

LOÏC'S ARTICULATION SET EDITOR

v1.1 June 2025

Introduction

Thank you for downloading Loïc Articulation Set Editor aka LASE.

As a composer using too many orchestral libraries, I quickly got frustrated at the time lost configuring articulation sets in Logic Pro. LASE is born from the need of a better tool, first as personal project then as a commercial one.

It is designed to create, edit and manage Articulation Sets for Logic Pro in a quick way by offering batch operations, sorting, auto filling, prefix numbering, colours, etc.

If you're not familiar with the usage of articulations, please read the Logic Pro user manual or watch my YouTube channel <https://www.youtube.com/@loicdesjardinsmusic>

What's new in 1.1

- Fix : Switches / AutoFill : in Articulation ID numbering, uses the actual Articulation ID
- Fix : Outputs : Values are not reset to 0 on some operations
- Fix : Outputs : Outputs are saved even if only the Channel is set and not the Type
- New feature : Trial mode (no save). Expirations dates are found in main screen and licence info
- New feature : Outputs : choice of starting value for Auto Note, Auto CC & Auto Value
- New feature : Switches : possible to batch set Values Low and High
- New feature : Articulations : move one row up or down (using arrows in the grid)
- New feature : Articulations : move & group selected rows (using actions buttons arrow Sel.)
- New feature : Articulations : renumber lines
- Improvement : Articulations : more colours in Auto Color
- Improvement : colours are now displayed also in Outputs and Switches tabs
- Improvement : Outputs : better screen readability when Multiple Outputs is active
- Improvement : redesign of Tabs
- Improvement : various code optimisations & updated components

Disclaimers

This application is not endorsed by Apple, nor by any sample or library editor that I may mention in text, pictures or videos.

I can't guarantee a future compatibility for all coming updates of Logic Pro although I will always test it fully and release versions and patches as far as I can.

All along my tests, I've discovered that Logic Pro is very sensitive to Articulation Sets plist malformations. Faulty articulation set configuration might stall Logic Pro completely.

Even if I have run extensive tests, I cannot recommend enough **to always save a copy of your Logic projects before applying any new or edited Articulation Set using LASE.**

Technical requirements

This software runs only on MacOS machines (Intel or ARM based).

Minimum configuration

8GB of RAM - typical usage takes 100-150MB

Intel or ARM (Mx) CPU architecture

450MB of disk space (700MB during installation)

Screen resolution of 1280x1024

MacOS version : 10.13 (High Sierra) - I recommend using a more recent version though.

LASE doesn't need Logic Pro running or installed on the same machine. It can run on another machine. Yet, it's preferable that the machine it runs on has access to Logic Pro Articulation Sets folder for practicality.

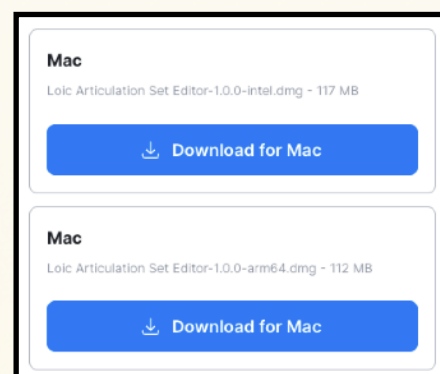
Note that Logic Pro has introduced articulation sets from Logic Pro X, version 10.4 (Jan 2018)... and this featured has mostly stayed unchanged since then.

Download

You have two ways of downloading LASE : either after buying it (thank you) or by clicking the *Trial* button on <https://loicdesjardins.com>. Trial period lasts for 14 days.

Note that in both case, you will need to create a customer account beforehand.

Two versions are offered, depending on your Mac generation: download **Loïc Articulation Set Editor.<version>.intel.dmg** if you have an Intel based (= older) Mac, or **Loïc Articulation Set Editor.<version>.arm64.dmg** only if you have an ARM-based Mac (=all Macs with a Mx chip : M1, M2, etc.)



Installation

According to your platform choose either Intel (for older machines) or ARM (from Mac since M1 chips)..

Double-click the downloaded dmg and drag the application program to your **Applications** folder. This manual is here too (inception!).

Note that LASE is signed (and notarized) by Apple. You're in safe territory and first launch should be straightforward - unless you made your computer Fort Knox.

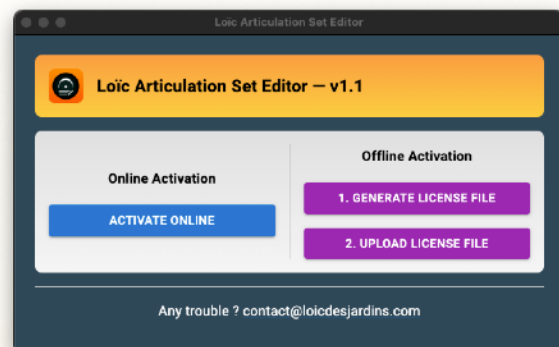


Licences

LASE supports both online & offline activation and allows activation on 2 machines (I know you'd love it), whatever the activation mode (you can be online on machine 1 and offline on machine 2).

Trial requires exclusively online activation.

Launch the app and you will first trigger the license activation screen.

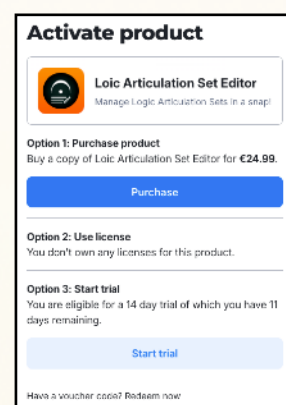
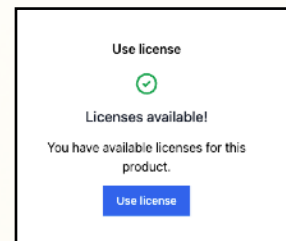


Online activation (if your machine is connected to internet)

Click **Activate Online** and you'll be redirected to a web browser. Identify yourself and you'll be redirected to a web browser showing this page.

Several choices are offered :

- if you already purchased a licence, the following page shows up and you will be proposed to use one of your activation tokens.
- if you haven't bought LASE yet, the following options will show in the browser. You will be offered to purchase LASE, or get immediately a temporary trial license for 14 days.

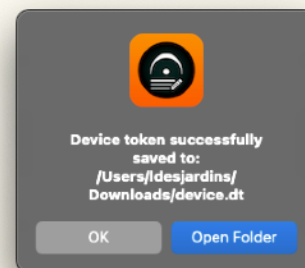


Offline activation (if your machine is off the grid)

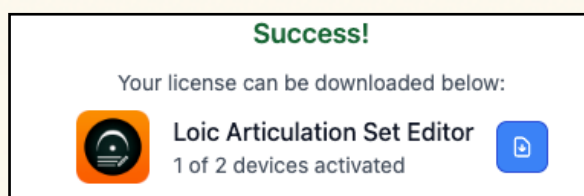
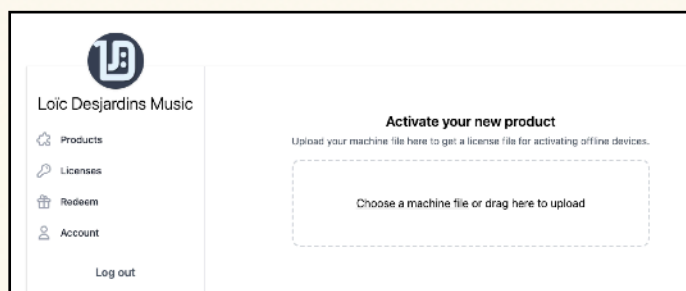
Offline activation requires more steps.

First, click on **1. Generate license file** to generate a file **device.dt** located in your Mac **Downloads** folder (or in your **Documents** folder if there's an issue with the Downloads folder).

LASE offers you to open the folder if you want.



Then, upload the file to <https://ldmusic.moonbase.sh/activate>




This triggers the download of a file **license-token.mb** - you can also download it from the small blue download icon.

Last step, go back to LASE, click **2. Upload License File**, choose your license-token.mb and you're done.

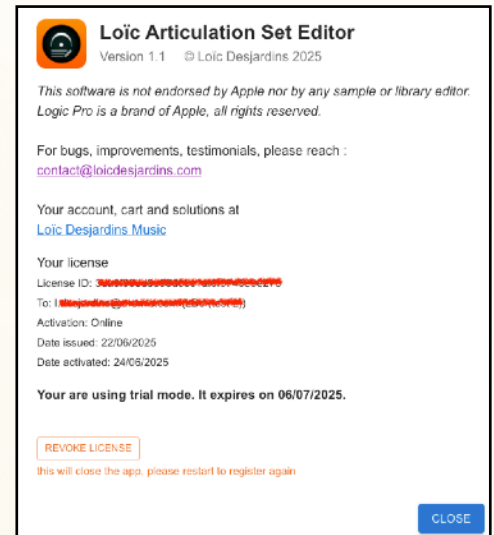
In both case Online or Offline, after activation, you are immediately redirected to the main screen.

Checking your license

In LASE, on the right corner, click the **Info** icon  : the popup will show you details about your license.

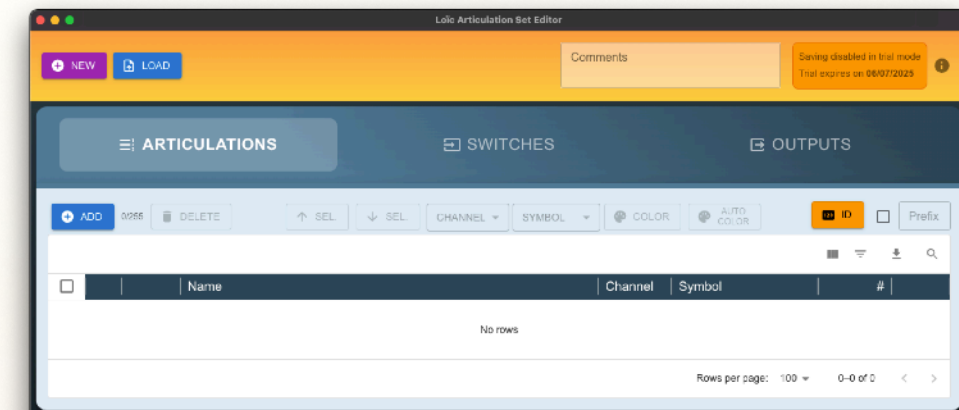
If you activated trial, a message reminds you on the expiration date of your trial period.

Under the details, the **Revoke license** button will reset your activation and close the app. This is useful if you have a new machine on which you want to transfer your licenses.



Getting Started

At launch, LASE opens a blank editor, ready to create a new articulation set.



By default, the **Articulations** tab is selected.

The global use of LASE is not very different from native Logic Pro articulation sets editor.

You're at home! It's just a bit more comfortable.

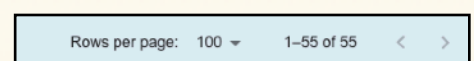
The application is divided in several sections, from top to bottom :

- The **orange** graduated zone mostly handles Files operations : creating a new set, loading an existing set for editing, adding notes or comments on the sets, save the set, save a copy of the set, or get informations on the software
- **Three tabs** similar to Logic Pro editor for Articulations, Switches and Outputs.
- A **grid** for editing and handling all batch operations on articulations

Generic features

The **grid** is almost the same for each tab :

- Text / numeric fields support **direct editing**: click on the field and start typing,
- Lists supports **direct selection**: click on the list field and the values are shown immediately,
- It supports **multi-selection** for batch editing: select at least one row, and new action buttons are available depending on the tab,
- Should you handle a large set of articulations, LASE supports **paging**. Default records / page is 100 (90 for Outputs tab) but you can change it.
Selected records are kept along page navigation,
- All grids feature the same actions buttons



- **Columns** allow to change the columns visibility. Usually ID is hidden - this is the internal ID used by the articulations system and can be different from the Articulation number. You can't reorder columns. I don't know why you would hide other columns but hey, the function is here anyway,
- **Filter** allows you search for articulation based on a specific criteria. For example : "Name contains 'Stacc' ",
- **Export** allows you to print the grid or export it as CSV file,
- **Search** box is a quick way to instantly search for values in any field.
- Each column can be sorted ascending or descending. Sorting is restricted to one column at a time,
- Each column features a 'dot' **menu** on its right side that allows to quick switch sorting, column visibility and filter.

Loading an articulations set

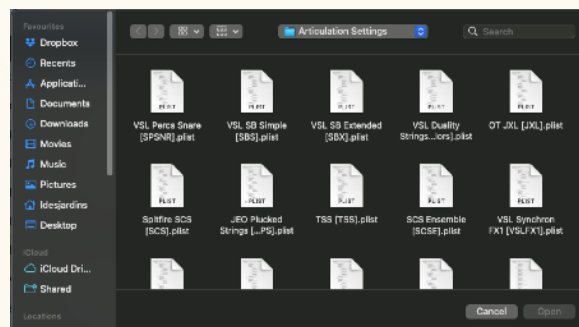
Click the **Load** button  : a file browser opens.

By default, it is already pointing at your articulation sets collection.

Pick a file with plist extension and click Open.

The articulation are loaded instantly in LASE.

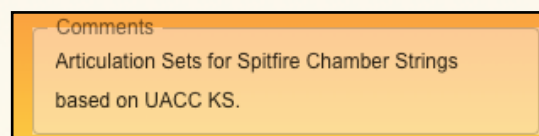
After the file is loaded, it's name is displayed next to the load button.



Note that LASE checks that the plist file is indeed an articulation set. Trying to open any other plist file will end up with a rejection message.

Adding a comment

When you are dealing with a lot of custom articulation sets, it could be useful to add a description, right? That's what the **Comments** field is for. Type whatever you want and it will be saved inside your articulations set.



Saving your work

Shall I have to explain this?

Save button will instantly save the articulation set you're working on.

Save As opens a file browser pointing at the articulation sets folder by



default. Choose a name and save your work.

Saving disabled in trial mode
Trial expires on **06/07/2025**

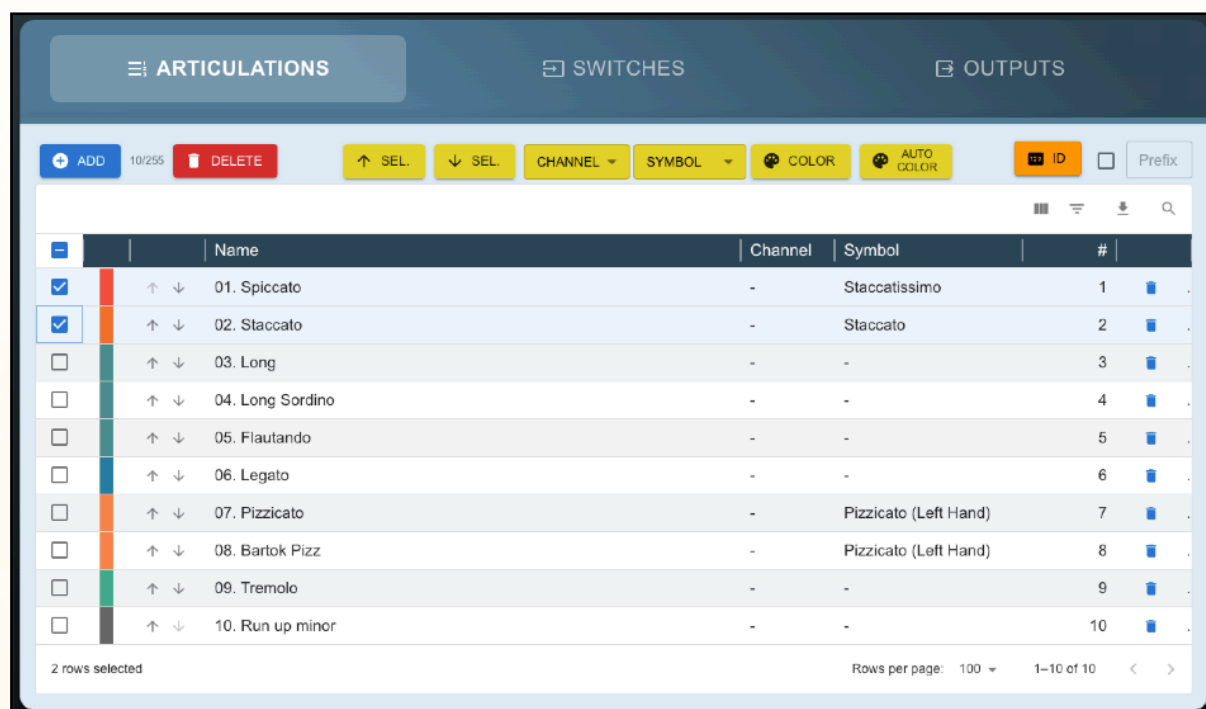
In trial mode, LASE doesn't support saving. Buttons are replaced by a reminder of the expiration period.

Informations




This triggers a popup allowing you to contact me, to point at my website (which also features your account) and review or revoke your license (which you know already if you've read this manual so far).

Articulations tab



This tab is the place to start with, but you already know it if you ever worked in Logic Pro.

Click **Add**  to add an articulation. There's a small counter next it allowing you see how many articulations you set.

Click on **Name** to type the articulation name, you can choose also a **MIDI Channel** and a **Symbol**.

The articulation **Number** is set automatically, but you can change it.

If you type a Number that's already in use, a message asks you to choose another one.

If there's a gap among the numbers - let's say you have set number 8 and 10 but not 9 - adding an articulation will fill the gaps first.

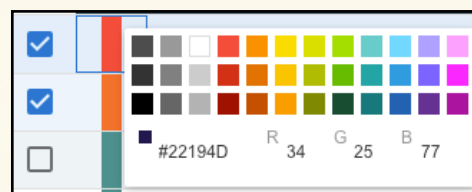
Then, the small **trash** icon allows to remove this articulation from the list.

All this is no different than Logic Pro, so let's review the LASE exclusive features.

First you can set a **colour**¹ for any articulation - white by default.

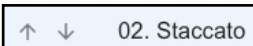
Click the small square in the first column and pick a colour among the selected.

Note that other tabs also display the selected colour but only Articulation tabs allows to change it.



¹ Colors are saved in the articulation set file but have no effect in Logic Pro. It is possible in Logic Pro MIDI Roll to colour notes by articulation, but Logic Pro chooses these colours arbitrarily. So it's just for you to visually identify articulations. (Actually, I use these colours in my bespoke control surface, please check my YouTube channel if you are interested).

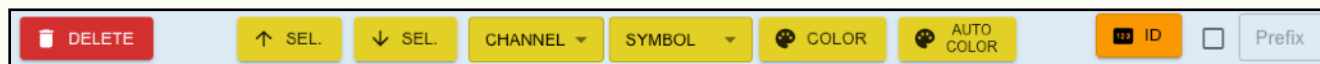
It is also possible to change the position of each articulation by using the **up/bottom arrows**. The order will be saved and used by Logic Pro.



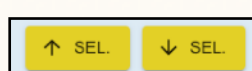
Of course, reordering lines will mess up the articulation number, we'll see that later.

More potential of LASE is revealed when you select one or more articulations.

A row of action buttons becomes active.



Red **Delete** buttons will get rid of all your selection at once.



The **up/down selection** arrows allow to select rows and move them all up or down. If the selected articulations are not consecutive, they will be grouped and moved up. So, let's say you have articulations of the same kind (longs for example) that are spread across the list. Select them and use one of these buttons to group them and move them up or down. Moved rows are updated realtime in the other Tabs so that consistency is kept.

Yellow **Channel, Symbol** and **Color** button allow to apply the selection to all selected articulations.

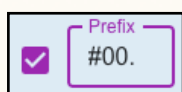
Auto-color is looking for keywords in the articulation name and will attribute automatically a colour accordingly. Here's the chart of keywords and colours. Please note that these colours are entirely my personal choice.

	keywords
	staccatissimo, super short, spiccato, spicc
	stac, staccato, shrt, short
	détaché, detache, dét, tenuto, louré, loure, martele, martelé, saltando, ricochet
	sus, long, sustain, sustains, lng, arco, harm, harmonic, ponticello, pont
	soft, tasto, sord, sord, sordino, mute, muted
	very soft, flageolet, flautando, flaut
	marc, marcato, sfz, sforzato, sforzando, attack, atk
	leg, legato, port, porta, portamento, slur, performance
	tremolo, trem, ,trill, trills, mordent, flutter, roll
	dyna, cresc, crescendo, decresc, decrescendo, dimin, diminuendo
	pizz, pizzicato, pluck, bartok, slap, legno, battuto, tap, taps
	cluster, fx, alea, aleatoric
	rise, fall, scoop, doit, rip, rips, grace, bend

	keywords
	runs, slide, glissando, gliss, scale , shake, shakes
	rep, repeat, repetition, arp, arpeggio, multitng, multitongue
	any other articulation not featuring any of these words



The **Renumber** buttons rebuilds the articulations numbers fully, both **Articulation Number** and **ID**. Articulations numbers are updated in all tabs. This feature is especially useful after lines are reordered. However, in the articulation **Name**, the prefix is left unchanged.



Check the box next to **Prefix** to make it active, this will be put ahead of all articulation names. This will erase any previous prefix.

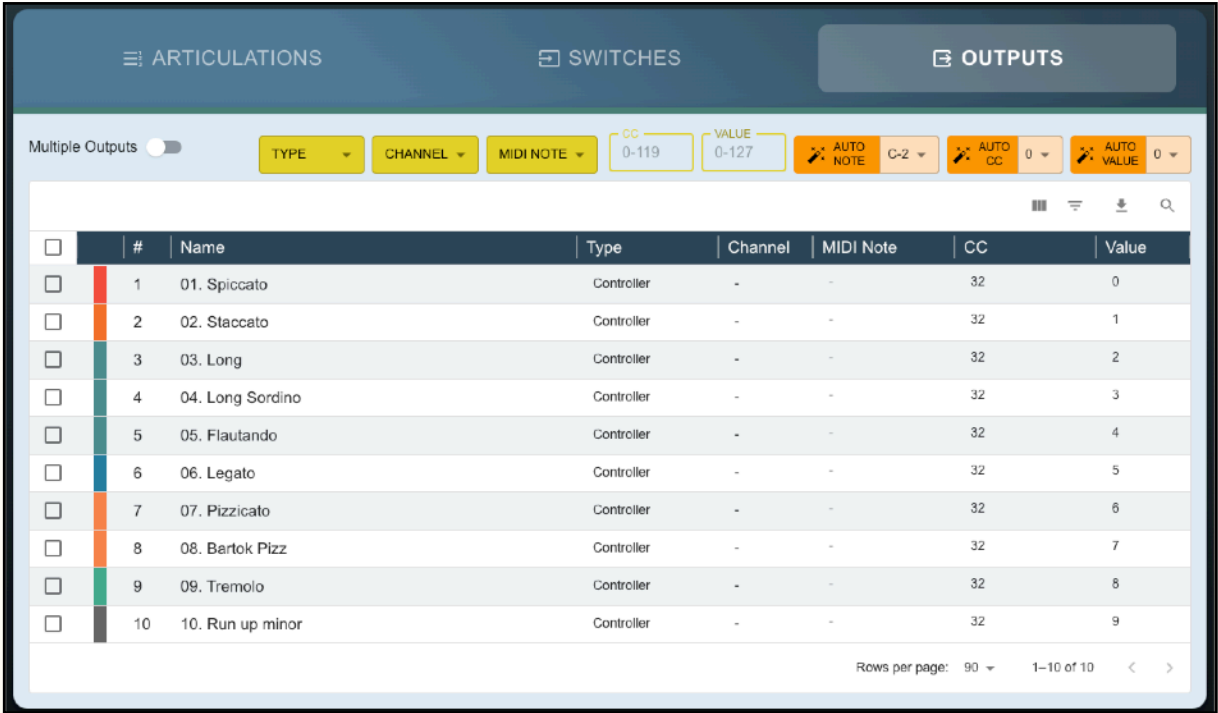
The **prefix** box allows to type a mask made of character 0 and a couple of special characters like . (dot), / (slash), - (hyphen), # (dash - or sharp for us musicians). For example, typing #00. will add a prefix #01. #02. #03. etc. in front of each articulation.

Note that the number computed for the prefix is based on the articulation Number, not its position or internal ID. If you change the Articulation number after you set a prefix, you will have to apply the prefix again.

Deactivate the prefix checkbox to get rid of any prefix.

That's all for the Articulations list management, now let's review...

Outputs tab



This tab works very closely to native Logic Pro articulation set editor. It reflects in real time the articulations sets in the Articulations tab.

First, **Multiple Outputs** toggle allows you to define 3 output messages per articulation. When switched on, the grid takes a compact format for better readability. This is exactly similar to Logic Pro, which limits the sent messages to 3 per articulation.

	#	Name	Type	Channel	MIDI Note	CC	Value
<input type="checkbox"/>	1	01. Spiccato	Controller	-	-	32	0
<input type="checkbox"/>			-	-	-	-	-
<input type="checkbox"/>			-	-	-	-	-
<input type="checkbox"/>	2	02. Staccato	Controller	-	-	32	1
<input type="checkbox"/>			-	-	-	-	-
<input type="checkbox"/>			-	-	-	-	-

The **Type** will not only define the type of message sent but also the usage of following columns. **Channel** is free to set independent of any Type. **MIDI Note** will show a long list of notes from C-2 to G8. It is possible to type the letter to speed up selection. **Controller** allows to type a MIDI CC (continuous control) value from 0 to 119. **Value** allows to type a number from 0 to 127.


when Type is...	MIDI Note is	CC is	Value is
Note On	active	disabled	disabled
Note Off	active	disabled	disabled

when Type is...	MIDI Note is	CC is	Value is
Poly Aftertouch	active	disabled	active
Controller	disabled	active	active
Program	disabled	disabled	active
Aftertouch	disabled	disabled	active
Pitch Bend	disabled	disabled	active

Again, select one or more rows and the actions buttons become active.



Type and **Channel** will apply to all selected rows.
MIDI Note, **CC** and **Value** are only applied when the field is active (see chart above).

Three hybrid buttons allow you to batch increment all lines.
 The right part of each button features a drop list allowing to set the starting value for increments, while the left part triggers the renumbering.

Auto Note will auto increment Notes when Type is set on *Midi On*, *Midi Off* or *Poly Aftertouch*.
Auto CC will auto increment CC for each row that is of *Controller* Type.
Auto Value will auto increment Value for each row that is of *Poly Aftertouch*, *Controller*, *Program*, *Aftertouch* or *Pitch Bend* Type. These three buttons are a big time saver.

Let's finish with the last tab: Switches.

Switches tab

ARTICULATIONS

SWITCHES

OUTPUTS

ADD

DELETE

STATUS

MODE

SEL (CC)
0-119

VALUE LOW
0-127

VALUE HIGH
0-127

AUTO FILL

	#	Articulation	Status	Selector	Low	High	Mode
<input type="checkbox"/>	1	01. Spiccato	Controller	32	1	1	-
<input checked="" type="checkbox"/>	2	02. Staccato	Controller	32	2	2	-
<input type="checkbox"/>	3	03. Long	Controller	32	3	3	-
<input type="checkbox"/>	4	04. Long Sordino	Controller	32	4	4	-
<input type="checkbox"/>	5	05. Flautando	Controller	32	5	5	-
<input type="checkbox"/>	6	06. Legato	Controller	32	6	6	-
<input type="checkbox"/>	7	07. Pizzicato	Controller	32	7	7	-
<input type="checkbox"/>	8	08. Bartok Pizz	Controller	32	8	8	-
<input type="checkbox"/>	9	09. Tremolo	Controller	32	9	9	-
<input type="checkbox"/>	10	10. Run up minor	Controller	32	10	10	-

1 row selected

Rows per page: 1001-10 of 10

Like in Logic Pro, by default, Switches tab is not populated. And it takes a hell of a time to configure.

So, let's jump to probably the best feature of LASE : **Auto fill**.
Click the button to open a popup.

Auto Fill Switches

Warning : using this feature will replace all existing Switches configuration.

Note On

-

Status

Controller: CC 0-119, For Poly Aftertouch: Midi Note

ARTICULATION ID

INCREMENTAL

C-2

Choose numbering method

Starting value

-

Mode

CANCEL

APPLY

This feature will not only create a row for each of the articulations found in Articulations tab, but also automatically set the **Status**, **Selector**, **Values** and **Mode** for each of them.

First, choose the **Status**.
If Status is *Controller* or *Poly Aftertouch*, the field next to it becomes active to allow to set a CC value (Controller) or a MIDI note (Poly Aftertouch).

If Status is *Note On* or *Note Off*, the field **Starting value** displays a list of all notes, otherwise, this field hosts only numbers.

There are 2 ways to calculate the values : either based on **Articulation ID** (Number) or

Incremental. In the latter case, the **Starting value** is here to set the start point of the series. Each consecutive articulation will be incremented by 1.

For example, if you set a Status to *Note On* and Starting value to *C0*, then the first articulation value will be *C0*, then next *C#0*, the next *D0*, etc.

You can also pick a **Mode** to apply on each articulation.

Click **Apply** to see the result. This would erase all previous Switches configuration. You can redo it as much as you want if you need to adjust.

Of course, there's always to possibility to create and edit manually one or more rows in the grid.

If you started with a blank Switches tab, use the button **Add** to fill the grid with the existing articulations. Once all articulations are covered, the Add button is disabled. Add will always try to fill the missing articulations first. As a consequence, if Add button is on, then some switches are missing.

Editing Switches rows mostly consist in setting the **Status, Selector, Low & High** values and **Mode**.

when Status is...	... then Selector sets	Values (Low & High) are
Note On	MIDI note	active but useless
Note Off	MIDI note	active but useless
Poly Aftertouch	MIDI note	active
Controller	CC value	active
Program	disabled	active
Aftertouch	disabled	active
Pitch Bend	disabled	active
Velocity	disabled	active

When typing a **Low** value, it is automatically copied in the **High** value. Note that if you stay on the same row and edit Low value again, the High value is unchanged.

LASE comes with an **value overlap detection** : it will highlight in red all conflicting rows when Values Low and High are overlapping within rows. In the example below, the first row Values spread from 4 to 7 and trip on consecutive switches range..

4	#4 Détaché Bd/Ag(3)	Controller	32	4	7
5	#5 Dét. marc. Bd/Ag(3)	Controller	32	5	5
6	#6 Dét. soft Bd/Ag(3)	Controller	32	6	6
7	#7 Staccato Hard Bd/Ag(3)	Controller	32	7	7

It won't prevent you from saving or using this articulation set - after all, Logic Pro allows conflicting values - but it will sure help detect and fix switching issues.

As usual, select one or more rows to activate batch operations.

DELETE

STATUS

MODE

SEL.(CC)
0-119

VALUE LOW
0-127

VALUE HIGH
0-127

Delete will remove the selected rows, and you will be able to batch set **Status** and **Mode**.
Sel. (CC) allows to set a CC value for all selected lines. The field is only active if all selected lines have the Status set as *Controller*.
Same with **Value Low** and **Value High**. Note that LASE will prevent Low to exceed High value.

And we're done with LASE features!

Now let's have a look on how it works in Logic Pro.

In Logic Pro

There is one important thing to know about the way Logic Pro keeps articulation sets : all articulations sets are saved with the project (almost) independently from the articulation set files i.e. you could manage all articulations without saving them in articulation sets file.

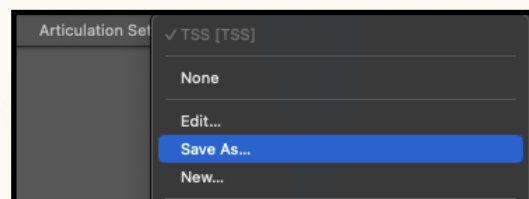
Of course, since only the project contains articulation sets, you would have to replicate the sets in each projects. This is why Logic Pro allowed to save and load sets.

This has two consequences:

1. if you don't save the articulation set, you'll never get a plist file and thus, you won't be able to edit it in LASE (see Case 1 below).
2. if you use LASE to update your articulation set file, you will need to refresh your articulations in Logic Pro. In your project. And if you used this set in other project, you will to refresh them also. All projects. I wish there was a way to apply the new set automatically in every project, but that's not the Logic Pro way to managing sets. (see Case 2)

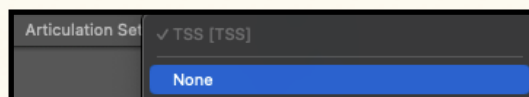
Case 1 : you created your articulation set in Logic Pro and want to edit it in LASE.

1. Verify that your set is selected in Logic Pro
2. Select **Save As...** and give your set a file name
3. Open LASE and edit your set and save it.



Case 2 : you edited your set in LASE and want to apply the change in Logic Pro

1. In the Articulation set list, choose either another set temporarily or None.
2. Then, open the list again and choose your updated set.
This forces Logic to reload articulations settings.



Case 3 : you edited your set in LASE, but you'd want to continue editing in Logic Pro

1. No problem, you can keep refining your set in Logic, it won't update the articulation file anyway.
2. If you save again from Logic Pro using Save As... and later reopen in LASE, there won't be any issue. If you had set LASE specific settings like the comments or colours, Logic Pro won't break them.

Case 4 : you just created your set in LASE, and would like to use it immediately in your active Logic Pro session.

1. You can't, since articulation set list is updated at the start of Logic Pro
2. Save your project, close Logic Pro, launch it again, open your project and voilà, your new articulation set now shows in the list.

Known limitations, bugs and giving feedback

Logic Pro can (theoretically) handle up to 255 articulations. LASE can handle this amount but the display may lag a bit, especially if the Output tabs has Multiple Outputs activated (= 3 rows per articulation). It still snappy with near 100 articulations. Actually at 255 articulations, there's a higher chance for Logic Pro to crash than LASE.

There might be a display bug with selected rows with selected rows that seemingly stay selected even after an action is completed. I'm working on it but there's a simple workaround : just select/unselect some or all rows.

Compared to Logic Pro articulation set editor, 2 features are missing:

- The symbol list doesn't include an icon. This will be added in a future release,
- There is no Undo. This will also be added in the future.

LASE is only available in English. For translation request, contact me at contact@loicdesjardins.com. I may add it in a future release.

Also, LASE is Mac only. If you'd like a Windows version, it should be feasible, I may add that option.

And for any other improvement request, found bugs, suggestions, etc. please also contact me. I'm a one man company but still, I want to make quality product.

If you wish to testify how much time you saved with LASE, please contact me too. Don't just post a comment online.

If you're curious about me, my music, my other projects, please consider visiting <https://loicdesjardins.com>

EULA (End User License Agreement)

Last Updated: 18/05/2025

1. Introduction

This End User License Agreement (hereinafter "EULA") is a legal agreement between **Loïc Desjardins**, located in France (hereinafter "Licensor") and the end user (hereinafter "Licensee") of the **Loïc Articulation Set Editor** software application (hereinafter "Software").

By installing, accessing, or using the Software, you agree to be bound by the terms of this EULA.

2. Definitions

- **Software:** The application and any related updates, patches, and modifications.
- **Licensor:** Loïc Desjardins, the legal owner of the Software.
- **Licensee:** The individual or entity that has acquired the license to use the Software.
- **Activation:** The process of validating the Software license, which may be completed online or offline.
- **Moonbase License Management:** The third-party service used to manage activation and licensing.

3. Grant of License

The Licensor grants the Licensee a **non-exclusive, non-transferable, revocable license** to install and use the Software for personal or commercial purposes, subject to the terms of this EULA.

4. Activation and License Management

The Software requires activation through **Moonbase License Management**:

- **Online Activation:** License validation through an internet connection.
- **Offline Activation:** Manual license validation through a secure file exchange.

The Licensee agrees not to bypass or circumvent the activation process.

5. License Restrictions

The Licensee may not:

- Copy, distribute, or make the Software available to third parties.
- Reverse engineer, decompile, disassemble, or attempt to discover the source code.
- Modify, translate, adapt, or create derivative works.
- Transfer, sell, rent, lease, or sublicense the Software.

6. Intellectual Property

All rights, title, and interest in and to the Software, including all intellectual property rights, remain with the Licensor. This EULA does not convey any ownership rights to the Licensee.

7. Privacy and Data Collection (GDPR Compliance)

The Software collects and processes data in compliance with the **General Data Protection Regulation (GDPR)**.

- Personal data is processed strictly for activation and usage analytics.
- Licensee data is not shared with third parties except for **Moonbase License Management** for validation purposes.
- **Data Resale Prohibition:** The Licensor confirms that no personal information or customer data is sold or transferred to any third party.
- Licensee has the right to access, modify, or delete personal data by contacting Loïc Desjardins at contact@loicdesjardins.com.

8. Cookie Policy

If the Software uses cookies for analytics or performance optimization:

- The Licensee will be informed of the use of cookies during installation or first use.
- Cookies are used solely to enhance user experience and monitor application performance.
- No third-party advertising cookies are used.
- All cookie data is handled in compliance with **GDPR**.

The Licensee may disable cookies through their browser settings; however, this may affect some functionalities of the Software.

9. Updates and Upgrades

The Licensor may provide updates or upgrades to the Software. These updates may be installed automatically or require user consent. Continuing to use the Software after an update signifies acceptance of the new terms.

10. Support and Maintenance

The Licensor provides **support and maintenance** under the following conditions:

- Support is available through contact@loicdesjardins.com for installation issues, activation problems, and software malfunctions.
- Maintenance includes bug fixes and performance improvements in future updates.
- Critical issues are addressed with priority, and regular updates are provided to ensure compatibility and security.
- There is no guaranteed response time, but efforts will be made to respond within 48 business hours.

11. Term and Termination

This EULA remains in effect until terminated.

- **Termination by Licensee:** You may terminate the license by uninstalling the Software or revoke your license from the software.
- **Termination by Licensor:** The license may be revoked if there is a breach of this agreement.
- Upon termination, the Licensee must cease all use and delete all copies of the Software.

12. Limited Warranty and Disclaimers

The Software is provided "as-is" without any warranty of any kind.

- The Licensor disclaims all warranties, express or implied, including but not limited to merchantability, fitness for a particular purpose, and non-infringement.

13. Limitation of Liability

In no event shall the Licensor be liable for any damages, including but not limited to lost profits, data loss, or business interruption, arising from the use of the Software, even if advised of the possibility of such damages.

14. Governing Law and Jurisdiction

This EULA shall be governed by and construed in accordance with the laws of **France**.

Any disputes arising under or related to this agreement shall be settled in the courts of **Paris, France**.

15. Amendments

The Licensor reserves the right to amend this EULA. You will be notified of substantial changes, and continued use of the Software constitutes acceptance of the modifications.

16. Third-Party Software

The Software contains a third-party component (Moonbase Inc.) which may be subject to separate license terms. The Licensee agrees to comply with all applicable third-party licenses.

17. No Affiliation with Apple Inc.

The Software, **Loïc Articulation Set Editor**, and its Licensor **Loïc Desjardins** are in no way affiliated with, endorsed by, or sponsored by **Apple Inc.**. All references to Apple products or services are for compatibility purposes only. Similarly, the Software and Licensor have no links with any library or software editor that may be mentioned on text, screen capture and video of this manual or all media found on the Licensor website <https://loicdesjardins.com>

18. Miscellaneous

- **Entire Agreement:** This EULA constitutes the entire agreement between the parties.