

Sim'n Tonic

Nome I & II Manual

For Firmware 3.2

For U-SYNC 1.2

This PDF is the full manual for the Nome I (also called Midronome) and Nome II by *Sim'n Tonic*. Read it through to learn all the things this versatile device can do!

Complementarily to this PDF, you can watch this Video walkthrough:

 **Midronome Walkthrough (Video manual)**

Note: *the video section about external sync is outdated, it has been replaced by U-SYNC, please refer to this PDF manual instead.*

If you are in doubt, or if the walkthrough does not match with what is written in this User Guide, always refer to the information from this PDF.

If you need help, ask on:

- [The Sim'n Tonic Forums](#)
- [The Sim'n Tonic Facebook Group](#)
- [Or contact Support](#) (please prefer public channels if possible)

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1. Buttons & Connectors

1.1 - Front view

1. Display - shows the current tempo (or current setting/value/info)

2. Setup Button - enter and leave the settings

3. Tap Tempo Button - tap a new tempo

4. Play Button

- start/stop your gear
- long press to resync/restart your gear

5. Play/Mute Button

- mute/unmute the audio metronome
- or act as a second Play button (see the [list of settings](#))

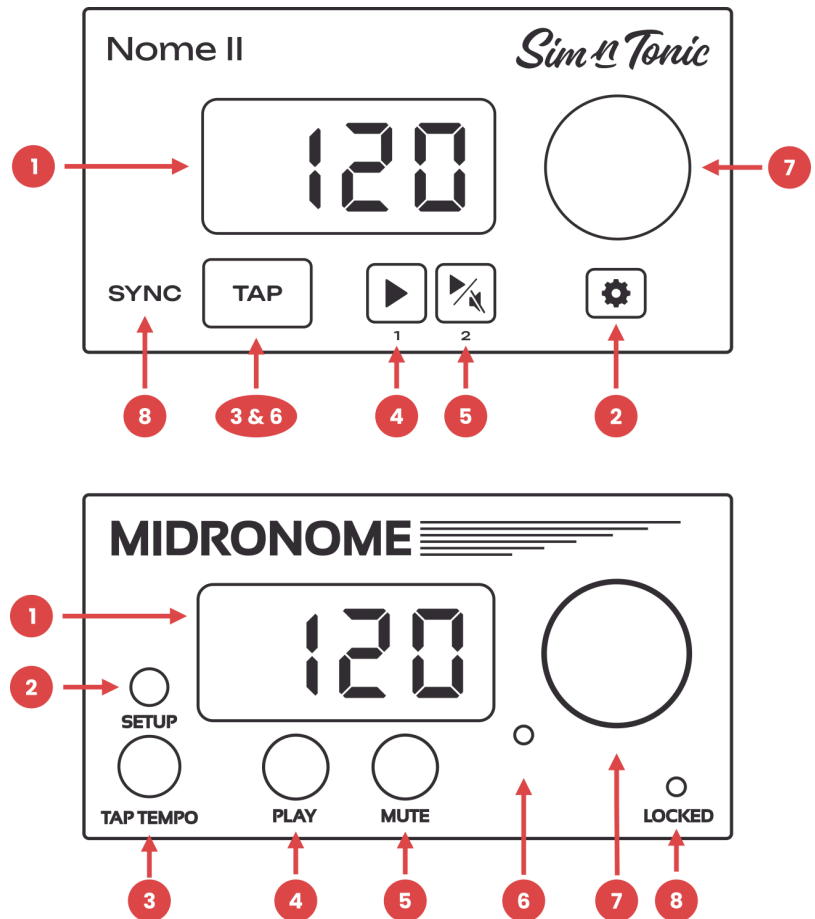
6. Tempo LED - blinks at tempo (different color on downbeat)

7. Knob

- turn it to change the tempo, or change settings/value
- press it to validate
- hold it down for 1 second to "lock" the tempo, where changes need to be validated (making a tempo jumps)
 - Note that Locked mode is disabled if **external sync** is enabled

8. Locked/SYNC LED

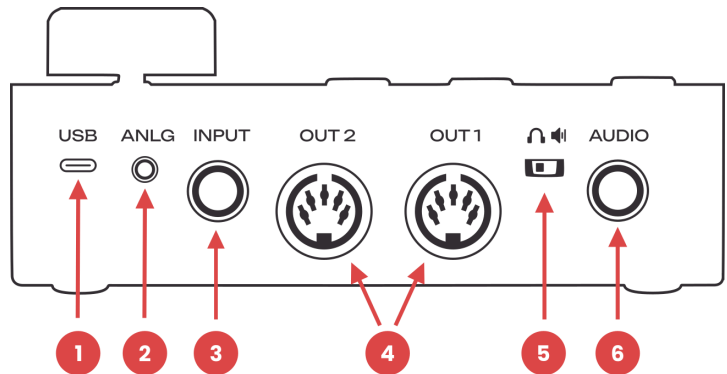
- turns on when device is synced (see **external sync** section)
 - Or, on Nome I only, when the tempo is locked
- On Nome I only, the Locked LED blinks when in the settings



1.2 - Back view

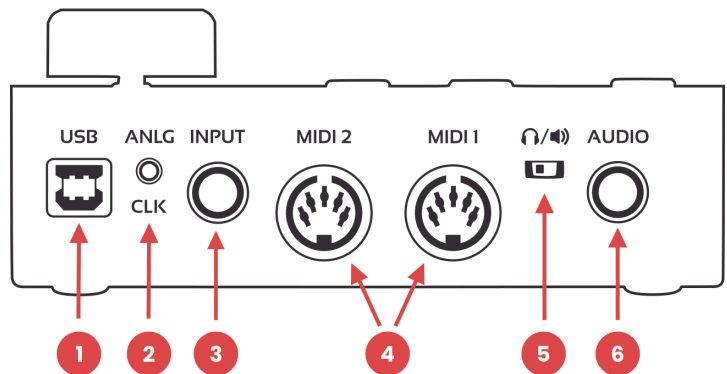
1. USB plug

- Type-B for Nome I, Type-C for Nome II
- Powers the device
- **USB communication** with a computer



2. CV/Analog/DIN Sync Clock Output

- 3.5mm TRS plug (stereo jack)
- sends 5V analog pulses on both Tip & Ring for your modular synths
- can be configured to DIN Sync (sync24) for vintage gear
 - this will require a TRS-to-DIN Sync adapter



3. Multi-function Input

- 6.35mm TRS plug (stereo jack)
- plug in 2 pedals here (one on Tip/Left and one on Ring/Right)
- plug a drum pad here (to tap the tempo and/or time signature)
- send an external sync signal here (see **external sync** section)

4. MIDI Outputs

- Sends MIDI Clock, MIDI Start/stop, and forwarded USB-MIDI messages
- Start/stop can be independently controlled on each port

5. Headphones/Line Out switch

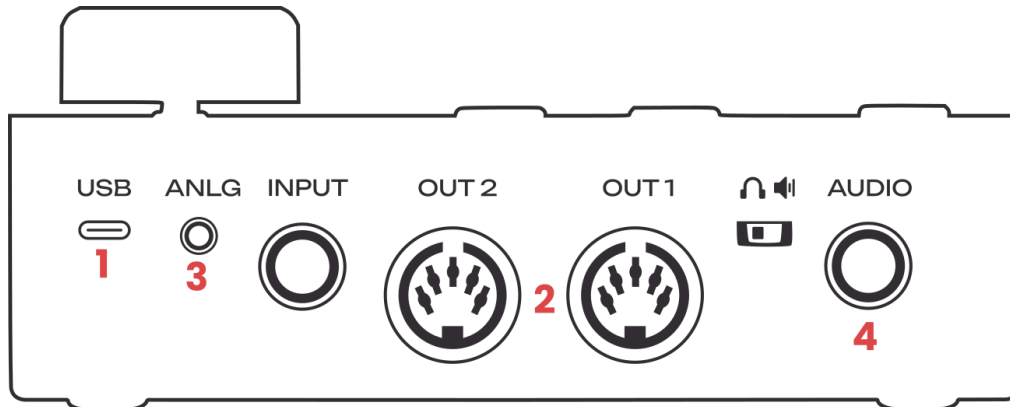
- selects headphones (🎧) or balanced line out (🔊) for audio out (6)

6. Audio Output

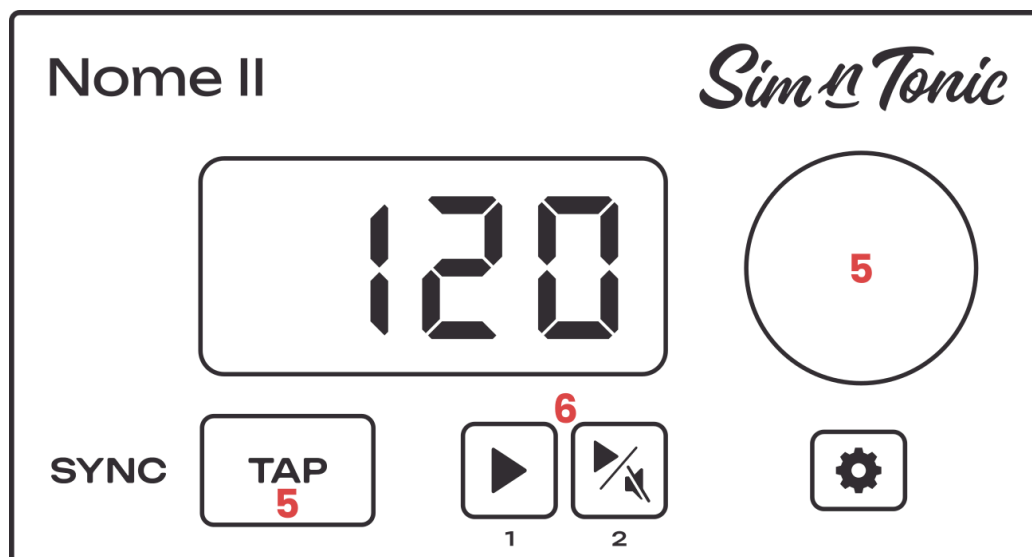
- 6.35mm TRS plug (stereo jack)
- plays metronome click
- Do not send phantom power (+48V) to this output

2. Quick start

Start by plugging cables on the back of the device:



1. Connect the USB cable for power
2. Connect a MIDI cable to the *MIDI IN/Output* connector of your MIDI devices
 - o Make sure your devices synchronise to external MIDI Clock
3. Connect a mini-jack (3.5mm) cable to send pulses to your modular synths
4. Plug-in a pair of headphones to listen to the Metronome



Now your devices should be in time with each other, and you can:

5. Change the tempo
6. Start/stop your MIDI sequencers

Furthermore:

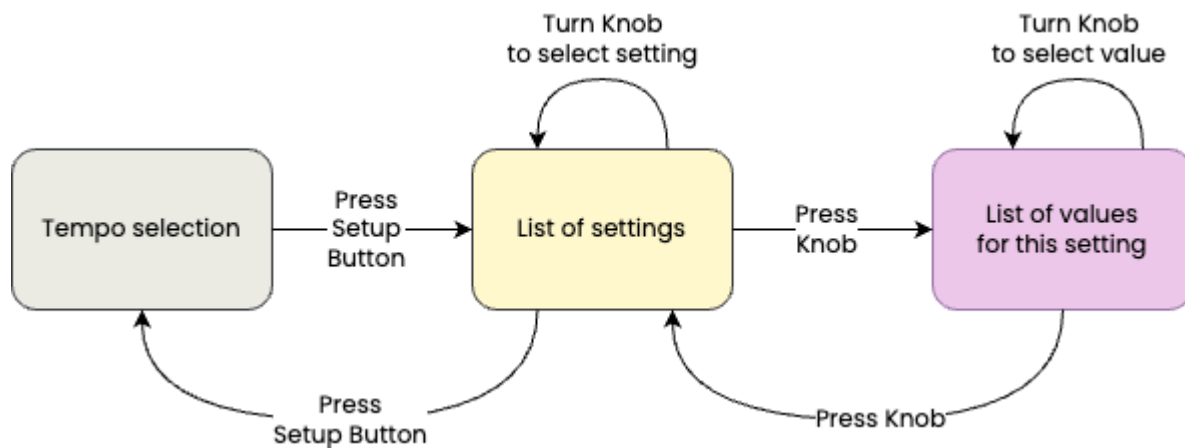
- Change the volume by holding down Setup and turning the Knob
- When pressing the Play button:
 - The button will blink
 - On the next bar it starts and the display shows *PLA* (Play)
 - Holding it down will send a re-sync/rewind signal (*Syn*)
 - Pressing it shortly will stop your gear (*Sto*)
- Holding the Knob down for 1 second will activate "Locked Mode"
 - On Nome I, the Locked LED will turn on
 - tempo changes need to be validated by pressing the Knob
 - This way you can make tempo jumps
 - Note that Locked mode only possible if no external sync is enabled, meaning:
 - the *inP* setting is not set to *24P*
 - the device is not connected to a DAW via *U-SYNC*

3. The settings

The settings are different configuration options changing the way the Nome will act or react, when for example a button is pressed, or when a piece of hardware is plugged in.

3.1 - Editing the settings

The settings are accessible by pressing the Setup Button. Use the Knob to select, change, and save a setting value.



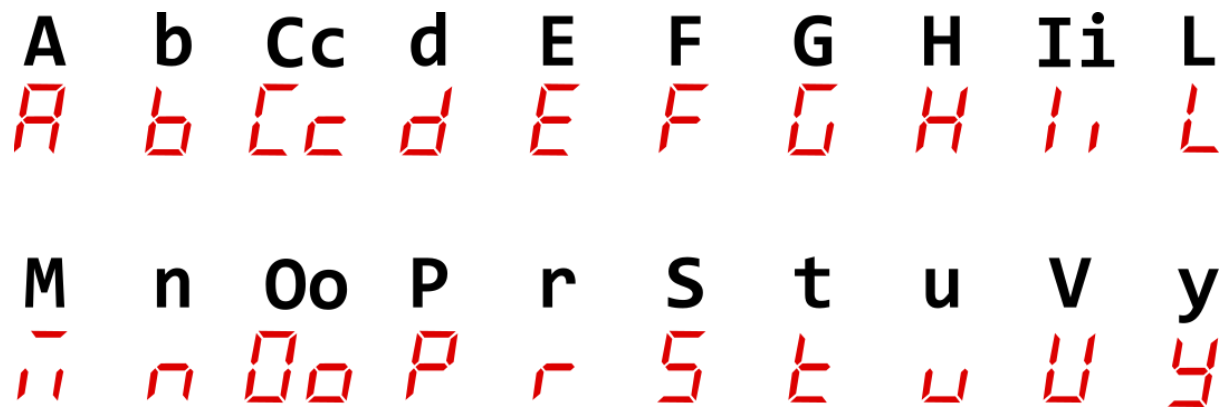
Step	Turning the Knob	Display example
Tempo selection	Changes the tempo	120
List of settings	Changes the selected setting	Ua. 1
List of values for this setting	Changes the value of this setting	OFF

On Nome II, the color of the setup button  will change accordingly.

All settings are saved and applied automatically. They are also preserved when the firmware is updated, unless stated otherwise in the [changelog](#).

3.2 - Reading letters on the display

Understanding what the display is telling you can be a bit tricky if you are not used to it. This is the alphabet used by the Nome:



Note that the dot is used for separation, for example: *Uo.1* reads Volume 1, *A.P.L* reads Auto-Play.

3.3 - The list of settings

Setting Name	Meaning	Setting Values
<i>Uo.1</i>	Volume of Click 1 ⁽¹⁾	1 to 9 (6dB steps)
<i>Uo.2</i>	Volume of Click 2 ⁽¹⁾	(Click 1 = downbeat, Click 2 = other beats)
<i>CL.1</i>	Click Sound for Click 1	0 (no sound) to 59
<i>CL.2</i>	Click Sound for Click 2	Sounds 1-9 are "natural" sounds, while 10+ are digital
<i>bAr</i>	Beats per bar	1 to 99 (time signature in x/4)

<p><i>inP</i></p>	<p>INPUT Plug Mode</p>	<p><i>OFF</i> <i>PEd</i> Pedal <i>PA_d</i> Drum Pad ⁽²⁾ <i>P.A._d</i> Drum Pad with time signature detection ⁽²⁾ <i>24P</i> external sync to an audio/analog signal ⁽⁵⁾</p> <p>(after selecting <i>PA_d</i> or <i>P.A._d</i> the display shows <i>PA-</i> , so you can adjust the sensitivity of the Pad by turning the knob)</p>
<p><i>PEd</i></p>	<p>Pedal Function</p>	<p><i>mut</i> Mute/Unmute <i>PLA</i> Play/Stop <i>TAP</i> Tap Tempo</p> <p>(this is hidden unless <i>inP</i> = <i>PEd</i>)</p>
<p><i>PE.2</i></p>	<p>Pedal 2 Function ⁽³⁾⁽⁶⁾</p>	<p><i>OFF</i> Pedal 2 is deactivated (<i>default</i>) <i>mut</i> Mute/Unmute <i>PLA</i> Play/Stop</p>
<p><i>PE.L</i></p>	<p>Pedal Type ⁽⁶⁾</p>	<p><i>SUS</i> Sustain - use momentary pedals like piano sustain pedals (<i>default</i>) <i>LAT</i> Latching - use latching pedals like guitar amp footswitches</p>

<p><i>AnL</i></p>	<p>Analog Clock Mode</p>	<p><i>OFF</i></p> <p><i>On</i> Clock is sent constantly</p> <p><i>PLA</i> Clock only sent after pressing PLAY</p> <p><i>d in</i> DIN sync / sync24 output mode</p>
<p><i>An.1</i></p>	<p>Analog Clock 1 Speed</p>	<p>0 (clock off) to 24 ppq (pulses per quarter note)</p>
<p><i>An.2</i></p>	<p>Analog Clock 2 Speed</p>	<p>(settings hidden if <i>AnL = OFF</i> or <i>AnL = d in</i>)</p>
<p><i>PLA</i></p>	<p>Play Button Setup</p>	<p><i>bot</i> Both - MIDI Ports 1 and 2 are sending Play</p> <p><i>one</i> One - only MIDI Port 1 is sending Play</p> <p><i>SEP</i> Separate - the Play button acts on MIDI Port 1, and the Mute button is now a second play button for MIDI Port 2 ⁽⁴⁾</p>
<p><i>RES</i></p>	<p>Reset Mode ⁽⁶⁾</p>	<p><i>OFF</i> Play is sent on the next bar (default)</p> <p><i>On</i> Play is sent right away and the audio metronome is reset/rewound</p> <p>(this setting is hidden and the Reset Mode is off when external sync is enabled)</p>
<p><i>APl</i></p>	<p>Auto-play Mode</p>	<p><i>OFF</i> Auto-play is off</p> <p><i>On</i> Start/Stop is sent automatically when sync start and stops - see external sync</p>

LED	Click/Tap LED brightness ⁽⁶⁾	<p>OFF</p> <p>nor Normal brightness (default)</p> <p>HIG High brightness - Nome I only</p>
bri	Display Brightness	Adjust brightness of the display and LEDs from 100 to 800

(1) Adjust both volumes by holding down the Setup button and turning the Knob while the display is showing the tempo.

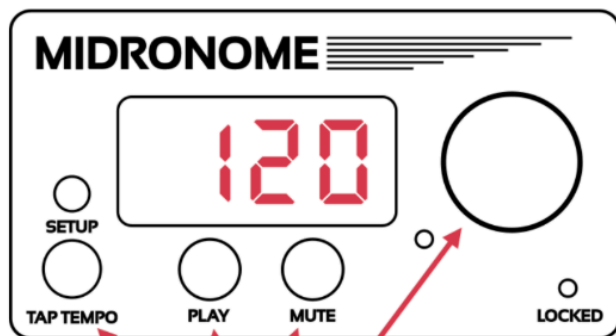
(2) When PAD or P.A.d. mode is selected, before leaving the settings, the LED's of the device will stop blinking, now reacting to taps on the pad. In P.A.d. mode, to be able to tap the time signature you want first to practise tapping 1 2 3 4 1, with both 1's being green and all other taps red. Feel free to adjust the sensitivity as needed. See [the walkthrough on Youtube](#) for a video explanation.

(3) Pedal 2 is the Ring/Right part of the INPUT plug, it can be used in conjunction with any of the *inp* settings.

(4) When using this option, you can still mute/unmute with a pedal or MIDI Commands.

(5) Long press the knob to change between *24P* and *54n* (to sync Nomes together)

(6) These settings are hidden by default. To see them, go in the [settings list](#), then hold down Tap, Play, Mute, and the big knob for 1 second until the display blinks "Adv" (advanced settings)



**Hold down
Tap Tempo + Play + Mute + the Knob
for 1 second (in the settings)**

4. USB communication and commands

The Nome is USB-MIDI Class compliant. It will add 6 MIDI interfaces on your computer, 3 INs and 3 OUTs:

- **Nome II Clock [IN]** - sends MIDI Clock to your DAW
- **Nome II Module Itf 1 [IN]** - forwarded MIDI from the Module interface
- **Nome II Module Itf 2 [IN]** - same (second port)
- **Nome II Commands [OUT]** - receives commands for the Nome
- **Nome II MIDI Out 1 [OUT]** - forwards any MIDI to the "MIDI OUT 1" Jack
- **Nome II MIDI Out 2 [OUT]** - forwards any MIDI to the "MIDI OUT 2" Jack

Note that on Windows the interfaces might be called differently, usually simply "Nome II", then "Nome II Port 2", "Nome II Port 3", etc. They should be in the same order as written above.

(for a Nome I, the names are "Midronome xxx" instead of "Nome II xxx")

Important: *if you recently upgraded the firmware, and cannot see all the interfaces, then you need to delete the Nome Setup registered in your computer, then unplug-replug your Nome.*

You can do this in the "Audio MIDI Setup" on macOS and in the "Device Manager" on Windows.

4.1 - The Clock interface

The first MIDI IN interface, "Clock", sends the MIDI Clock as well Start and Stop messages.

Use it with software or hardware that can follow MIDI Clock, for example it can be a way to get your **DAW to follow the Nome**.

4.2 – The 2 module interfaces

These are used when you connect a physical add-on module to your Nome which sends data over the USB cable. For example a MIDI IN module could forward data from its MIDI IN jacks to these interfaces.

4.3 – MIDI Forwarding interfaces Out 1&2

Send MIDI data to “MIDI Out 1” or “MIDI Out 2”, and that data will be forwarded to the corresponding DIN-MIDI port on the back of the device.

The MIDI data is merged with the MIDI generated by the Nome so that:

- The clock has the highest priority and is 100% unaffected by other data
- Start & Stop messages also have high priority and will be sent on time

MIDI System Common messages and MIDI System Realtime messages (which all start with 0xFn) are **not** forwarded, except Song Select message (0xF3).

All other MIDI messages, including Note On/Off, Aftertouch, CC, PC, Channel Pressure, and Pitch Bend are all forwarded.

System Exclusive (SysEx) messages are forwarded, but limited to **500 bytes**. They have lower priority than realtime messages and could be interrupted and resent later if a higher priority message needs to be sent (for example Start).

4.4 – MIDI Commands

You can send MIDI to the “Commands” interface in order to control your Nome. The same commands can be sent to the module interface.

4.4.1 – Change tempo and time signature

On Channel 12, use MIDI CC 85&86 to set the tempo to $(128 \times CC85) + CC86$

- CC85 val. 0 followed by CC86 val. 30-127 will set the tempo to 30-127
- CC85 val. 1 followed by CC86 val. 0-127 will set the tempo to 128-255
- CC85 val. 2 followed by CC86 val. 0-127 will set the tempo to 256-383
- CC85 val. 3 followed by CC86 val. 0-16 will set the tempo to 384-400

For example:

- To set the tempo to 170, send CC85 val. 1 followed by CC86 val. 42
- Later on, sending CC86 val. 117 (and no CC85) will set the tempo to 245.

Alternatively, still on Channel 12, using MIDI CC 87, 88, and 89:

- CC 87 val. 0-127 will set the tempo tempo to 60-187
- CC 88 val. 0-127 will set the tempo tempo to 100-227
- CC 89 val. 0-127 will set the tempo tempo to 140-267

Finally, still on Channel 12, use MIDI CC 90 to set the time signature:

- CC 90 val. 1-127 will set the time signature to $x/4$
 - For example CC 90 val. 3 will set the time signature to 3/4

4.4.2 - Mute/unmute metronome

On Channel 12, MIDI CC 102, with the following values:

- 0 = mute metronome
- 1 = unmute metronome
- 2 = toggle mute (unmute if muted and mute if unmuted)

4.4.3 - Change analog clock speed ("An.1" and "An.2" settings)

On Channel 12, use MIDI CC 104 or 105 with the following values:

- CC 104 val. 0-8 will set ANLG clk 1 speed to 0, 1, 2, 3, 4, 6, 8, 12, 24
- CC 105 val. 0-8 will set ANLG clk 2 speed to 0, 1, 2, 3, 4, 6, 8, 12, 24

Note that this corresponds to the *An.1* and *An.2* settings.

4.4.4 - Start/stop sequencers

- **MIDI Continue:** (re)start machines on MIDI Port X⁽¹⁾ on the next bar
- **MIDI Start:** reset/rewind the clock⁽²⁾ and start machines on MIDI Port X⁽¹⁾
- **MIDI Stop:** stop machines connected to MIDI Port X⁽¹⁾
- On Channel 12, **MIDI CC 103:**
 - **1** = same as MIDI Continue but for Port 1 only
 - **2** = same as MIDI Continue but for Port 2 only
 - **11** = same as MIDI Stop but for Port 1 only
 - **12** = same as MIDI Stop but for Port 2 only
 - **20** = same as MIDI Start (i.e. acting on MIDI Port X⁽¹⁾)
 - **21** = same as MIDI Start but for Port 1 only

These start/stop commands are acting no matter the current playing state and no matter the configuration of the device (in particular **PLA** and **RES**). This way, if you have started your sequencer manually you can still stop it by sending MIDI Stop. Or if you want to send a resync message (= long press on the Play button), you can do that by sending MIDI Continue.

Note: To avoid conflicts with a DAW sending transport messages, the MIDI Start/Continue/Stop commands are disabled if the device is **connected to a U-SYNC plugin** and if the **auto-play is on** at the same time. The MIDI CC Commands (including CC 103) are always enabled.

(1) Port X = Port 1 and 2 if the setting PLA is set to "bot" (both), otherwise Port 1 only

(2) This is independent of the **RES** setting. But note that resets are not possible when **external sync** is enabled. In this case, MIDI Start will have the same effect as MIDI Continue.

5. External sync – follow other devices & DAWs

The Nome has been designed to be used as a Master Clock, and if you can you should always let it be the master. But there might be some situations where this is not possible, this section is about how to get your Nome to follow another device.

5.1 – Sync to an analog clock or an audio signal

Setting the *inp* setting to *24P* will get your Nome to follow an analog sync signal sent to the “INPUT” jack of the device.

The analog sync signal can be any loud short sounds or analog pulse sent at **24ppq** (parts per quarternote), i.e. every **64th triplet note**. This could be for example a recorded (and edited to be < 5ms) sound sent regularly or a 5V analog clock like the ones sent by modular or vintage synths.

Once you have made your audio sync track at the right tempo, all you need is to get your hardware to play it to get the Nome to follow it. This could be:

- A tape machine
- A hardware recorder
- DJ equipment
- SPD Drum pad
- A piece of software
- etc.

Important: the Nome cannot sync to any audio, like a song or a drum beat, it needs regular pulses. Syncing to any audio is usually called Beat Detection or Tempo Following.

In this mode, the device will sync to any regular pulses, sent at 24 Parts Per Quarternotes (PPQ), which is equivalent to **64th note triplets**. Firmware 4.0 might add syncing to pulses sent at lower ppq.

5.2 – Syncing to your DAW with U-SYNC

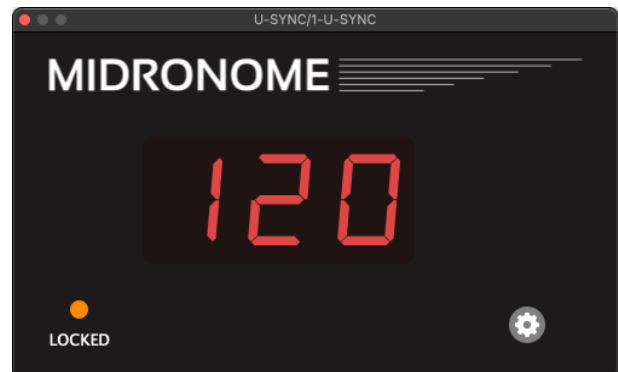
Syncing your hardware to your DAW has **never been easier!** Firmware 3.0 added a very innovative feature which we decided to call **U-SYNC**.

Note: for now, U-SYNC is only available on Mac. On Windows you will have to use the **24P mode and the old plugin**.

5.2.1 – Setup

- Download and install the **U-SYNC software package**
- Load the **U-SYNC** plugin in your DAW

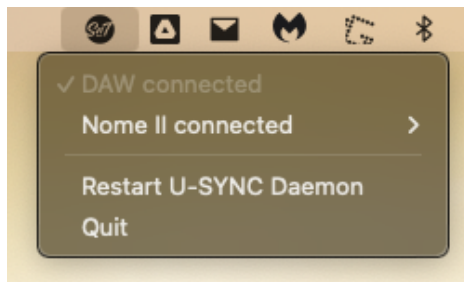
If it connects fine, then the plugin outlook will match your device, and when you press play in the DAW, the Nome and all its connected devices will be in sync.



5.2.2 – The U-SYNC Plugin

The U-SYNC plugin just needs to “*be there*” in your DAW, it will not generate any audio. Simply load it on a track and let that track be (do not record-enable it and avoid selecting it). The plugin is a “*software instrument*”, not an “*audio effect*”, so you will need to **load it on an instrument/MIDI track**.

The plugin window will tell you if it cannot find a compatible device or if the U-SYNC Daemon is not running.



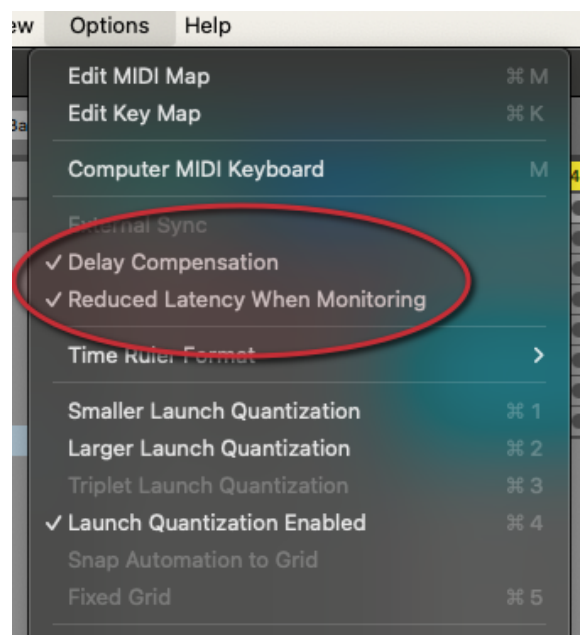
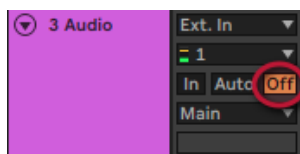
If you cannot connect to your device, you can also check the U-SYNC Daemon to see which device is connected to it.

You can press the Settings button on the bottom right to adjust the latency, as well as a few DAW-specific parameters written below.

5.2.3 - DAW-specific information

Ableton Live

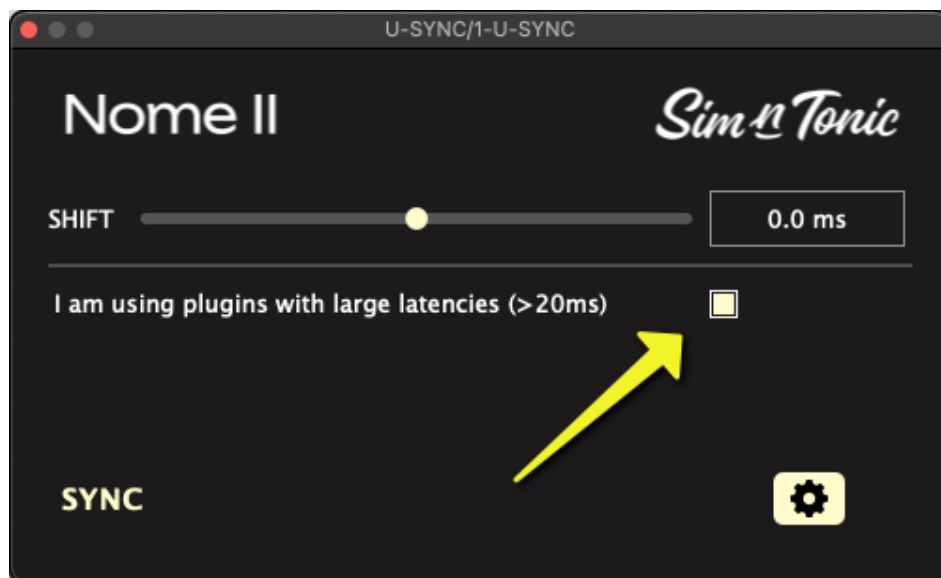
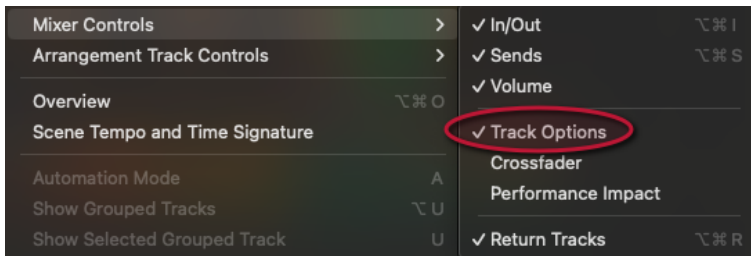
- Make sure to tick *Delay Compensation* and *Reduced Latency When Monitoring* in the Options
- Set your tracks' monitoring to "Off" otherwise the recording will be delayed.



If you really need monitoring through Ableton, version 12 added an option to remove that extra delay. First set "Track Options" in View -> Mixer Controls.

Then for each track, either set monitor to "Off" or disable "Keep Latency".

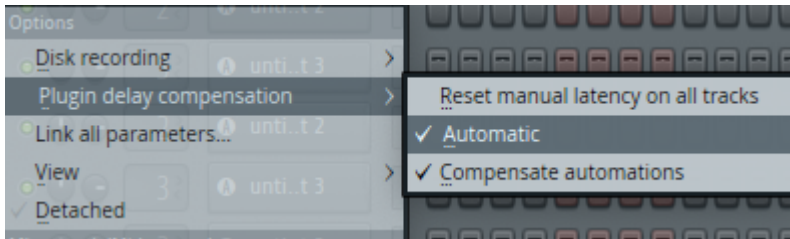
- If you are using plugins with large latencies, check the box in the plugin



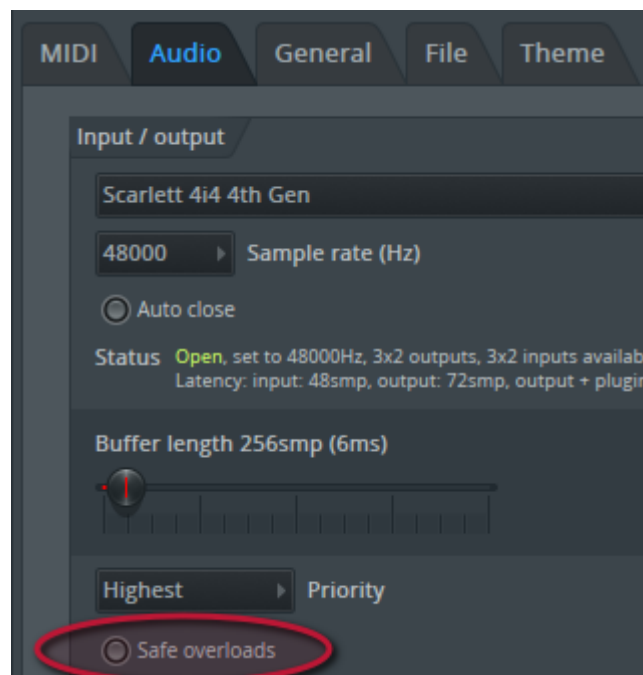
This will work with up to **250ms** of combined latency per track. Above this you will need to manually compensate using the *SHIFT* slider.

Image-Line FL Studio

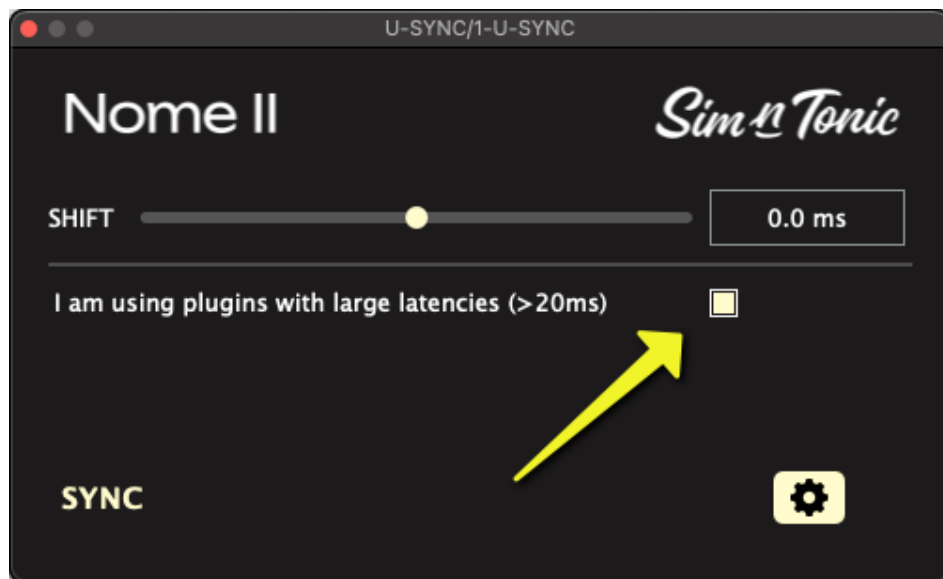
- Click on the small arrow at the top left of the Mixer and enable both "Automatic" and "Compensate automations" in "Plugin delay compensation"



- Make sure the plugin track is connected to the Master output
- If you get strange issues like resyncing and jumping, try disabling the "Safe overloads" in the audio settings



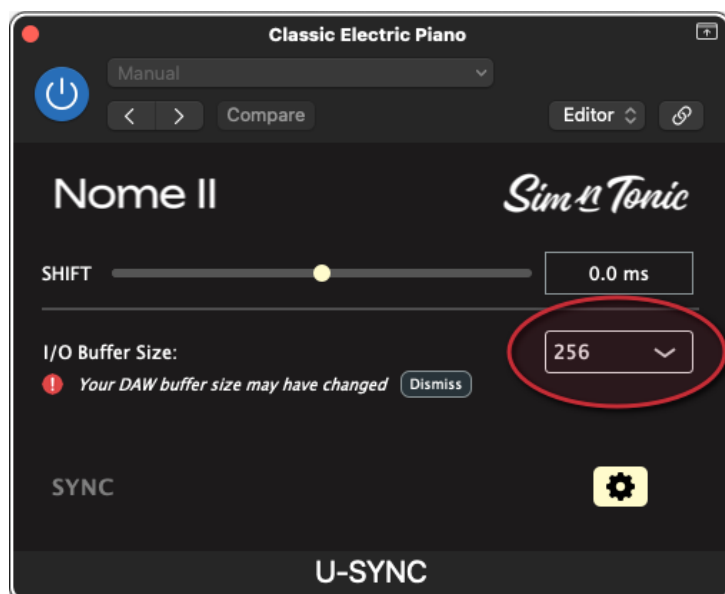
- If you are using plugins with large latencies, check the box in the plugin

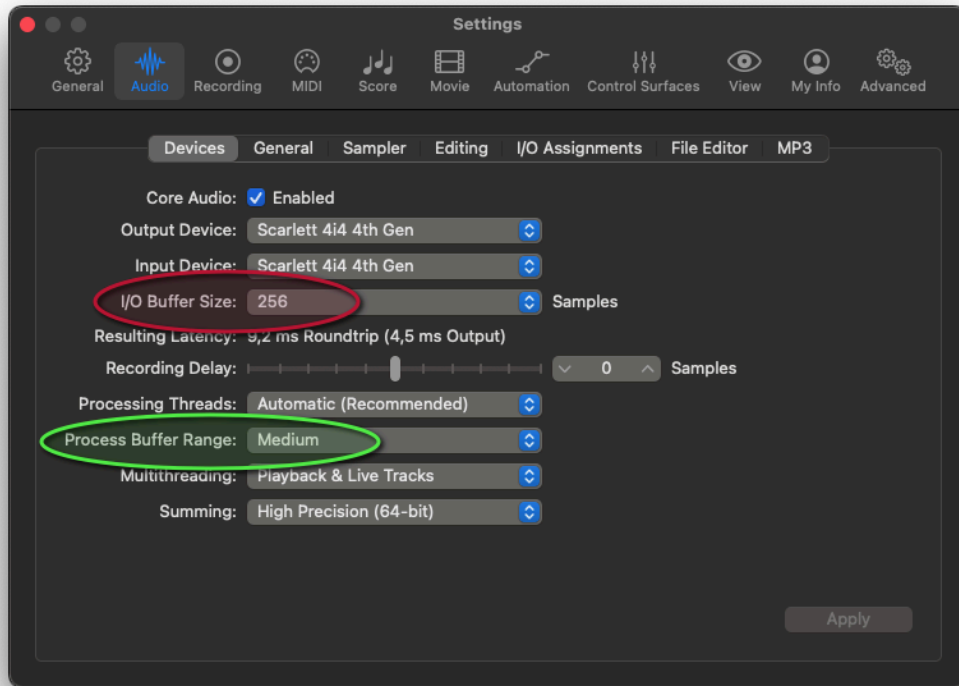


This will work with up to **250ms** of combined latency per track. Above this you will need to manually compensate using the *SHIFT* slider.

Apple Logic Pro

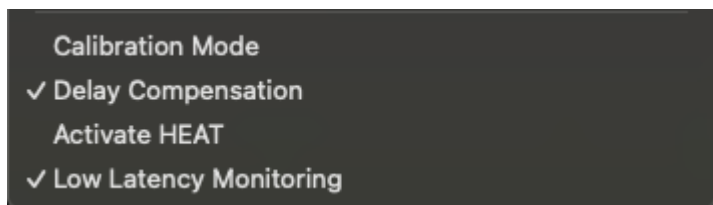
- Please avoid selecting or recording the U-SYNC plugin track
- In the Audio Settings, Set the *Processing Buffer Range* to **Small** or **Medium**
- Make sure to select the correct I/O Buffer Size in the plugin, it must be the same as the one in the Audio Settings



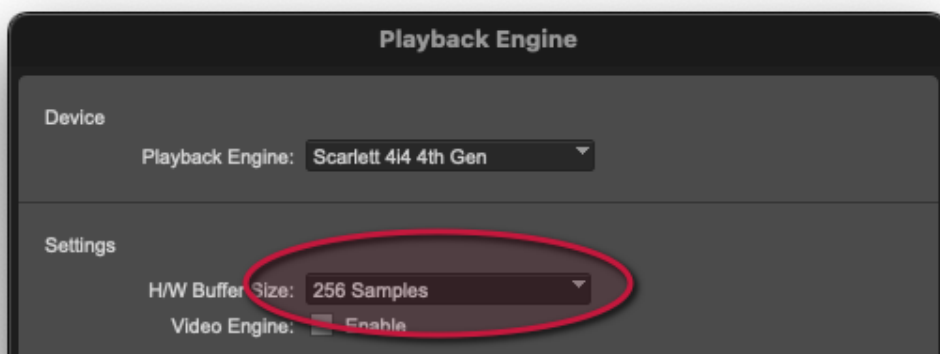


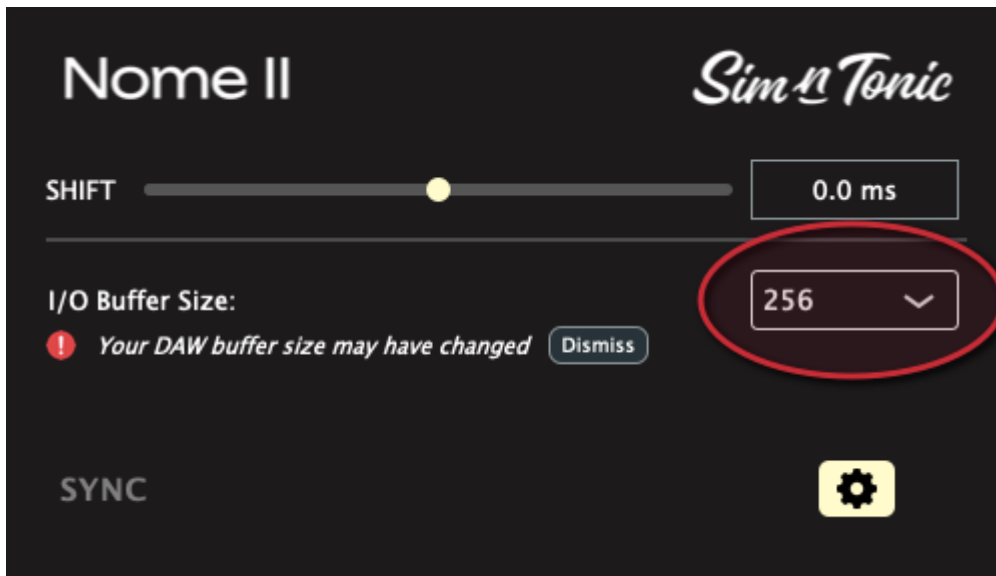
Avid Pro Tools

- Make sure that Delay Compensation is turned on in *Options*



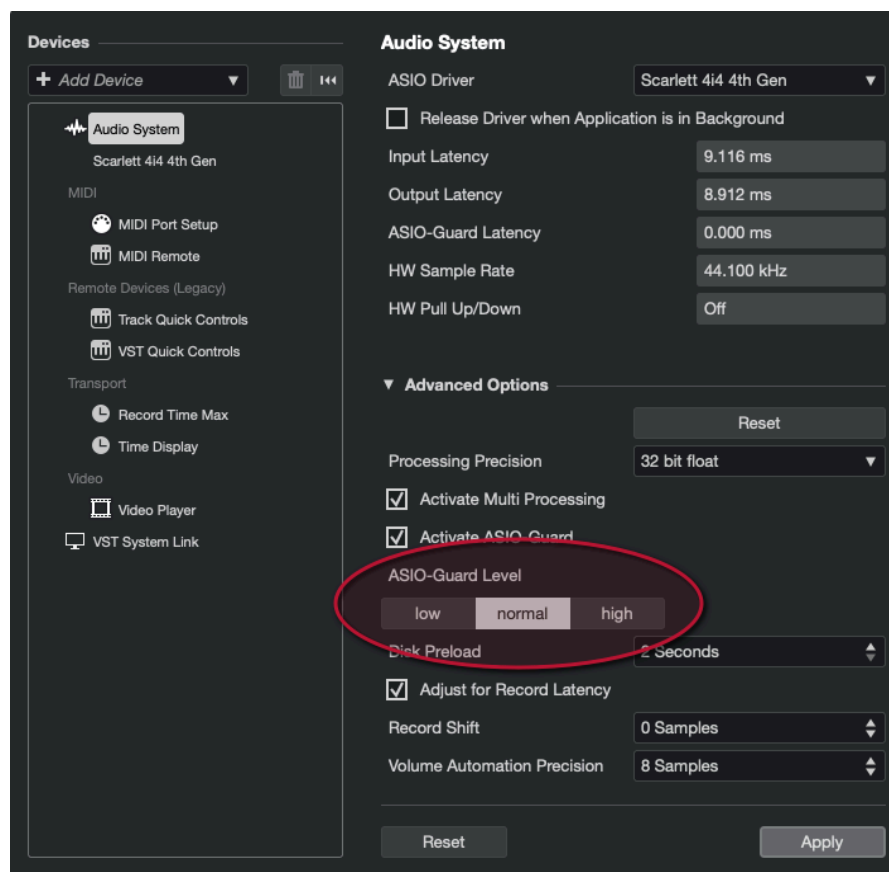
- Make sure to select the correct H/W Buffer Size in the plugin, it must be the same as in the *Playback engine* setup in Pro Tools.



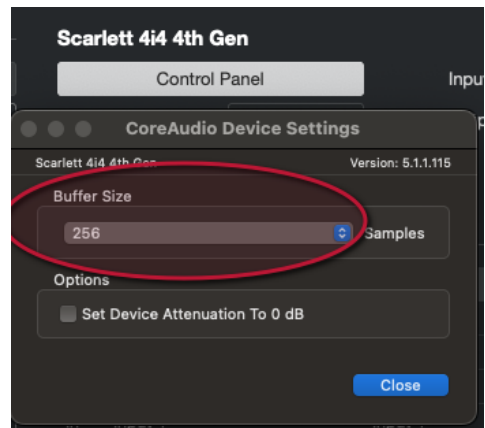
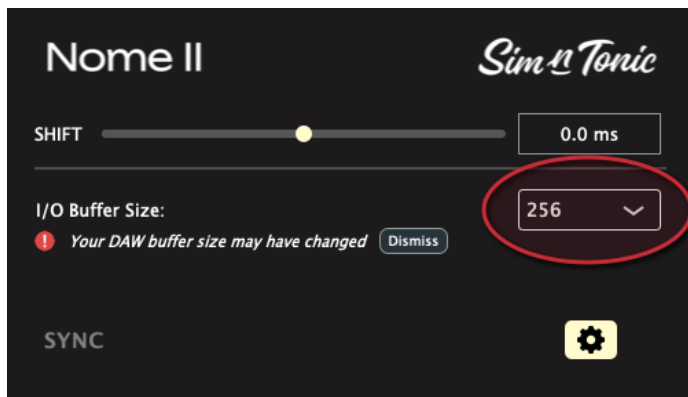


Steinberg Cubase

- Make sure ASIO Guard is activated and set to "normal" in "Studio Setup"

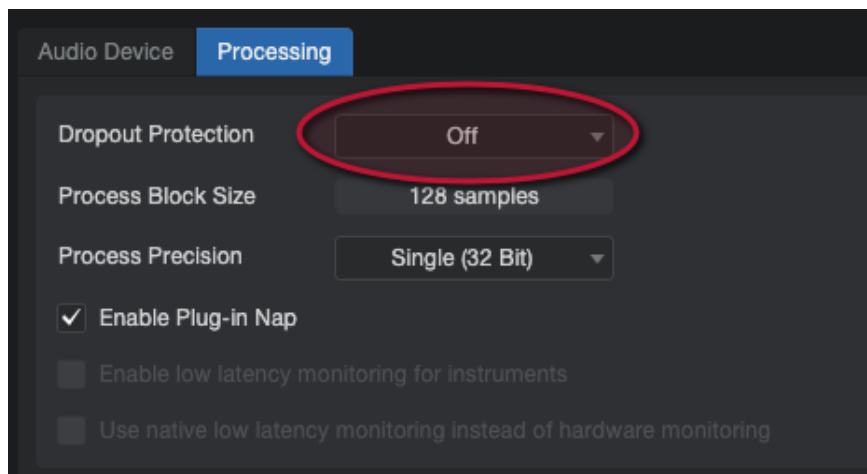


- Make sure to select the correct Buffer Size in the plugin, it must be the same buffer size you have selected in the "Studio Setup"



Presonus Studio One

- Disable the Dropout Protection in Preferences -> Audio Setup -> Processing
Alternatively, keep Dropout Protection on but use a small block size



Cockos Reaper

- Disable *anticipative FX* on the U-SYNC plugin track, by right clicking the track and going to “*Track performance options*”. The other tracks can keep anticipative FX on.



Bitwig Studio

- Use a buffer size of 1024 or less

Other DAWs

If your DAW is not in this list it means the plugin has not been tested with it and is not officially supported. But try loading the plugin in your DAW and record its metronome output. 3 possible outcome:

- 1) The plugin works as it should, and the synchronisation is very precise - note that the latency might still be affected by sample rate and/or buffer size changes.
- 2) The plugin and the synchronisation works but the Nome has a positive or negative latency. In this case you can manually correct this using the “*shift*” parameter (make sure your DAW has *Delay Compensation*). Note that the latency will be affected by sample rate and/or buffer size changes.
- 3) The plugin does not load, the synchronisation does not work at all, or it keeps making the Nome jump and resyncing. In this case you will have to use **the old plugin and the 24P mode**.

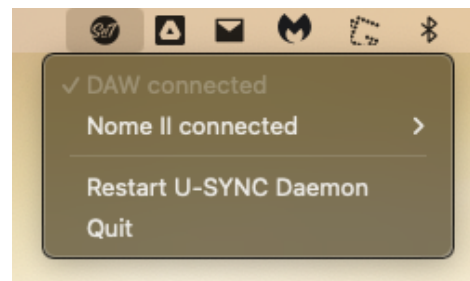
Feel free to inform us about any issues but note that there is no guarantee they will be solved or that support for your DAW will ever be added.

5.2.3 - Troubleshooting

If the sync does not work (the “Locked” LED does not turn on), open the plugin to check if its “U-SYNC” light is green, and eventually click on the Daemon tray icon to see the connection status of the plugin and the device.

Then try one or more of the following:

- Disable/Re-enable the plugin
- Delete and put back the plugin
- Restart the U-SYNC daemon
- Restart the DAW
- Unplug and replug the Nome



The U-SYNC plugin will **not** change the tempo of your DAW, only the tempo of your Nome (sync is one way only, the Nome follows the DAW). If you experience your DAW tempo changing slowly, it probably is because your DAW is trying to **sync to the Nome as well over USB-MIDI**. Disabling the sync over MIDI in your DAW will prevent this.

The plugin is designed to get the Nome in time with the DAW within +/- 1 millisecond when the *shift* parameter on the plugin is 0. If that's not the case:

- Make sure your DAW has *Delay Compensation* enabled
- Try to use a different buffer size or different sample rate
- Make sure the plugin settings are correct (see sections above)
- Try restarting your DAW

5.3 – Syncing to your DAW using the 24P mode

If you are on Windows, or if your DAW does not work with U-SYNC, you can sync using the old “Midronome” plugin. This plugin sends analog (audio) pulses at 24ppq, so that the Nome can sync to it like it would to an analog clock for example. It works with both generations, Nome I and Nome II.

Note: this old “Midronome” plugin is [open-source](#) and not maintained anymore. Feel free to report any bugs on its github page, they might be fixed by the community, or we might have a look at it as well. You can download the VST/AU/AAX files on the [github page](#).

Once you have the plugin installed:

- Load the plugin on a track in your DAW
- Then configure your DAW and your audio interface so that this track is routed to a dedicated (physical) output on your audio interface
- Make sure that only this track is sent on that output
- Make sure the volume of that output is loud is loud
- Connect a cable from this output to the Nome’s “INPUT” plug
- Enable the [24P mode](#) on the Nome

Then press play in your DAW, the Nome’s “Locked” LED should turn on and it should follow your DAW’s timing.

For more information about how to set up the old plugin, see the old PDF for FW 2.0 called “*How to sync with DAWs*”, also on the [github page](#).

5.4 – Syncing your DAW to the Nome using MIDI over USB

U-SYNC and the 24P mode will get the Nome to follow your DAW (*i.e. the DAW is the master*), but you might prefer it the other way around, getting your DAW to follow the Nome (*i.e. the Nome is the master*).

The Nome sends MIDI Clock over USB, which you can use to sync your DAW to it. Please refer to your DAW’s documentation regarding how to do this, for example

the “*Syncing Live to another device or application*” section in the [official Ableton documentation](#) describes how to set it up for Ableton.

Most DAWs have a setting to adjust the synchronisation delay, see your DAW’s documentation regarding this as well.

Note that:

- as of today, only **Ableton**, **Bitwig**, **FL Studio**, and **Reason** can do this
- this type of synchronisation is not very precise

5.5 - Automatically start and stop sequencers

The **RPL** setting gives the possibility to automatically “press” the play button when the sync starts and stops. Simply set this setting to “On” and the Nome will automatically send Start/Stop on its physical MIDI Outputs ports when the sync starts and stops.

This works both when syncing to external gear using the **24P** mode, and when syncing with DAWs.

The MIDI Outputs where the messages are sent is the same as if the PLAY button was pressed, so it could be **MIDI OUT 1**, or both **MIDI OUT 1 & 2** depending on the **PLA** setting.

6. Sync multiple Nomes together

To get more outputs you can sync multiple Nomes together. This sync is one-way only: one Nome will be the *master* and all the others will *follow*. The tempo and time signature can only be changed on the master.

There is no real limit regarding how many Nomes you can get to sync (in fact, *we tested it with 36!*), and this works with any combination of Nome I and Nome II devices.

On every follower Nome:

- press the Setup button to enter the settings
- choose the *inP* menu
- select *24P* in the list
- Press the Knob for 1 second
- The setting will change to *54n*
- leave the settings

On the master Nome::

- Make sure that
 - *inP* is **not** set to *54n* or *24P*
 - the Nome is **not** connected to a DAW (delete the U-SYNC plugin from your session if needed)
- In the settings, select *CL 1*, and set it to 59
- Press the Knob for 1 second
- The *CL 1* setting will change from 59 to *54n*

Now connect a 6.35mm jack cable from the AUDIO plug of the master Nome to the INPUT plug of every follower Nome (use a Y splitter cable if syncing more than 2 Nomes).

For best results, set the audio output switch to *line out* () on the master Nome.

7. Error Reporting and Firmware crash

Do not hesitate to report any bug you find, no matter how minor, it's a huge help! You can do it on [the Sim'n Tonic Bug Reporting forum](#).

If the firmware were to crash, the display will show "**Er.X**", with X from 2 to 9. This could be caused by a hardware issue or by a firmware bug.

If it ever happens (it still hasn't to this day!), all you have to do is press the MUTE button and your Nome will restart (reboot). But the device will have also saved some info about the crash, which we would **very much like to get**, so if this happens to you, please reach out to support@simntonic.com.

Thank you!
Simon