

LOÏC'S ARTICULATION SET EDITOR

v1.2 October 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 1.2

- Fix : deleting articulations (from row or Delete button) doesn't trigger renumbering
- Fix : MIDI Channel are now properly saved, not changed to adjacent value
- Fix : Switches : error (overlap) colouring is now based on both Selector & values
- Fix : Outputs : when Multiple Outputs is active, modifying Type now works for all selected lines
- Fix : Outputs : when Type is Controller, select a MIDI Note doesn't change CC value
- New feature : Import from Excel, CSV or TXT file
- New feature : Undo
- New feature : MIDI Learn
- Improvement : automatic colours are more vivid
- Improvement : code optimisations & updated components
- Improvement : slight logo redesign

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.

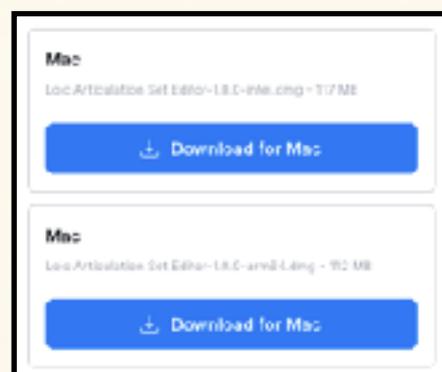
Note that Logic Pro has introduced articulation sets from Logic Pro X, version 10.4 (Jan 2018)... and this featured has mostly stayed unchanged since then.

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 **Loic Articulation Set Editor.<version>.intel.dmg** if you have an Intel based (= older) Mac, or **Loic 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)

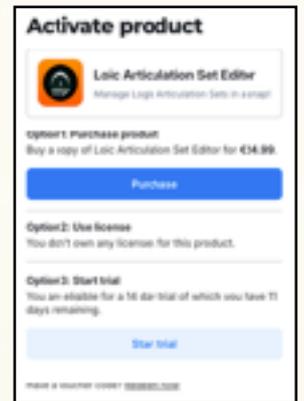
Click **Activate Online** and you'll be redirected to a web browser. Identify yourself and you'll be redirected to a web browser showing this page.

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.

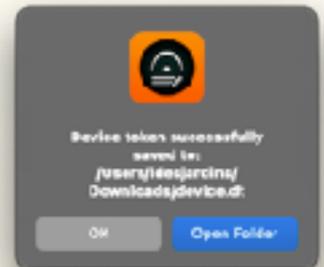


Offline activation (if your machine is off the grid)

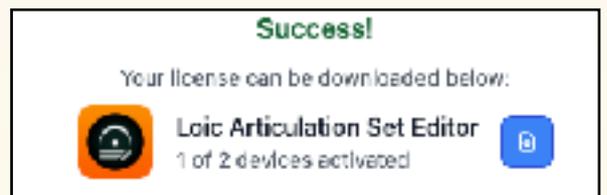
Offline activation requires more steps.

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.

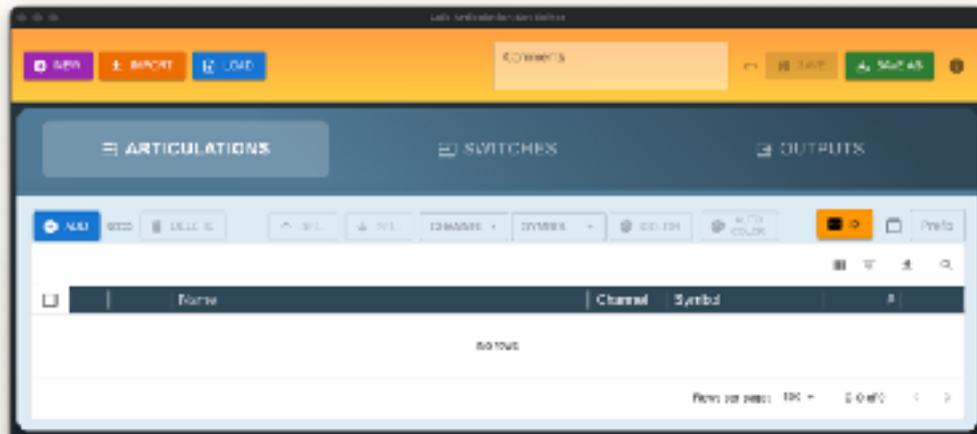
If you activated trial, a message reminds you on the expiration date of your trial period.

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,

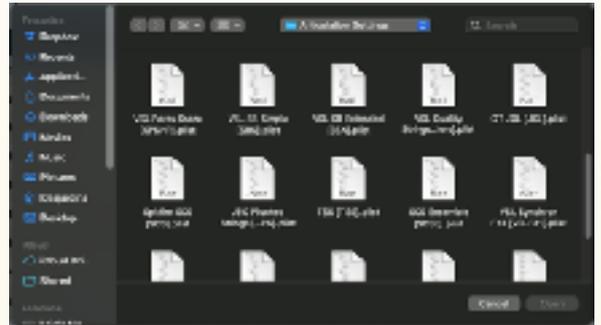
- **Filter** allows you search for articulation based on a specific criteria. For example : "Name contains 'Stacc' ",
- **Export** allows you to print the grid or export it as CSV file,
- **Search** box is a quick way to instantly search for values in any field.
- Each column can be sorted ascending 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.

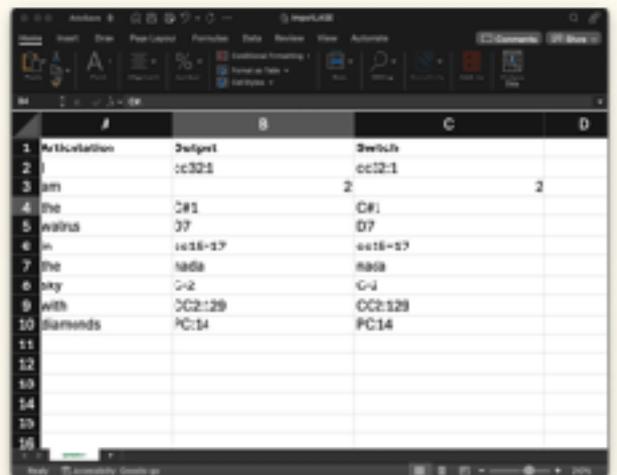


Note that LASE checks that the plist file is indeed an articulation set. Trying to open any other plist file will end up with a rejection message.

Import from Excel / CSV / TXT

LASE now offers the opportunity to create articulations, switches & outputs based on an Excel workbook or a CSV or TXT file. This allows you to prepare articulations in batches using the power of Excel, but also, for example, using AI, to prepare an Excel worksheet using captures of your plugins (Tip : it works quite well with SINE player).

Only the first worksheet is used, it must contain exactly 3 columns. An example is provided in the package.



CSV or TXT files will support either tab or comma (,) separators.

Articulation contains simply the list of all articulations listed in rows.

Output contains the structure of output - only single output is supported. The syntax of values is flexible and will be interpreted as follows:

- if it contains a note, a **Note On** type is selected with the Note as the selector and 0 in value (velocity)
- if it contains **CC**, then a **Controller** type is selected, with the matching selector and value. The syntax supports either = or : (colon) separators (CC<selector>:<value> or CC<selector>=<value>).
- if it contains **PC** or **P** or **PROG**, then a **Program Change** type is selected, with the matching value. The syntax supports either = or : separators.
- if it contains **AT** or **A** or **ATOUCH**, then an Aftertouch type is selected, with the matching value. It also supports = or : separators.
- if it contains only a number, then a **Controller** type is selected with CC 1 and the matching value.
- if the content is blank or can't be interpreted then it is set with **Controller** CC 1 value 0 since Logic Pro doesn't allow a blank Output setting.

Switch contains the structure for the switch, this value is optional if you don't want to use Switches. It contains the same value interpreter as above, so the same syntax rules apply.

To import from Excel, just hit the **Import**  button and pick up a compatible Excel file. If no relevant content is found for LASE in the first worksheet, you'll get an error message. If the content is interpreted, you'll get an import preview window showing you the result. You can then either:

- **Cancel** if the result is not correct and you wish to refine the Excel source,
- **Replace** to replace all current articulations with the Excel source,
- **Append** to add these articulations at the bottom of the current list.

IMPORT OVERVIEW — 9 ROWS

Render the parsed rows: Columns & Headers | Output | Table

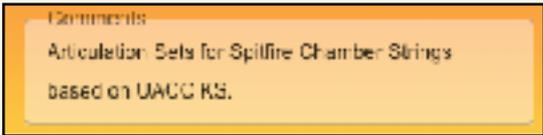
#	ARTICULATION	OUTPUT (MIDI)	SWITCH (MIDI)
1	i	Controller 32 (1)	Controller 32 (1)
2	sh	Controller 1 (6)	Controller 1 (6)
3	he	Note On: C4 (0)	Note On: C4 (0)
4	whr	Note On: D3 (0)	Note On: D3 (0)
5	n	Controller 16 (12)	Controller 16 (12)
6	de	-	-
7	ky	Note On: C-2 (0)	Note On: C-2 (0)
8	wh	Controller 2 (10)	Controller 2 (10)
9	dsranda	Program (14)	Program (14)

Enter note names like C4#0 for intervals and support to Note On, C4#0 and sustain in systems like LogicPro

HELPFUL | APPEND | CANCEL

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 instant 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.



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



Informations



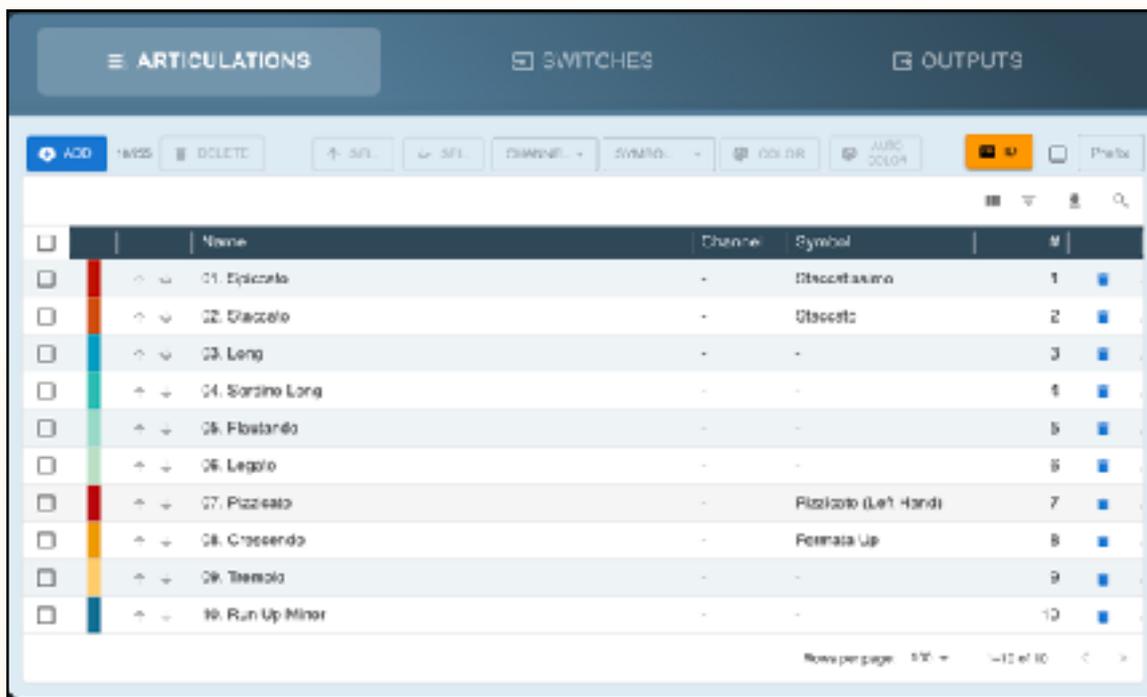
This triggers a popup allowing you to contact me, to point at my website (which also features your account) and review or revoke your license (which you know already if you've read this manual so far).

Undo



LASE supports Undo with up to 50 memory steps. Please note that in case of batch operations (including auto colour, auto switch, etc.), and single Undo step may contain a lot of changes. Loading a file or create a new one resets the Undo history (but not Import, so that you can revert back a problematic import).

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

	keywords
	rise, fall, scoop, doit, rip, rips, grace, bend
	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.

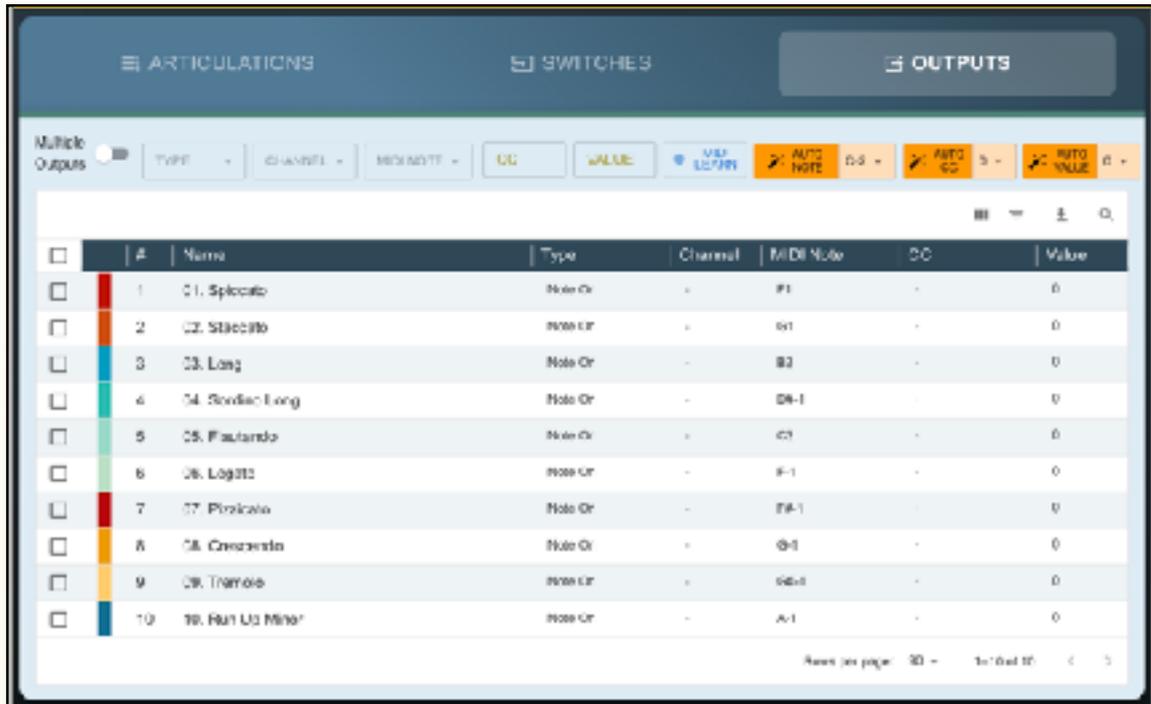
The **prefix** box allows to type a mask made of character 0 and a couple of special characters like . (dot), / (slash), - (hyphen), # (dash - or sharp for us musicians). For example, typing #00. will add a prefix #01. #02. #03. etc. in front of each articulation.

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
1	01. Spiccato	controller	-	-	32	0
2	02. Staccato	Controller	-	-	32	1

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.

MIDI Learn is a new feature allowing you to set the row settings by receiving a MIDI message.

Contrarily to the previous actions, it does not need any row selected, but instead works on the row that has the focus. Tip: a good way to focus a row is to click on its colour.

MIDI Learn works in 2 ways: **one-shot** and **continuous**.

To activate **one-shot** mode, click once on the icon, it turns blue: now LASE is listening to selected MIDI messages from any MIDI port in your installation. It supports MIDI Note On (and will put a 0 velocity value), CC (detecting both the CC selector and the value) and Program Change messages. Once the message is processed, the MIDI Learn button returns to its initial state.



To activate **continuous** mode, double-click the MIDI Learn button: it turns red and start blinking. In this mode, the MIDI Learn feature stays activated until you click on it again. There are two combined use cases for using continuous mode: on one row, adjust the value precisely, especially when setting CC, or to work on a range of rows by shifting the focus on row. Tip: use the up/down arrow on your keyboard to quickly shift focus between rows.



For example, activate MIDI Learn, focus on a row by clicking on its colour, hit a keyboard key - it will set a Midi On message, hit the down arrow to switch to next row, hit another keyboard key, and so forth. This way, LASE makes it very quick to assign messages to rows.

Let's finish with the last tab: Switches.

Switches tab

#	Articulation	Status	Selector	Low	High	Mode
1	01. Spiccato	Controller	111	33	33	-
2	02. Staccato	Controller	52	2	2	-
3	03. Long	Controller	32	3	3	-
4	04. Sordine Long	Controller	32	4	4	-
5	05. Flautando	Controller	32	5	5	-
6	06. Legato	Controller	32	6	6	-
7	07. Pizzicato	Controller	32	7	7	-
8	08. Crescendo	Controller	52	8	8	-
9	09. Tremolo	Controller	52	9	9	-
10	10. Run Up Minor	Controller	52	10	10	Monetary

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

ARTICULATION ID **INCRMENTM**

Chosen numbering method

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 that share the same Status and Selector values. In the example below where CC32 is used to switch, the first row Value Low/High ranges from 4 to 7 and trips on consecutive switches range.

4	#4 Détaché Bd/Ag(3)	Controler	12	4	7
5	#6 Dét. maro. Bc/Ag(3)	Controler	12	5	8
6	#6 Dét. soft Bd/Ag(3)	Controler	12	9	6
7	#7 Staccato Hard Bd/Ag(3)	Controler	12	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 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 *Controler*.

Same with **Value Low** and **Value High**. Note that LASE will prevent Low to exceed High value.

The **MIDI Learn** button works exactly as in the Outputs tab, please refer to that section above.

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.

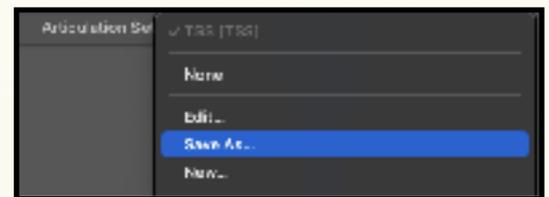
Of course, since only the project contains articulation sets, you would have to replicate the sets in each projects. This is why Logic Pro allowed to save and load sets.

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)

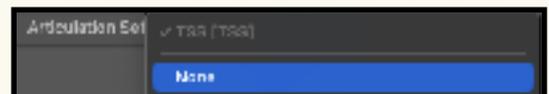
Case 1 : you created your articulation set in Logic Pro and want to edit it in LASE.

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 stay 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 remaining display bug with selected rows with selected rows that seemingly stay selected even after an action is completed. Last updates should have partially fixed the issue, but it may appear again in some conditions.

Compared to Logic Pro articulation set editor, 1 minor feature is missing: the support of articulation symbols icons.

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

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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").

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- 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.

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18. Miscellaneous

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