

afterTouch

afterTouch(value)

Description

Function to generate channel aftertouch events.

Available in: Processor.

Arguments

value	The aftertouch value in the range of 0 to 127.	number
--------------	--	--------

Example

```
-- invert aftertouch values
function onAfterTouch(event)
  local invAT = 127 - event.value
  afterTouch(invAT)
  print("Inverse AT:", invAT)
end
```

See Also: [onAfterTouch](#), [controlChange](#), [pitchBend](#)