



## USER GUIDE

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

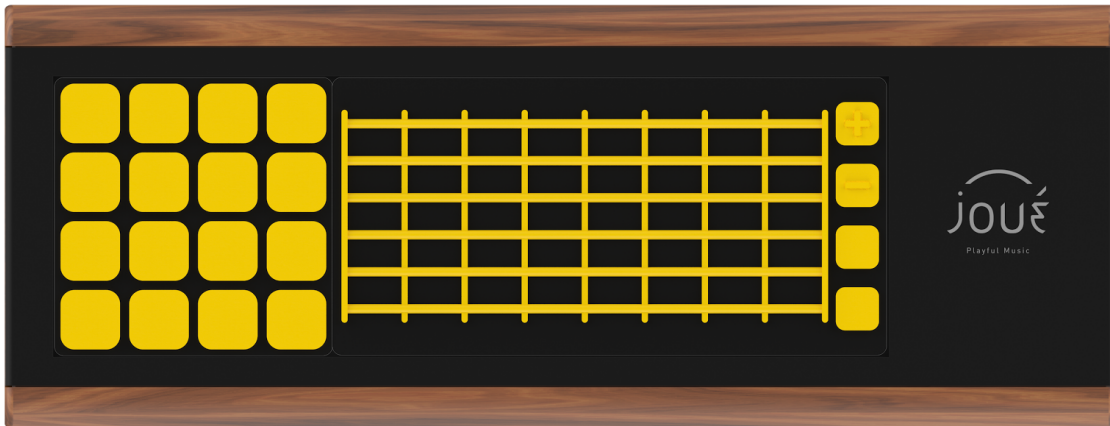
Joué is an expressive and modular MIDI controller that feels like a real instrument. It's an innovative and evolving instrument simplifying digital music playing and offering beginners and professional artists a unique level of expressivity and spontaneity.

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 board 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](http://www.play-joue.com) and download the Joué demo sessions for Bitwig 8 Tracks and Ableton Live. 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 playing music with the Joué!



# Contents

1. IMPORTANT SAFETY INSTRUCTIONS	2
2. ENVIRONMENTAL DECLARATION	3
3. BOX CONTENT	4
4. GENERAL USE RECOMMENDATIONS	5
Plug & Play	5
Magnets & RFID	5
WARNING about the RFID	5
5. HOW DOES IT WORK?	6
Joué overview	6
The Joué Board	6
The Modules	6
Making sounds	7
The Joué Editor	7
MIDI Mapping tips	9
MPE Compatibility	10
6. MIDI PORT CONFIGURATION	11
7. MODULES PARAMETERS LIST AND FACTORY SETTINGS	12
8. JOUE BOARD SPECIFICATION	24

# 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.
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:

- 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.
- 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.
- 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:
  - Reorient or relocate the receiving antenna

- Increase the separation between the equipment and receiver
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
- 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 & 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 functionalities, 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?

### Joué 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. Each slot is equipped with a RFID reader allowing real-time modules detection.

The Joué board connects to a computer, a tablet or a smartphone thru its USB-C connector. The Joué device is USB powered. It starts automatically when plugged to a computer and its activity LED lights. The Joué device is automatically powered off when unplugged.

### The Modules

Modules are made of soft and elastic material which transmit every single pressure variation to the sensor. Thanks to that, the Joué offers a unique feeling of interaction based on natural gestures normally reserved to traditional instruments.

The modules fit with 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 instrument.

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

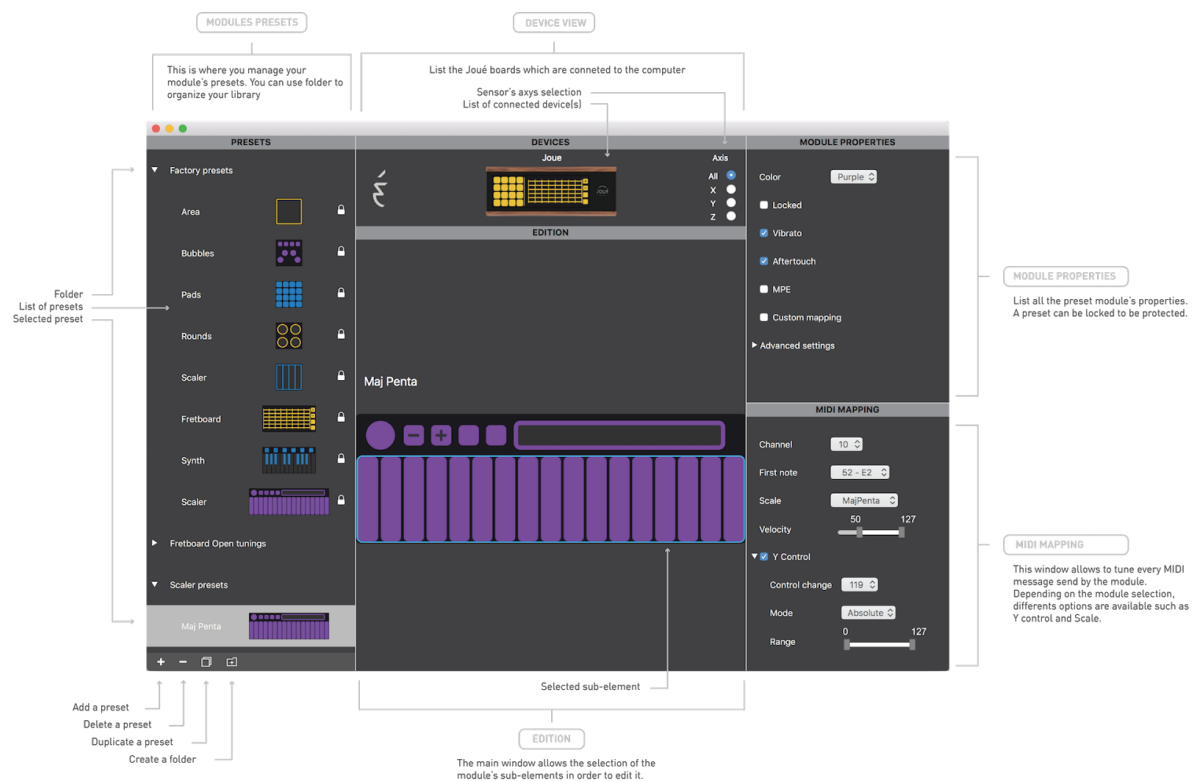
The MIDI standard allows for 16 independent channels. Each module is set (by default) to a separate MIDI channel, so they are completely independent from each other (see *Modules factory settings*).

## Making sounds

The Joué itself doesn't produce sound, it has to be connected to a MIDI compatible audio software to make music. Any DAW (Digital Audio Workstation), virtual synthesizers or MIDI compatible audio app can be used in correlation with the Joué.

Visit our website to have more information about how to connect your Joué to the most popular audio softwares.

## The Joué Editor

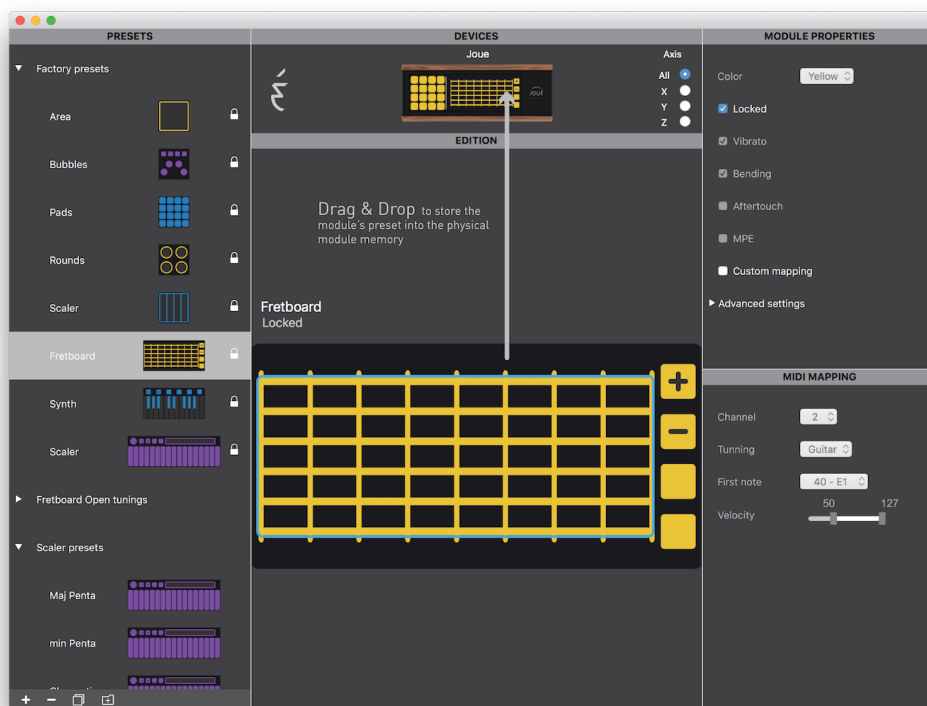


Each physical module can be configured by using the Joué editor software. The Joué editor allows the tuning of every message sent by the module; such as MIDI channel, note number, control change, pitch bend range, velocity range. We provide factory presets for each module that you can use as reference.

To configure a module, create a new preset for this module and configure it.

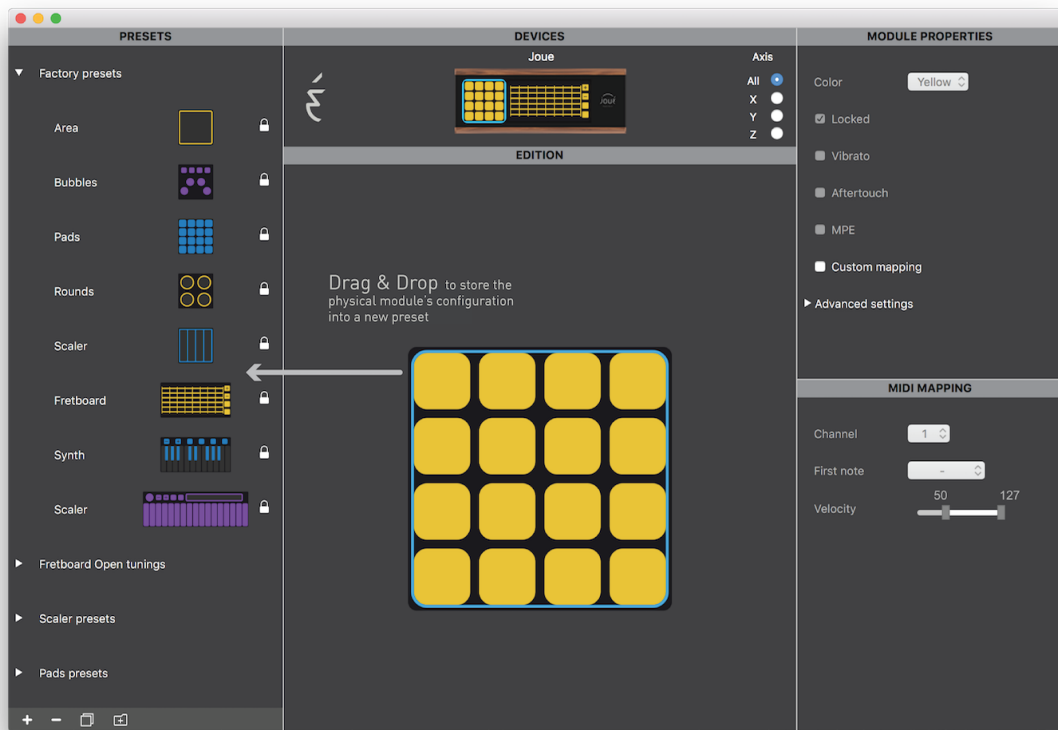
Once it's done, store the preset into the module's memory by simply drag your preset from the library (or from the main edition window) and drop it on the according module which is placed on top of the Joué board in the device view. The configuration is stored into the physical internal memory of the module (RFID tag) allowing for hassle-free swaps during a live performance.

You can have several presets for the same physical module. We recommend you to organize your workflow by using folders, for instance by song or project. You can re-organize the presets list by dragging each item into the list. A preset can also be duplicated easily for a fast configuration.



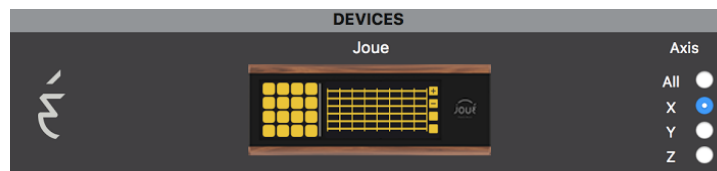
To read the physical module configuration which is stored in its memory, click on the according module on the devices view and read the properties. These properties cannot be changed (read only).

You can create a new preset out of an existing physical module memory. Simply drag & drop the module from the edition window to the preset list. It creates a new preset containing the module configuration.



## MIDI Mapping tips

In order to quickly map continuous controls to a sound parameter, you can select which axis of the sensor sends MIDI data. It can be very useful to map 3D modules such as Area or Bubbles. To do so, select X, Y or Z in the Axis section of the device window:



X axis selected

Please note that this option is applicable to the whole device and to all modules present on top of the Joué surface.

## 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 MPE, each note's messages are sent on a unique MIDI channel, rotating through a defined contiguous block of channels called Per-Note channels. The per-note messages are for instance Note On, Note Off, Channel Pressure (for finger pressure), Pitch Bend (for X-axis movement) or any CC number. The CC74 is usually used for Y-axis movement. All other messages (like Program Change, CC7/volume, CC64/Sustain, etc.) apply to all voices and can be sent over a separate "Common" channel, though some MPE synths do not implement a Common channel, instead receiving these Common messages redundantly over the Per-Note channels.

For full specification of MPE, please refer to the following document <http://bit.ly/mpe-spec>

Download the latest version of the Joué editor on Joué's website ([www.play-joue.com/support](http://www.play-joue.com/support)).

## 6. MIDI PORT CONFIGURATION

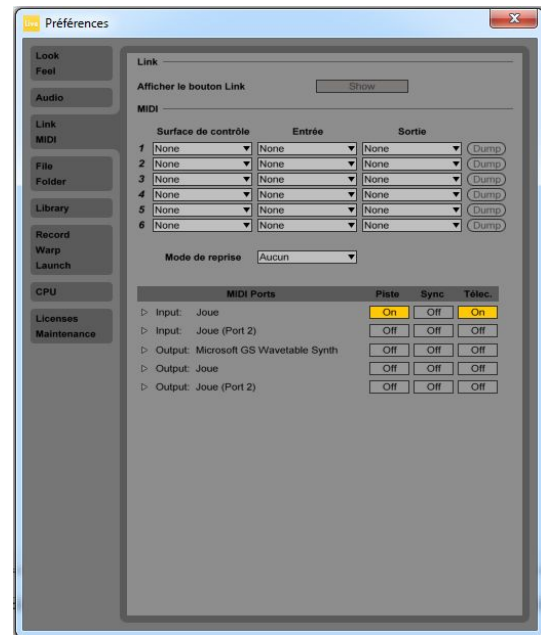
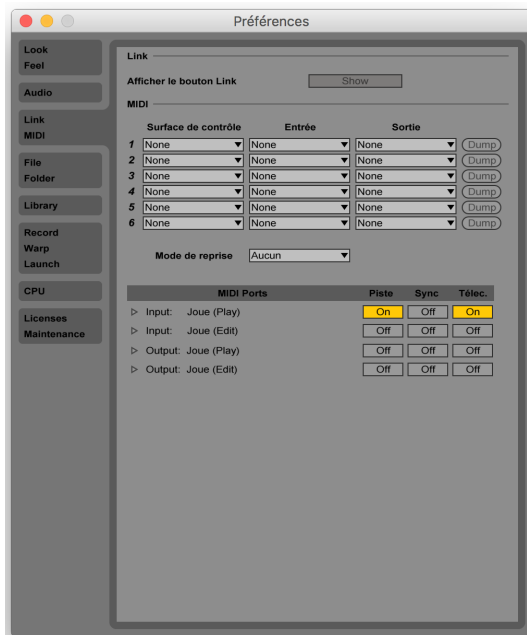
The Joué uses two different MIDI port when connected to a computer.

The first port ("Joué Play" on Mac, "Joué" on Windows) is used for the communication between the Joué board and any MIDI compliant software.

The second port ("Joué Editor" on Mac, "Joué (port 2)" on Windows) is used for the communication between the Joué device and the Joué software editor.

**This second port must not be used to communicate with MIDI compliant software.**

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

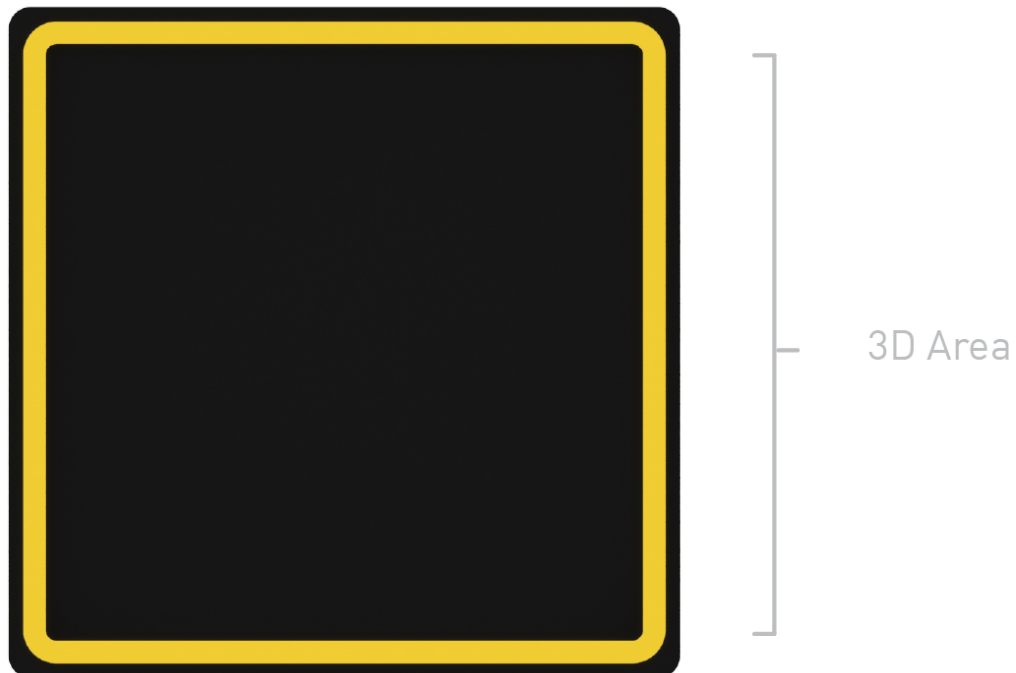


## 7. MODULES PARAMETERS LIST AND FACTORY SETTINGS

Note:

the "Locked" function in the "module properties" window allows to disable the modification of the preset's settings. This option is, by default, not activated except for the Factory presets.

# 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 : On

X Channel : 7

X Control change : 1

X Range : 0-127

Y : On

Y Channel : 7

Y Control change : 2

Y Range : 0-127

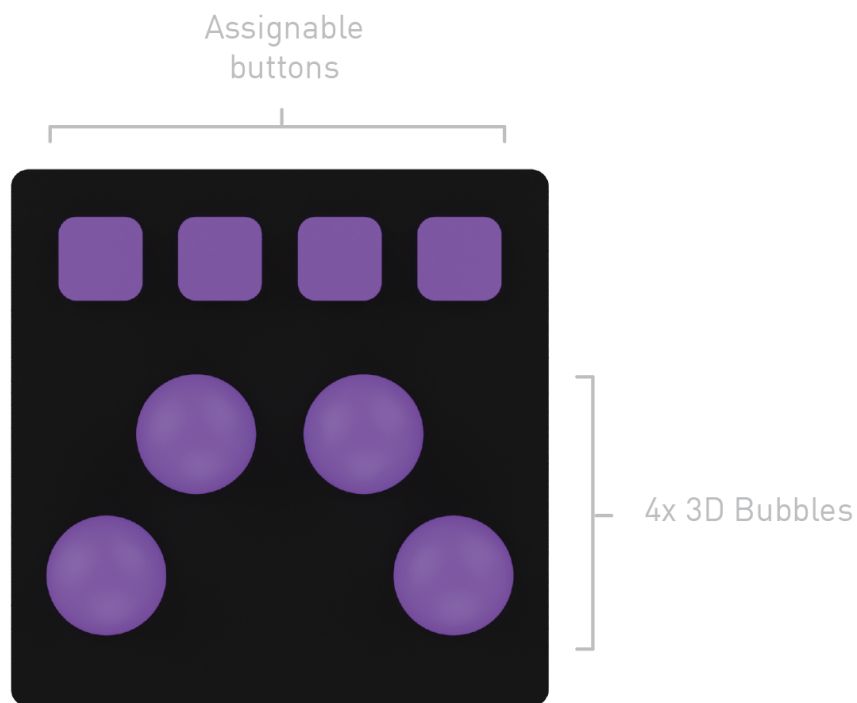
Z : Off

Z Channel : 7

Z Control change : 3

Z Range : 0-127

# BUBBLES



The Bubbles module explores one of the unique aspects 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 :

Channel : 6

Value : 0 - C-2

Button 2 :

Channel : 6

Value : 1 - C#-2

Button 3 :

Channel : 6

Value : 2 - D-2

Button 4 :

Channel : 6

Value : 3 - D#-2

Bubbles *(from left to right)*

Bubble 1:

X Channel : 6

X Control change : 1

X Range : 0-127  
Y Channel : 6  
Y Control change : 2  
Y Range : 0-127  
Z Channel : 6  
Z Control change : 3  
Z Range : 0-127

Bubble 2:

X Channel : 6  
X Control change : 4  
X Range : 0-127  
Y Channel : 6  
Y Control change : 5  
Y Range : 0-127  
Z Channel : 6  
Z Control change : 6  
Z Range : 0-127

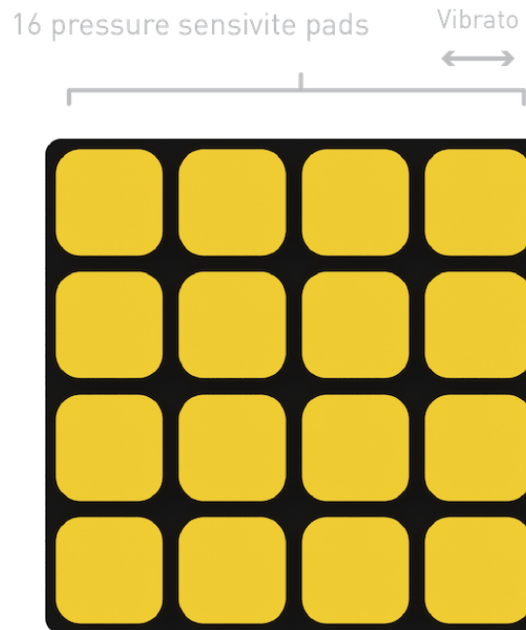
Bubble 3:

X Channel : 6  
X Control change : 7  
X Range : 0-127  
Y Channel : 6  
Y Control change : 8  
Y Range : 0-127  
Z Channel : 6  
Z Control change : 9  
Z Range : 0-127

Bubble 4:

X Channel : 6  
X Control change : 10  
X Range : 0-127  
Y Channel : 6  
Y Control change : 11  
Y Range : 0-127  
Z Channel : 6  
Z Control change : 12  
Z Range : 0-127

# 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

# 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 change : 1

Range : 0-127

Round 2 :

Midi channel: 9

Control change : 2

Range : 0-127

Round 3 :

Midi channel: 9

Control change : 3

Range : 0-127

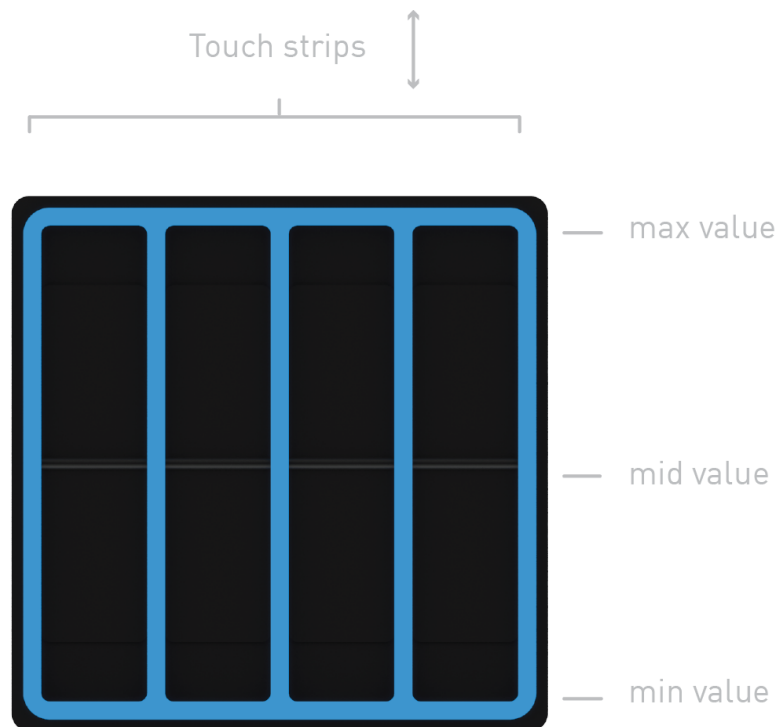
Round 4 :

Midi channel: 9

Control change : 4

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 change : 1

Range : 0-127

#### Strip 2 :

Midi Channel : 8

Control change : 2

Range : 0-127

#### Strip 3 :

Midi Channel : 8

Control change : 3

Range : 0-127

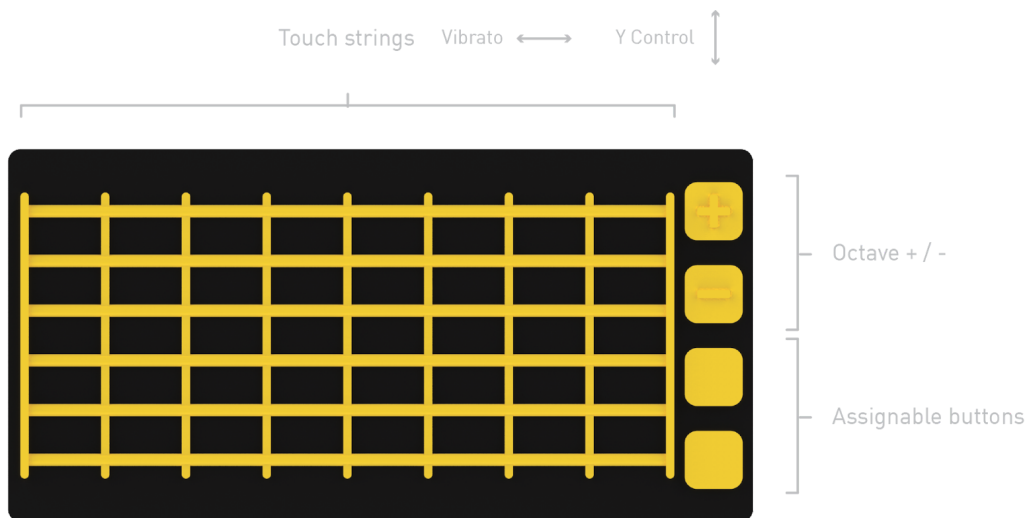
#### Strip 4 :

Midi Channel : 8

Control change : 4

Range : 0-127

# 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

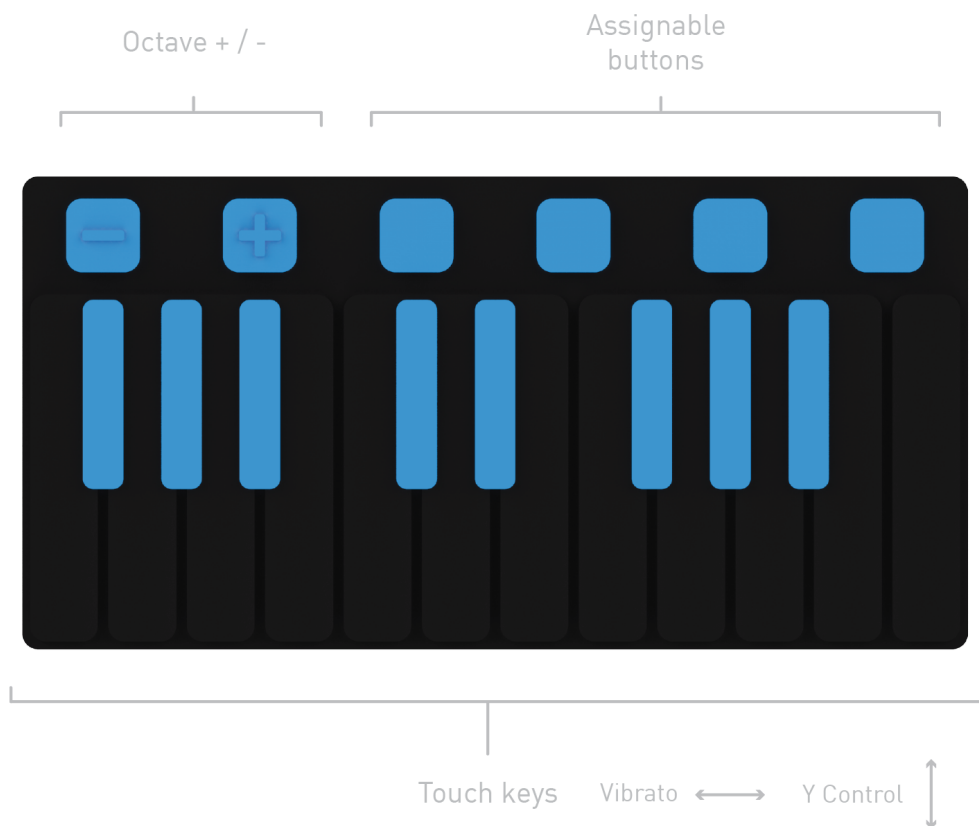
Value : 2

#### 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 change : CC74

Y control Initial value : 64

Buttons (from left to right):

Button 1 (not configurable): octave -

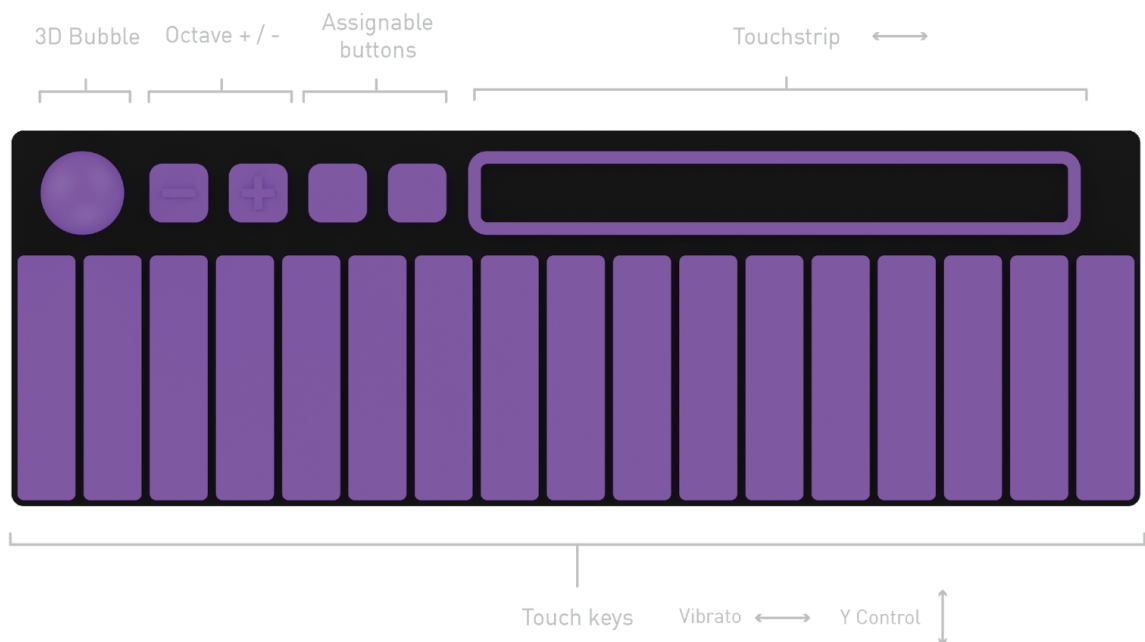
Button 2 (not configurable): octave +

Button 3: Action : Channel selection Value : 4

Button 4: Action : Channel selection Value : 5

Button 5: sustain on/off  
Button 6: vibrato on/off

# 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 change : 1

X Range : 0-127

Y Channel : 10

Y Control change : 2

Y Range : 0-127

Z Channel : 10

Z Control change : 3

Z Range : 0-127

#### Buttons (From left to right)

##### Button 1 :

Action : Channel selection

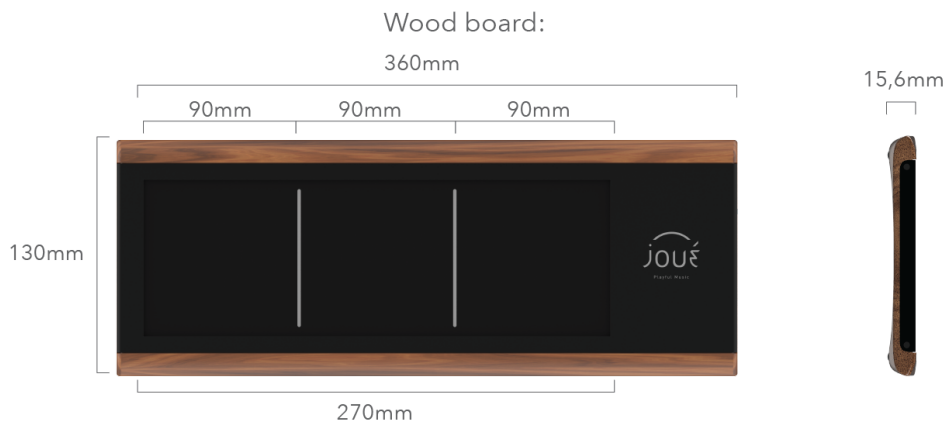
Channel : 10

##### Button 2 :

Action : Channel selection

Channel : 11  
Strip :  
Channel : 10  
Type : control change  
Control change : 4  
Range : 0-127  
Keys :  
Channel : 10  
First note : 52 - E2  
Scale : Maj Penta  
Velocity : 50-127  
Y control : On  
Y control change : 74  
Y control mode : Absolute  
Y control range : 0-127

## 8. JOUE BOARD SPECIFICATION



Weight: 800g

Connectivity: USB-C for data and power supply

Full midi compatibility over USB

NFC reader in each slot to detect parameters embedded in the soft modules

Modules:

