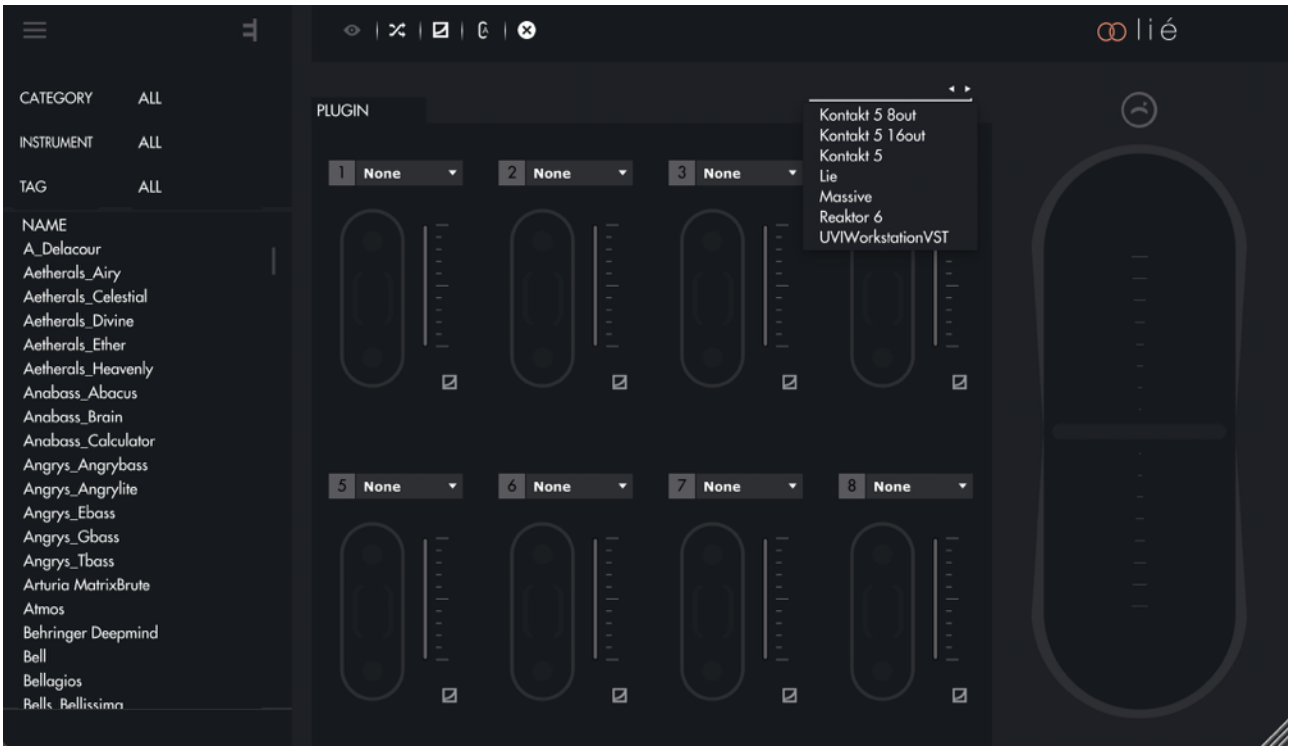

USER
SETTINGS
PACKAGES
HELP
User Interface
Behavior
Audio
Recording
Controllers
Synchronization
Locations
Plug-ins
Shortcuts
Add Controller
Detect available controllers
Add controller manually
Generic / MIDI Keyboard
TOUCHE

4.2. Creating a new Plugin preset

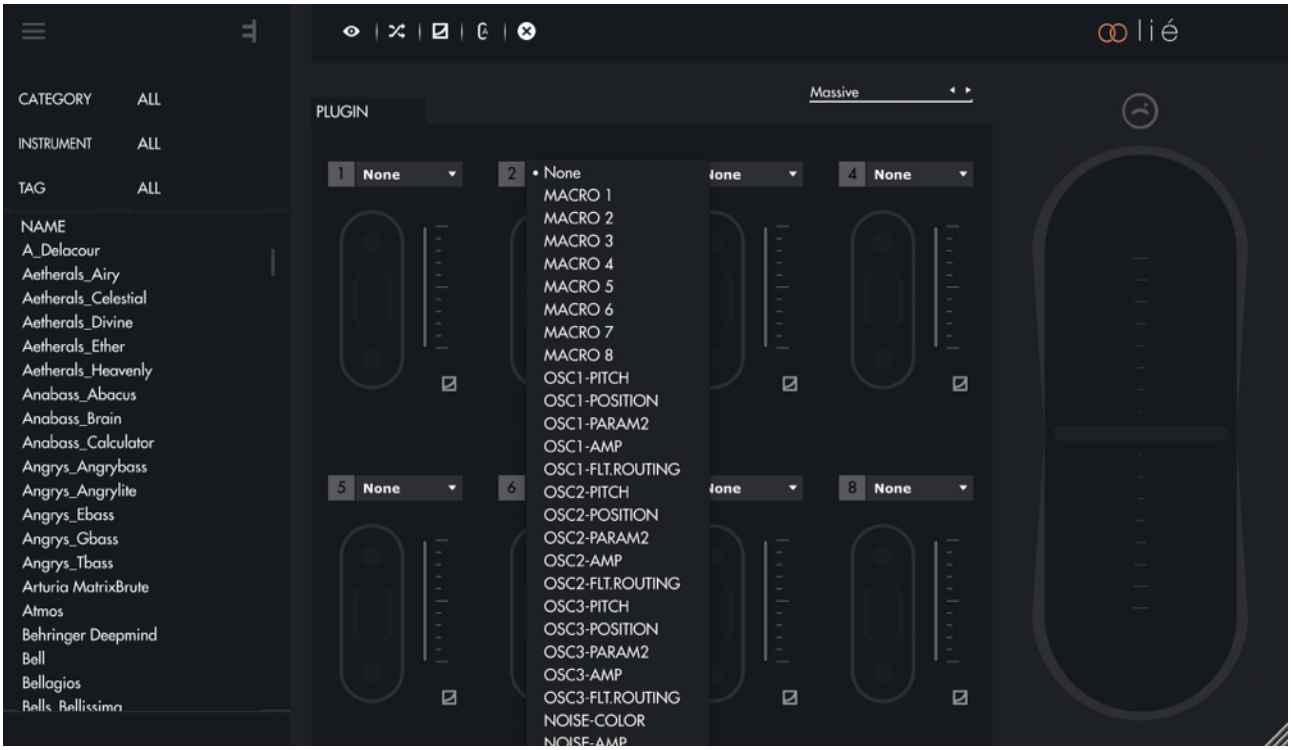
1. Click on “NEW PLUGIN PRESET” in the **Menu**



2. Select your Plugin

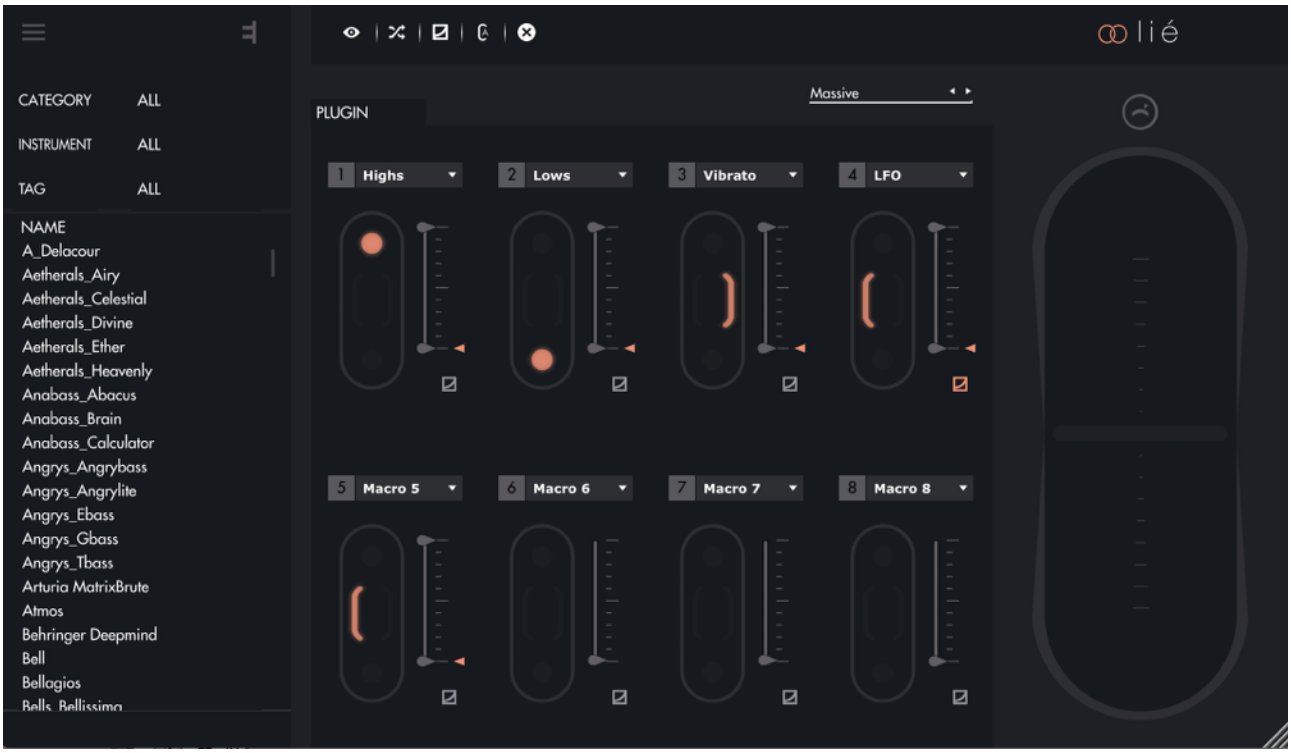


3. For one or several of the 8 **Slots**, choose the parameter you wish to control either by selecting it in the drop-down list above the chosen **Slot**.

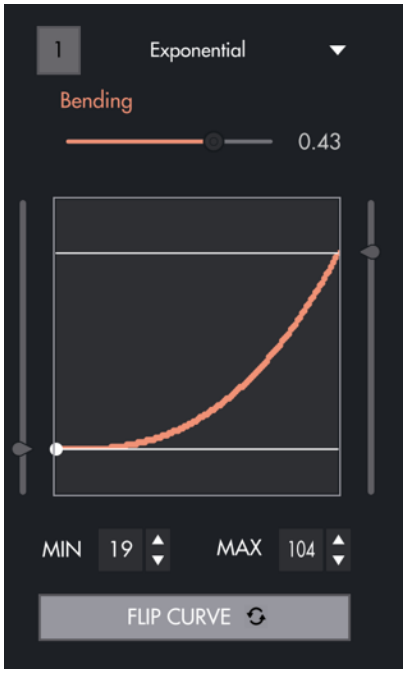


4. Or by clicking on the **Instrument View** in the **Toolbar** to use our mapping features

5. Assign the chosen parameter to one of the four **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**.



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

4.5. Adjusting your sensitivity

Lié and Touché SE offer several ways to adjust the sensitivity of Touché SE. Note that the sensitivity of Touché SE 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).

4.5.1. By Parameter

You can adjust Touché SE'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.

4.5.2. 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.

4.5.3. 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.

5. Troubleshooting

5.1. Touché SE behavior

5.1.1. My Touché SE does not turn on when I plug it.

You can force Touché to switch to bootloader mode by pressing both buttons and the encoder at the same time when plugging Touché. If Touché SE switches to bootloader mode, LEDs should turn pink. You're now able to re-upload the firmware with Lié.

5.1.2. My Touché SE does not seem to go back to zero when I do not press.

If your Touché SE does not return to zero but continues to send values although you are not touching it, please press and hold the two buttons of your Touché SE for two seconds while the unit is in a neutral position and placed on an even surface. You will see the LEDs flashing, indicating your unit is recalibrated.

5.1.3. I hear a background noise in my speakers when I use my Touché SE.

If you hear some noise/hum from your speakers when you have Touché SE connected, you probably experience a ground loop issue. A ground loop is an unwanted background noise or hum that can arise when one connects different devices together with different power supplies. If you experience this kind of problem, we recommend to use the anti-ground loop adapter supplied. Connect the anti-ground loop adapter to Touché SE as follows :

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 SE's standard coat USB Cable.

5.1. Lié behavior

5.2.1. With Lié standalone, Lié does not recognize my Touché SE.

If you open the standalone version of Lié and your Touché SE does not seem to be recognized by Lié, open the Options page, and then check Touché SE in the MIDI inputs.

5.2.2. On Windows, Lié opens an error message on opening.

When using Lié as a plugin within your DAW, you might get shown a message, warning you about a conflict between Lié and the DAW regarding the MIDI inputs. To solve this problem, head to the MIDI preferences of your DAW and disable the inputs of "TOUCHE" as well as "TOUCHE_BOOTLOADER". You could also just close your DAW and perform the firmware update within the standalone version of Lié.

5.2.3. I can not update the firmware of my Touché SE.

If you encounter problems during the firmware update, please check that your Touché SE is not connected via a USB hub or any other USB interface. Your Touché SE must be connected directly to your computer with the USB cable provided with the Touché SE.
If the firmware update does not start, or if your Touché SE remains in standalone mode, do not hesitate to force the unit into bootloader mode (refer to section 5.1.1).

In general, for any questions, you can refer to the "help" tab of the ExpressiveE website at www.expressivee.com .