



JOUE
USER GUIDE



Playful Music

USER GUIDE

Congratulations, you're now a proud owner of the Joué instrument!

Joué is an expressive and modular MIDI controller that feels like a real instrument. It's an innovative and evolving instrument simplifying digital music playing and offering beginners and professional artists a unique level of expressivity and spontaneity.

Joué is made of wood and metal and is equipped with a pressure sensitive sensor on which magic modules are placed. Modules like piano keys, guitar strings, drums pads or 3D control objects offer an infinite playground for musicians.

This manual details the use and functions of the Joué and its modules. If you're beginning with midi controllers or are simply curious about the Joué possibilities, we recommend to visit www.play-joue.com and download the Joué demo sessions for Bitwig 8 Tracks (included for free in your Joué purchase as well as Arturia Analog Lab Lite plugin) and Ableton Live (session compatible with Ableton Live lite). These sessions feature fully prepared sounds and samples that give you some insight about the Joué capabilities.

You will also find some tutorials, tips and demos on Joué's website.

Enjoy making music with the Joué!



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1. IMPORTANT SAFETY INSTRUCTIONS

1. Read these instructions
2. Keep these instructions
3. Heed all warnings
4. Follow all instructions
5. Do not use this apparatus near water
6. Clean only the Joué board with dry cloth, the modules can be cleaned with water
7. Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat
8. Protect the USB cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus
9. Only use attachments/accessories specified by the manufacturer
10. Unplug this apparatus during lightning storms or when unused for long periods of time
11. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped
12. No naked flames, such as lighted candles, should be placed on the apparatus

Magnetic field



WARNING

Interference due to magnetic fields!

This product generates a permanent magnetic field (> 150mT) that can interfere with cardiac pacemakers and implanted defibrillators (ICDs)

Always maintain a distance of at least 30 cm (12") between the Joué and the cardiac pacemaker or implanted defibrillator

2. ENVIRONMENTAL DECLARATION

Compliance Information Statement: Declaration of Compliance procedure

Product Identification: Joué

Address: 2 quai de Brazza, 33100 Bordeaux

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

For USA – to the User:

1. Do not modify this unit! This product, when installed as indicated in the instructions contained in this manual, meets FCC requirements. Modifications not expressly approved by Joué SAS may void your authority, granted by the FCC, to use this product.
2. Important: This product satisfies FCC regulations when high quality shielded cables are used to connect with other equipment. Failure to use high quality shielded cables or to follow the installation instructions within this manual may cause magnetic interference with appliances such as radios and

televisions and void your FCC authorization to use this product in the USA.

3. Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
 - o Reorient or relocate the receiving antenna
 - o Increase the separation between the equipment and receiver
 - o Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
 - o Consult the dealer or an experienced radio/TV technician for help

3. BOX CONTENT

Joué Board

Modules pack (depends on your purchase)

USB Cable

Getting started guide

Software licenses (depends on your purchase)

4. GENERAL USE RECOMMENDATIONS

Plug and play

The Joué is powered through its USB cable, and can be plugged into any USB compatible device (computer, tablet, smartphone, etc.).

Magnets & RFID

The Joué board contains magnets and RFID readers, the modules

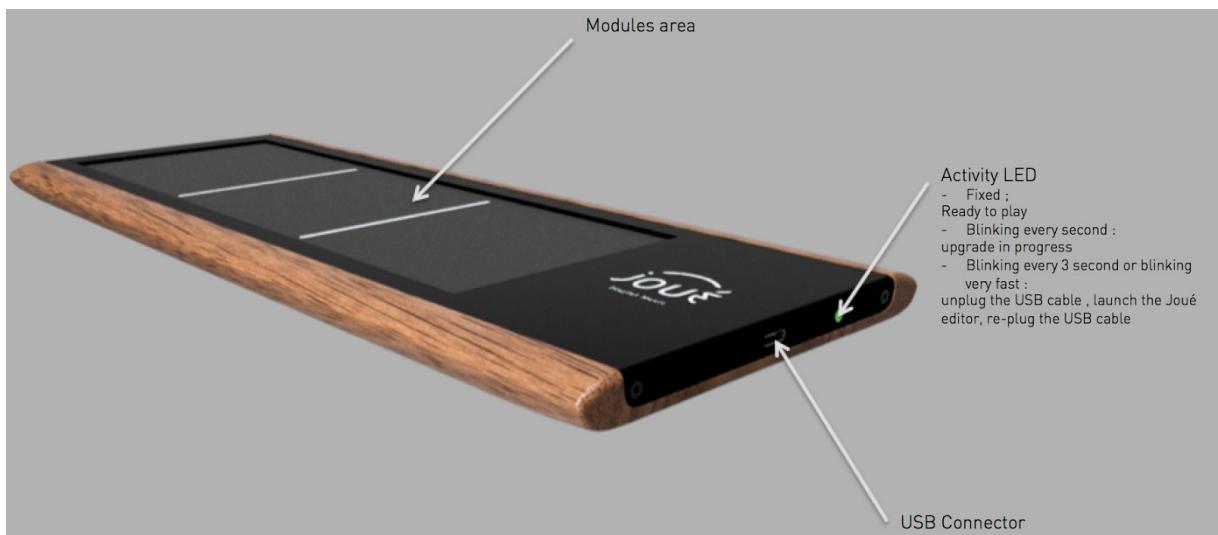
contains metallic particles and RFID tags. The magnets and metal make the modules fit and stay perfectly on the board and the RFID tags and readers allow the modules to be detected by the device. We recommend not to place the Joué close to other magnetic devices, metallic surfaces to not alter its functionalites, or sensible devices (see safety instructions above).

WARNING about the RFID :

Program the module's RFID tags only by using the Joué software. Never attempt to use a third party software, it could damage the RFID tags and prevent to program them again.

5. HOW DOES IT WORK?

Device overview



The Joué Board

The Joué board is built around a highly sensitive multi-touch sensor that can capture very subtle pressure changes. The Joué board has 3 slots which can be filled by modules.

Modules are made of soft and elastic material which transmit every single pressure variation to the sensor. Thanks to that, musicians can use natural gestures such as vibrato, bending, and hitting normally reserved for traditional instruments.

Modules can be exchanged on the fly during a live performance. Their MIDI configuration is stored in the modules themselves and the Joué board will automatically detect new modules and will send the according MIDI datas thru USB.

The soft modules fit onto the sensor to provide different layouts of playing and control: the Joué can alternatively be a standard midi controller, an effect control, a very expressive instrument, or even all at the same time!

Simply change the modules to turn your Joué into a new surface.

Each module will respond to vertical, horizontal and pressure movement, and send MIDI data (ie. Control change, pitchbend, etc.) to the connected device. This data is then used by the device or software to trigger sounds, control effects, etc.

The MIDI standard allows for 16 independent channels.

Each module is set (by default) to a separate MIDI channel, so they are completely independent from each other (see *Modules factory settings*).

MPE compatibility

One of the special features of the Joué is its compatibility with MPE. MPE stands for Multidimensional Polyphonic Expression, and offers amazing possibilities that standard MIDI controllers and instruments do not have.

With standard MIDI, each note played on a keyboard (for instance) is sent to the same MIDI channel (ie. a VST instrument in your DAW). Therefore, when you bend a note for instance, the whole instrument is bended! Not very practical nor natural if you'd like to play a chord with your left hand and solo with your right hand...

With MPE, each note is successively sent to a different MIDI channel, and with MPE compatible software (ie. Bitwig 8 tracks, included for free with your Joué), you now have a different set of controls and expression for each note that you play! Try it and let us know about it...

The MPE function can be turned on in the Editor.

The Joué Editor

Each module can be configured by using the Joué editor software. The editor allows the tuning of every message sent by the module; such as MIDI channel, note number, control change, pitch bend range, velocity range. Once the module is tuned, the configuration is stored in the

physical module itself allowing for hassle-free swaps during a live performance.

Download the latest version of the Joué editor on Joué's website (www.play-joue.com/download).

6. MIDI PORT CONFIGURATION

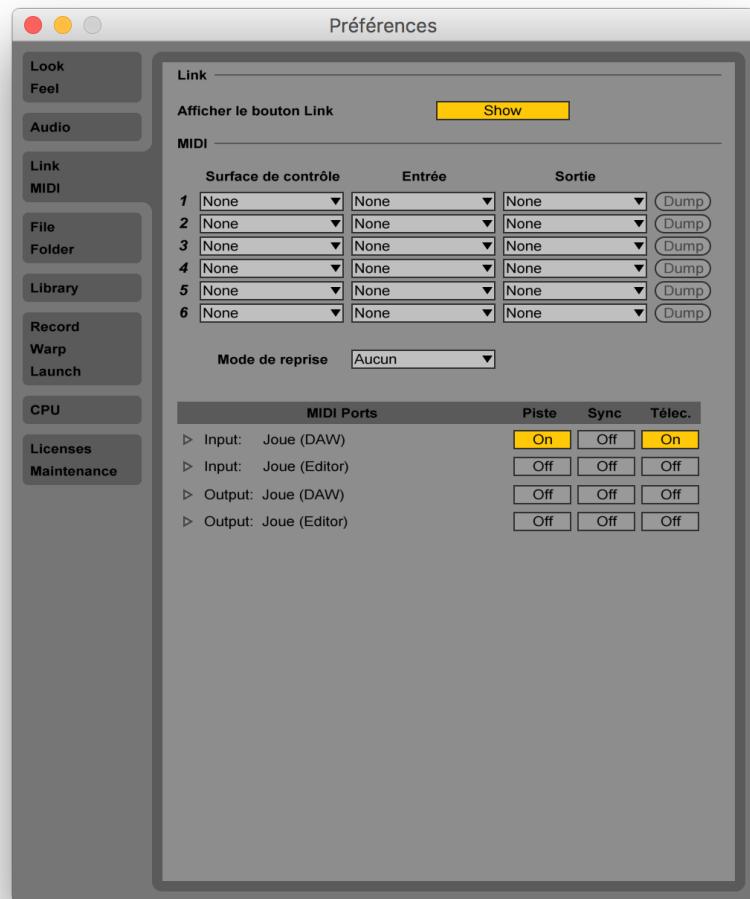
The Joué uses two different MIDI port when connected to a computer.

The first port (“Joué DAW” on Mac, “Joué” on Windows) is used to communicate between the Joué board and any MIDI compliant software.

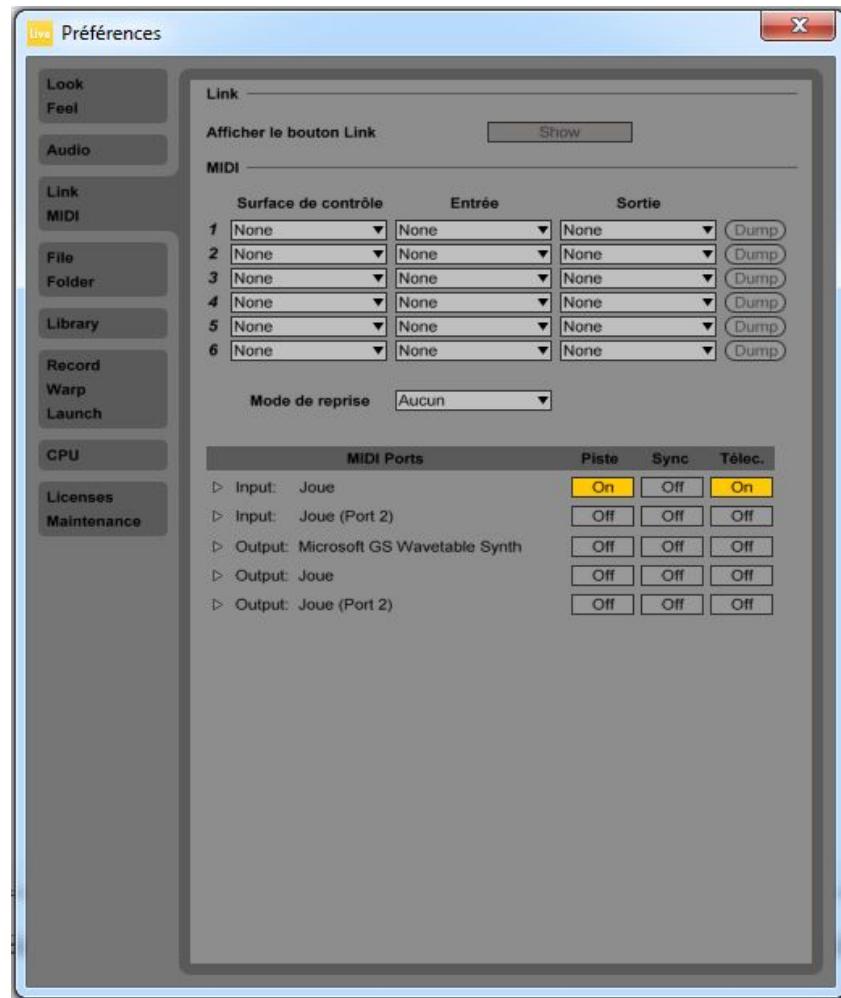
The second port (“Joué Editor” on Mac, “Joué (port 2)” on Windows) is used by the Joué to communicate internal information between the Joué device and the Joué software editor.

This second port must not be used to communicate with audio software.

As an example, here's the configuration which has to be done for a proper using on Ableton Live:



Mac



Windows

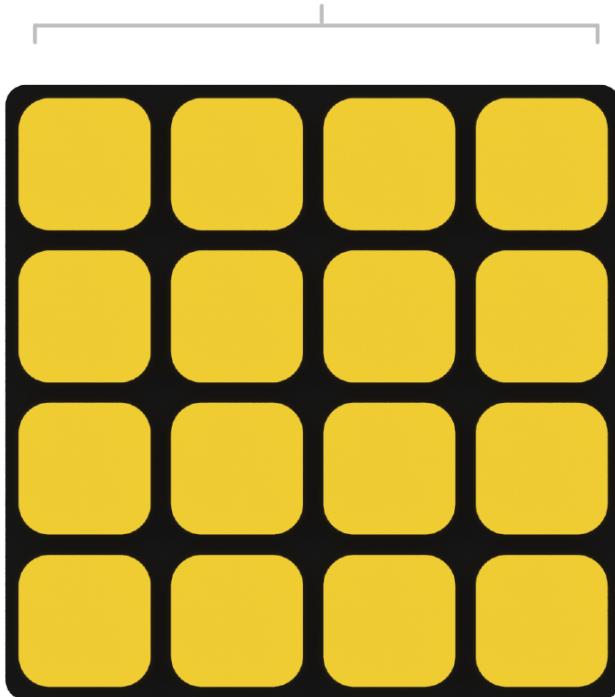
7. MODULES PARAMETERS LIST AND FACTORY SETTINGS

Note:

the “Locked” function which appear in the “module properties” section of all the modules allows the user to disable the modification of the settings. This option is, by default, not activated.

PADS

16 pressure sensitive pads



A 4×4 matrix of sensitive pads to play drums, percussion, melodies or to launch clips. Each pad can be configured individually or in group. Pads are sensitive to pressure (velocity), aftertouch & vibrato.

The key range, velocity and parameters can be adjusted in the Editor. The advanced settings allow to set the Midi channel, the note and the velocity for each pads individually (custom mapping).

Factory settings

Module properties

Vibrato : off

Aftertouch : off

MPE : off

Custom Mapping: off

Vibrato Value : 1024

After touch type : Channel

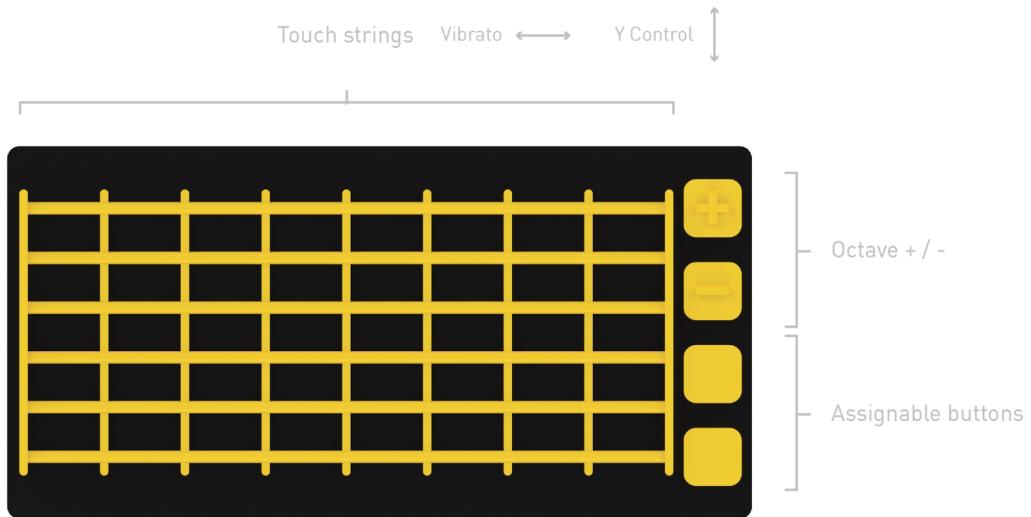
Midi mapping

Midi channel: 1

First Note: 36 - C1 (36 - C1 to 51 - D#2 from bottom left to top right)

Velocity: 50-127

FRETBOARD



With the Fretboard, you can play guitar or any strings instrument like never. The module has 6 strings and 9 frets plus octave +/- buttons and 2 configurables buttons. The strings can be tuned all together or individually (custom mapping). Vibrato and bending are switchable depending on the musician's intention.

Factory settings

Module properties

Vibrato : on

Bending : on

Aftertouch: on

MPE mode: off

Custom mapping : off

After touch type : channel

Vibrato value : 1024

Bending value : 4096

Midi mapping

Strings

Midi channel : 2

Tuning: Guitar (E-A-D-G-B-E)

First note : E1

Velocity : 50-127

Buttons (from top to bottom)

Button 1 (not configurable) : Octave +

Button 2 (not configurable) : Octave -

Button 3

Action : Channel selection

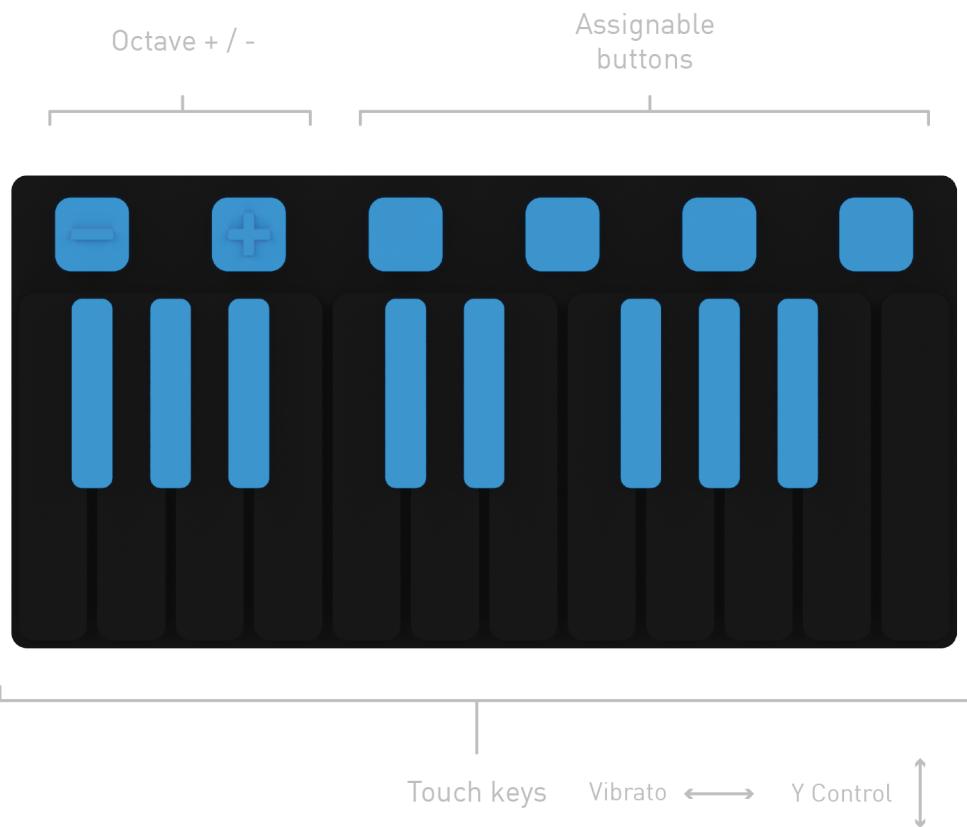
Value : 2

Button 4

Action : Channel selection

Value : 3

SYNTH



The Synth is a 1,5 octave keyboard with octave +/- buttons and 4 configurable buttons. Aftertouch (channel or polyphonic aftertouch), natural vibrato (adjustable in the advanced setting) and extra control on the vertical axis (y control) gives it unique expressiveness.

Factory settings

Module properties

Vibrato: on

Aftertouch: on

MPE mode: off

After touch : Channel

Vibrato value : 1024

Midi mapping

Keys

Midi channel: 4 or 5

First note : 53 - F2

Velocity 50-127

Y control: off

Y control : CC119

Y control Initial value : 64

Buttons (*from left to right*):

Button 1 (*not configurable*) : octave -

Button 2 (*not configurable*) : octave +

Button 3:

Action : Channel selection

Value : 4

Button 4:

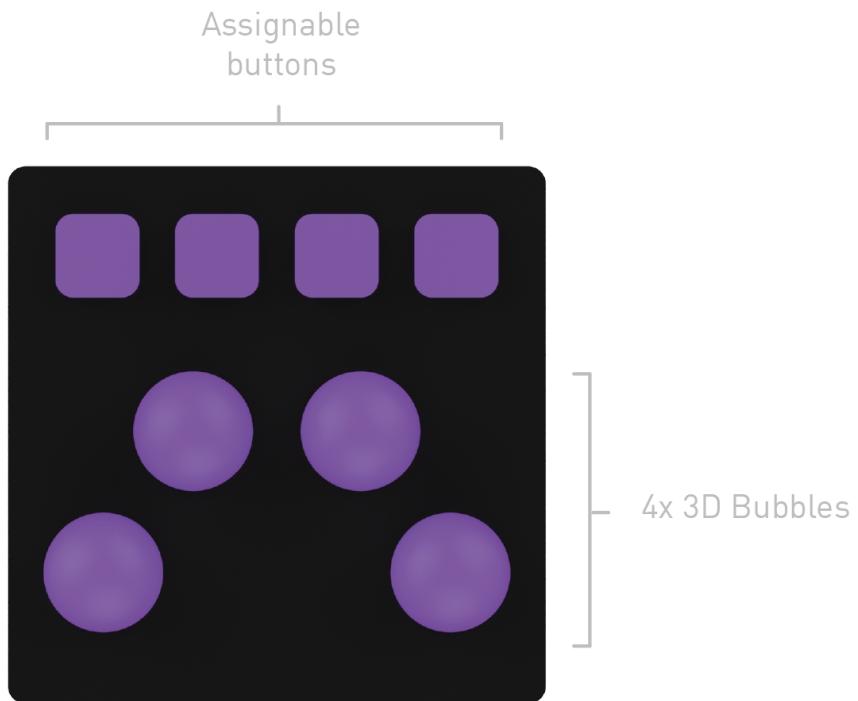
Action : Channel selection

Value : 5

Button 5: sustain on/off

Button 6: vibrato on/off

BUBBLES



The Bubbles module explores one of the unique aspect of the Joué technology: the elastic material is made to be manipulated with very natural gestures and to create analog modulations type.

The module can send up to three midi control changes per bubble (X horizontal, Y vertical, Z pressure) for a total of 12 control changes. On top of that, 4 configurable buttons are present to switch on/off effects for instance.

Factory settings

Midi mapping

Buttons (*from left to right*)

Button 1 :

Action : Note
Channel : 6
Value : 0 - C-2

Button 2 :

Action : Note
Channel : 6
Value : 1 - C#-2

Button 3 :

Action : Note
Channel : 6
Value : 2 - D-2

Button 4 :

Action : Note

Channel : 6

Value : 3 - D#-2

Bubbles (*from left to right*)

Bubble 1:

X Channel : 6

X Control : 1

X Range : 0-127

Y Channel : 6

Y Control : 2

Y Range : 0-127

Z Channel : 6

Z Control : 3

Z Range : 0-127

Bubble 2:

X Channel : 6

X Control : 4

X Range : 0-127

Y Channel : 6

Y Control : 5

Y Range : 0-127

Z Channel : 6

Z Control : 6

Z Range : 0-127

Bubble 3:

X Channel : 6

X Control : 7

X Range : 0-127

Y Channel : 6

Y Control : 8

Y Range : 0-127

Z Channel : 6

Z Control : 9

Z Range : 0-127

Bubble 4:

X Channel : 6

X Control : 10

X Range : 0-127

Y Channel : 6

Y Control : 11

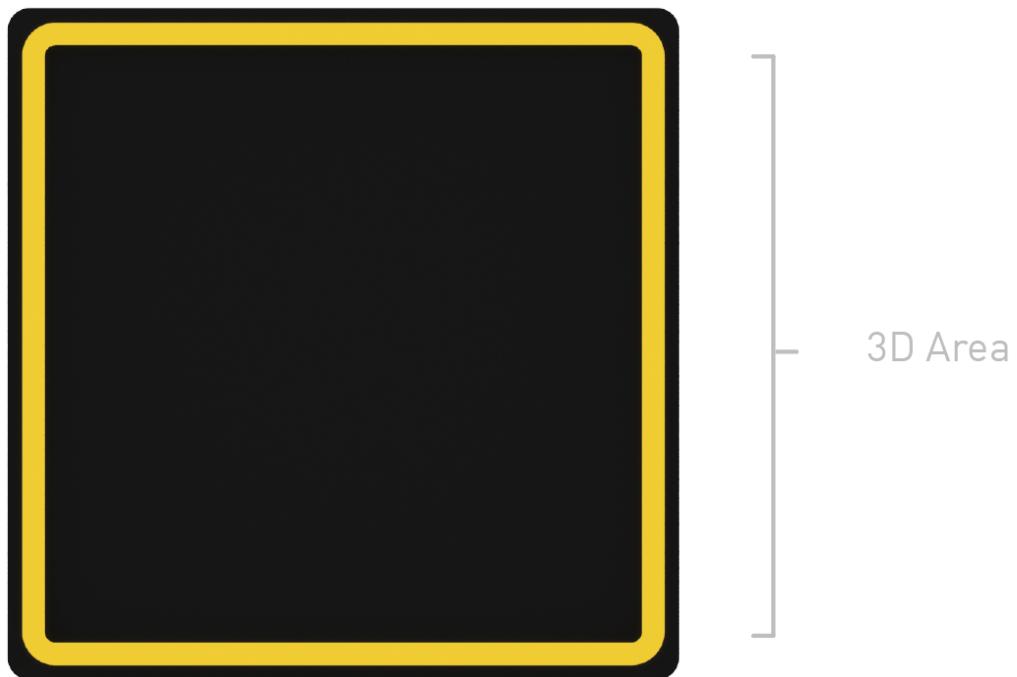
Y Range : 0-127

Z Channel : 6

Z Control : 12

Z Range : 0-127

AREA



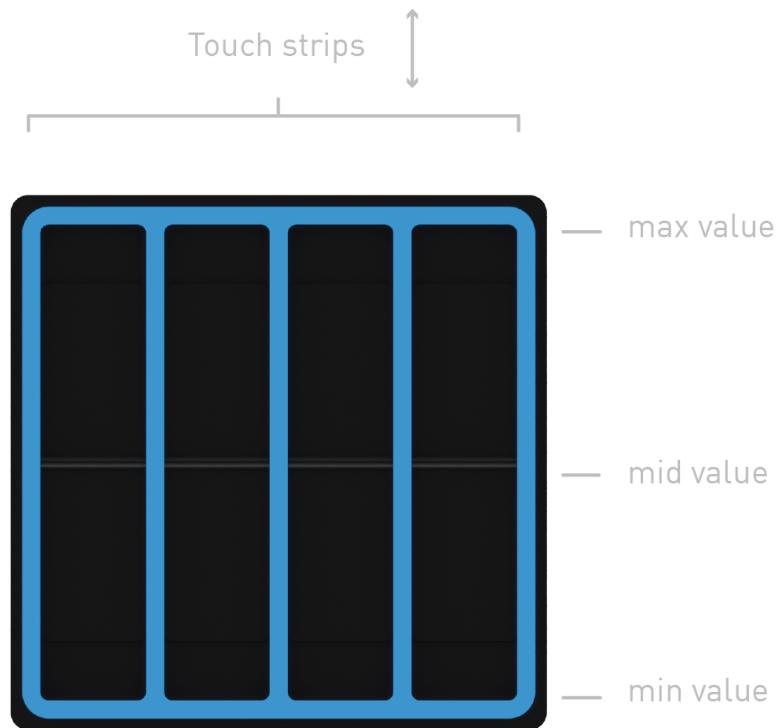
The Area is played by sliding and tapping the surface with fingers. The module sends X, Y, Z values which are 3 MIDI control changes by default. Each message can be customized.

Factory settings

Midi mapping

X Channel : 7
X Control : 1
X Range : 0-127
Y Channel : 7
Y Control : 2
Y Range : 0-127
Z Channel : 7
Z Control : 3
Z Range : 0-127

STRIPS



Slide your fingers across the 4 strips to control any parameter. There are delimited tactile areas to easily access min, mid and max values. It can be used horizontally or vertically.

Factory settings

Module properties

Orientation : Vertical

Strip 1 :

Midi Channel : 8

Control : 1

Range : 0-127

Strip 2 :

Midi Channel : 8

Control : 2

Range : 0-127

Strip 3 :

Midi Channel : 8

Control : 3

Range : 0-127

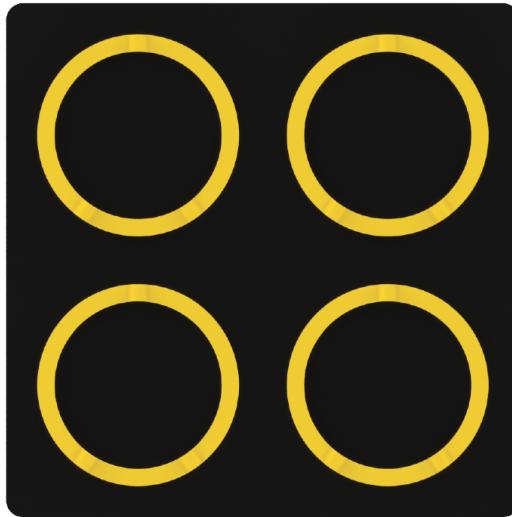
Strip 4 :

Midi Channel : 8

Control : 4
Range : 0-127

ROUNDS

4 circles (absolute or relative mode) 



Slide your fingers across the circles to control any parameter. There are tactile areas to easily access min, mid and max values. Absolute or infinite modes are available.

Factory settings

Module properties

Mode : Absolute

Midi mapping

Rounds (*From bottom left to top right*)

Round 1 :

Midi channel: 9

Control : 1

Range : 0-127

Round 2 :

Midi channel: 9

Control : 2

Range : 0-127

Round 3 :

Midi channel: 9

Control : 3

Range : 0-127

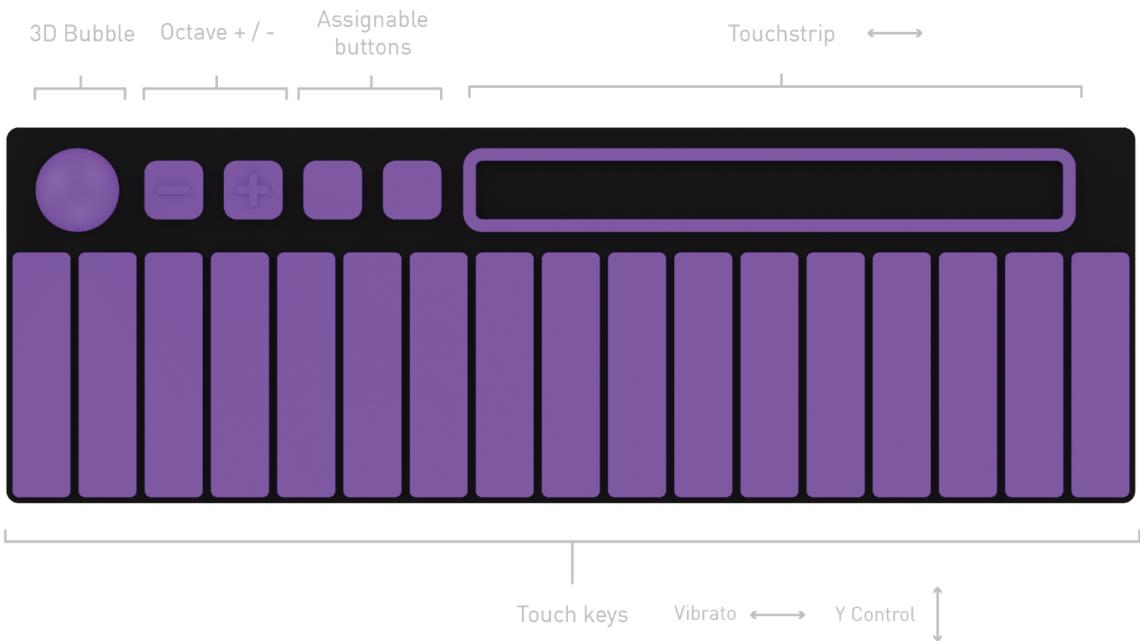
Round 4 :

Midi channel: 9

Control : 4

Range : 0-127

SCALER



The Scaler has 17 keys which are perfect to play harp, vibraphone or any crazy lead synth. Many scales are available for an immediate play, you can even customize your own scale note by note with the custom mapping. A bubble and a long ribbon complete one of the most expressive module so far.

Factory settings

Module properties

Vibrato: on

Aftertouch: on

MPE mode: off

Custom mapping : off

Vibrato value : 1024

Midi mapping

Bubble :

X Channel : 10

X Control : 1

X Range : 0-127

Y Channel : 10

Y Control : 2

Y Range : 0-127

Z Channel : 10

Z Control : 3

Z Range : 0-127

Buttons (From left to right)

Button 1 :

Action : Channel selection

Channel : 10

Value :

Button 2 :

Action : Channel selection

Channel : 11

Value :

Strip :

Channel : 10

Type : control change

Control : 4

Range : 0-127

Keys :

Channel : 10

First note : 52 - E2

Scale : Maj Penta

Velocity : 50-127

Y control : On

Y control value : 119

Y control mode : Absolute

Y control range : 0-127