Nome I & II Manual

For Firmware 4.0

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***Note**: the video section about external sync is outdated (replaced by U-SYNC)*

And another walkthrough for new features added in FW 4.0:

Nome Firmware 4.0 is OUT

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)

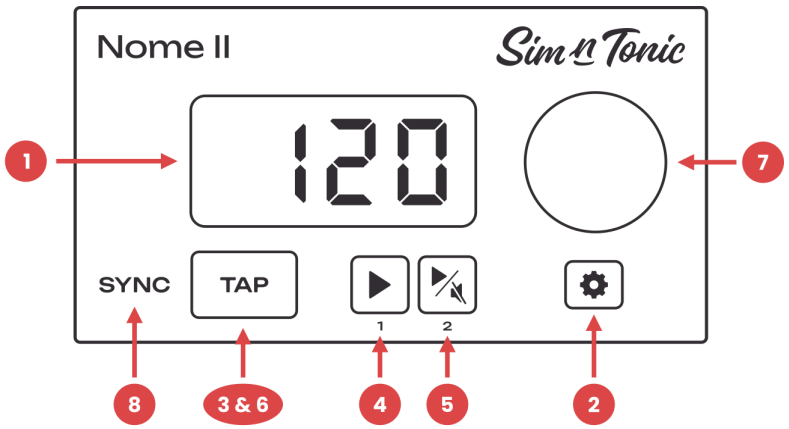
*PS: if you have a Nome feel free to **write a public review** on Google to share your experience with the community! Thank you <3*

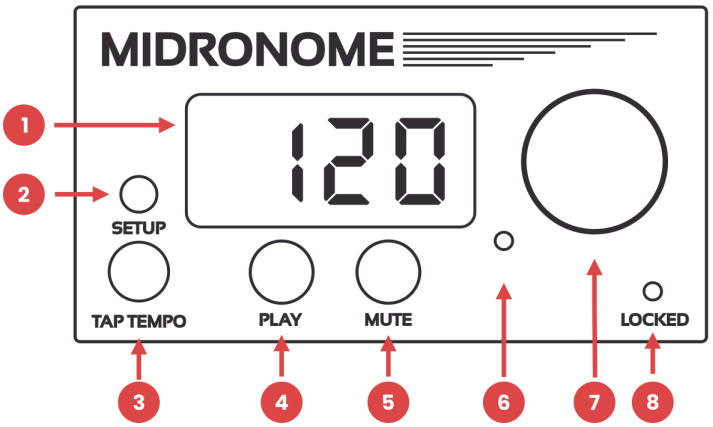
Last updated on 27 Feb 2025

Contents

1. Buttons & Connectors

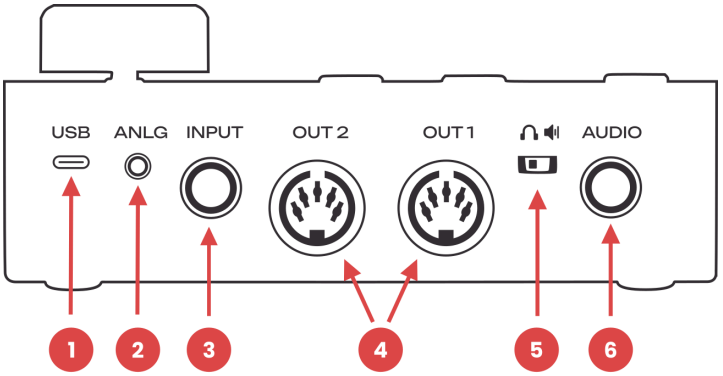
1.1 - Front view



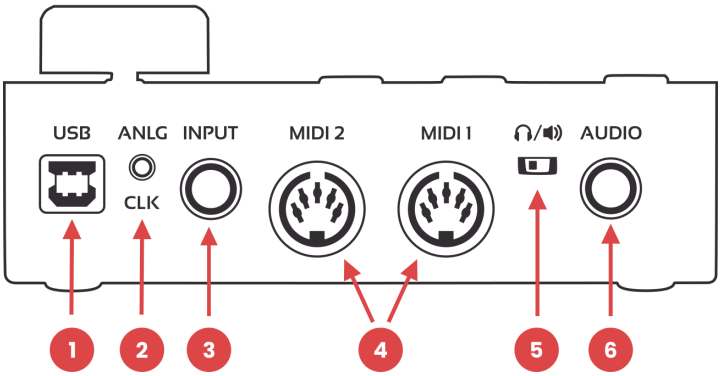


1. Display - shows the current tempo (or current setting/value/info)
2. Setup Button - enter and leave the settings
3. TAP Button - tap a new tempo
4. Play Button 1
    - start/stop your gear
    - long press to resync/restart your gear
5. Play Button 2
    - Second Play button, acts on MIDI Port 2
    - Can be configured to mute the metronome (see the ”PL.2” setting)
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 with TAP for 1 sec to “*lock*” the tempo - see Quick start
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



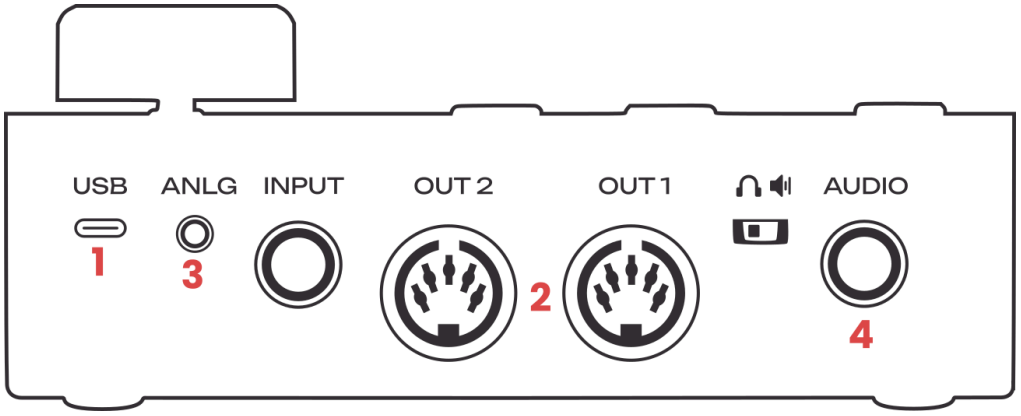
1. USB plug
    - Type-B for Nome I, Type-C for Nome II
    - Powers the device
    - USB communication with a computer



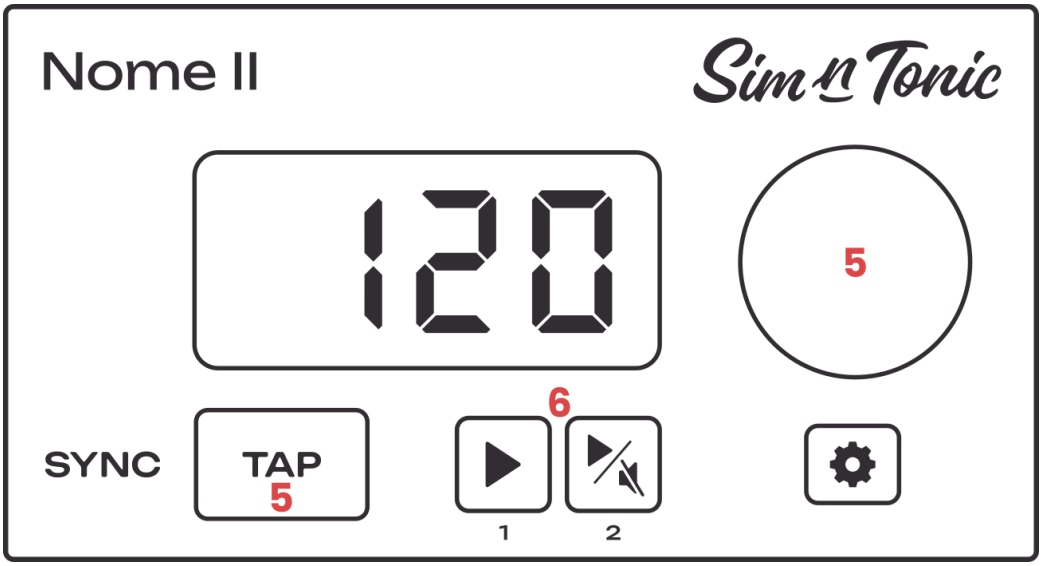
2. CV/Analog/DIN Sync Clock Output
    - 3.5mm TRS plug (stereo jack)
    - sends 5V analog pulses on both Tip & Ring for your modular synths
    - can be configured to DIN Sync (sync24) for vintage gear
        - this will require a TRS-to-DIN Sync adapter
3. Multi-function Input
    - 6.35mm TRS plug (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/Input* connector of your MIDI devices
    - Make sure your devices synchronise to external MIDI Clock
3. Connect a mini-jack (3.5mm) cable to send clock 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 any of the two Play buttons:
    - 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)
- To mute/unmute the metronome, you can configure the second Play button as a Mute button instead - see the "PL.2" setting
- Holding down both the **Knob** and **TAP** for 1 second will "*lock*" the tempo
    - The display will show Loc (and L.o.C. when unlocking)
    - 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 you cannot lock the tempo if external sync is enabled, *i.e.*:
        - if the inP setting is set to 24P or SYn
        - or if the device is connected to a DAW via U-SYNC

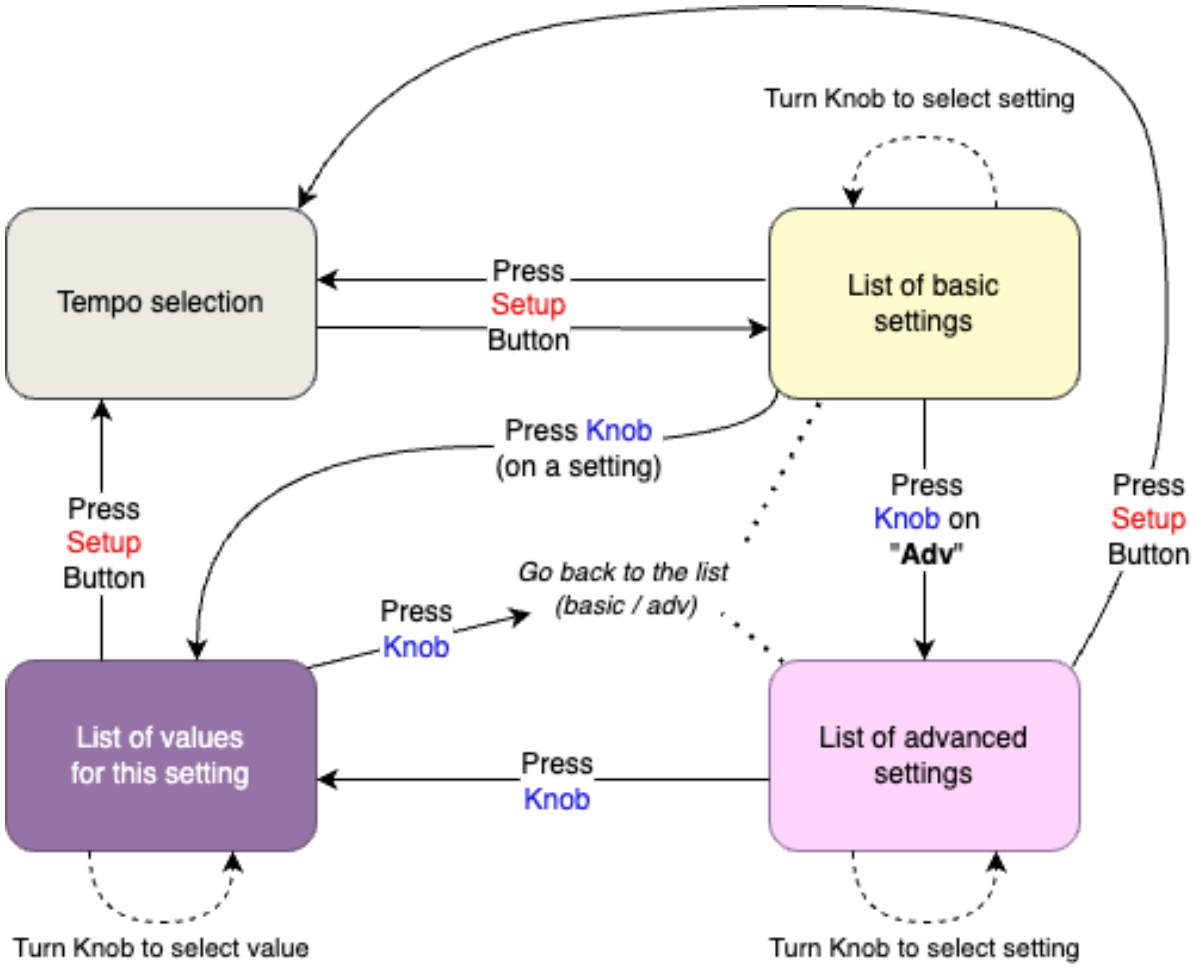
3. The settings

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.

Because it is so versatile, the device has many settings and a lot of different possibilities to configure it. But you probably only want to change a few to fit your setup, so it's just a matter of having a **quick overview of what's possible**, changing it, and forgetting about it.

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.



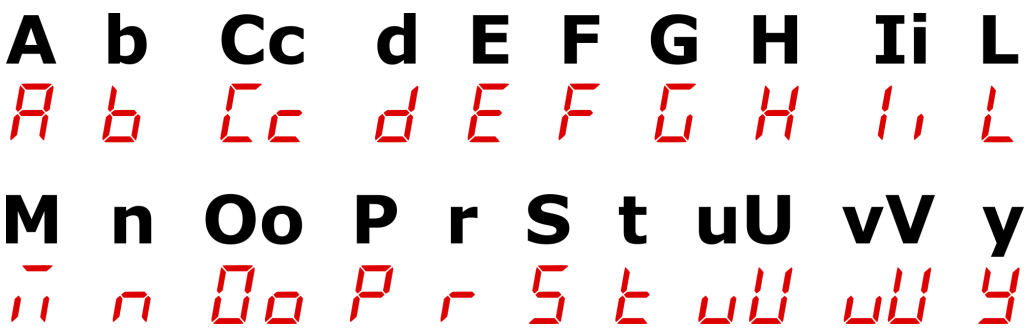
Step	Turning the Knob	Display example
Tempo selection	Changes the tempo	
List of basic settings	Changes the selected setting	
List of advanced settings	Changes the selected setting	
List of values for this setting	Changes the value of this setting	

On Nome II, the color of the setup button will change according to the step.

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

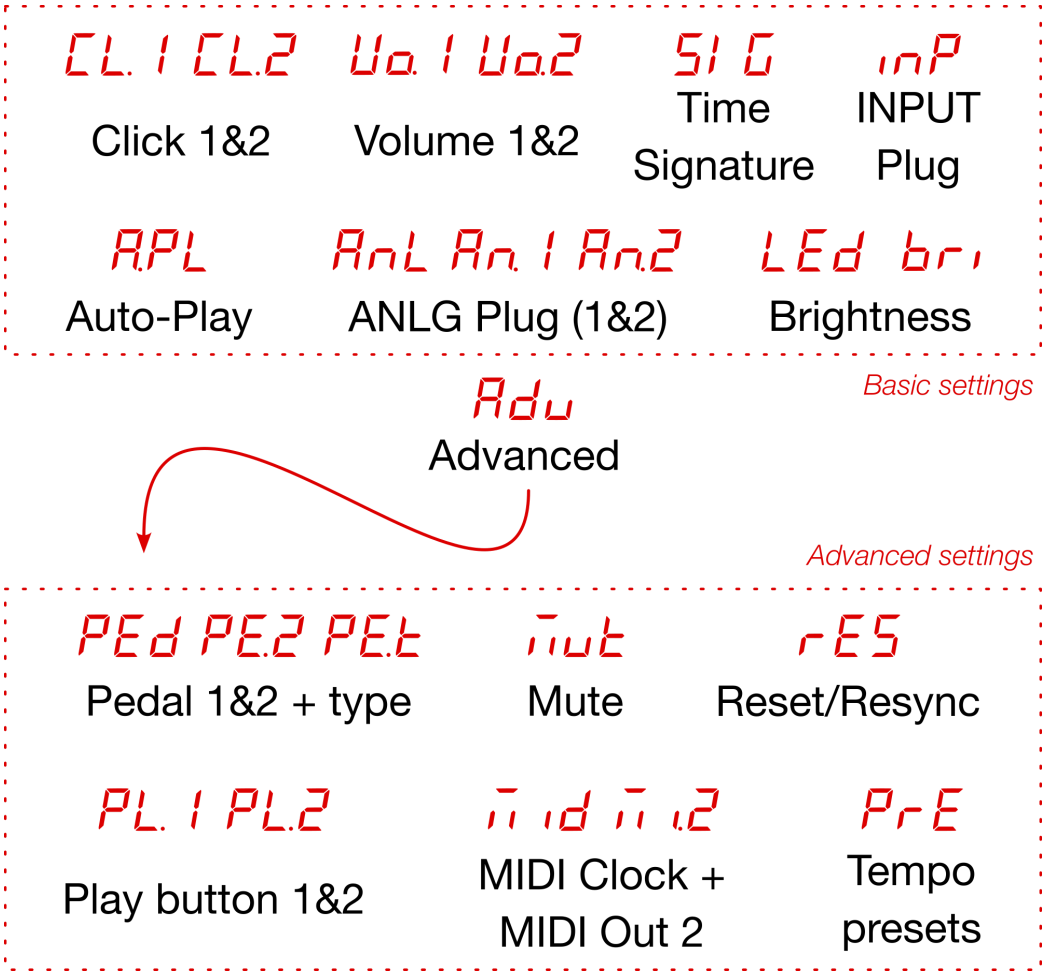
3.2 - Reading letters and abbreviations on the display

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:  reads Auto-Play.

The 3-letter abbreviations used are trying to be as clear and as consistent as possible. Here is a list of all setting names abbreviations and their meaning:



And here are some of the other abbreviations used (as setting values, among others):

- mi.1 & mi.2: MIDI Output 1 and 2 (on the back of the device)
- bot: both MIDI Outputs (1 and 2)
- PLA: Playing function, *i.e.* the ability of doing start/stop
- con: constant, *i.e.* something that is permanently **on**
- FOL: follows Play, *i.e.* something that is only **on** after a Play button is pressed
- din: DIN Sync mode (also called *sync24*)
- Syn: resyncing, typically sent on the device's MIDI and ANLG outputs

3.3 - The list of basic settings

Setting Name	Meaning	Setting Values
CL.1	Click Sound for Click 1	OFF (no sound) or Click Sound 1 to 59 Clicks 1-9 are "natural" (recorded), while 10+ are digital *(Click 1 = downbeat, Click 2 = other beats)*
CL.2	Click Sound for Click 2	
Vo.1	Volume of Click 1 (1)	Volume 1 to 9 in (6dB steps) *(Click 1 = downbeat, Click 2 = other beats)*
Vo.2	Volume of Click 2 (1)	
SIG	Time signature	Bar signature from **1/2** to **32/16** (16 shown as **ö**). For example: 4.2 for 4/2 — 4.4 for 4/4 — 8.8 for 8/8 — 16.ö for 16/16
inP	INPUT Plug Mode	OFF Input plug is deactivated PEd Pedal mode *(default)* PAd Drum Pad mode (2) P.A.d. Drum Pad with time signature detection (2) 24P external sync to an audio/analog signal (3)

APL	Auto-play Mode	OFF — The auto-play function is off bot — Both outputs 1 & 2 will play automatically when syncing starts - see external sync m.1 — Only MIDI Output 1 plays automatically m.2 — Only MIDI Output 2 plays automatically *(the two **ANLG** outputs - left=1 and right=2 - always follow their respective MIDI output, so these will also be affected by auto-play if* AnL *is set to* FOL *)*
AnL	Analog Clock Mode	con — Clock is sent constantly *(default)* FOL — Clock is following play din — DIN sync / sync24 output mode (for vintage Roland drum machines like the TR-303)
An.1	Analog Clock 1 Speed	OFF — Output is off, always at 0V '1 to '24 — Clock sent at 1 to 24 ppq *(parts per quarter)* run — Run gate signal, 5V = playing, 0V = stopped (4) StA — Pulse/trigger sent when starting/stopping (4) rES — Pulse/trigger sent when starting/resyncing (4) 2 to 99 — Pulse sent every 2 to 99 quarter notes *(speeds are ignored and hidden if* AnL *is set to* din *)*
An.2	Analog Clock 2 Speed	

LEd	Click/Tap LED brightness	OFF Click/TAP LED blinking is turned off On LED is on at normal brightness *(default)* HI G High brightness - Nome I only
bri	Display Brightness	Adjust brightness of the display and all LEDs (on Nome II) From 100 to 800
Adv	Advanced settings	Opens the list of advanced settings

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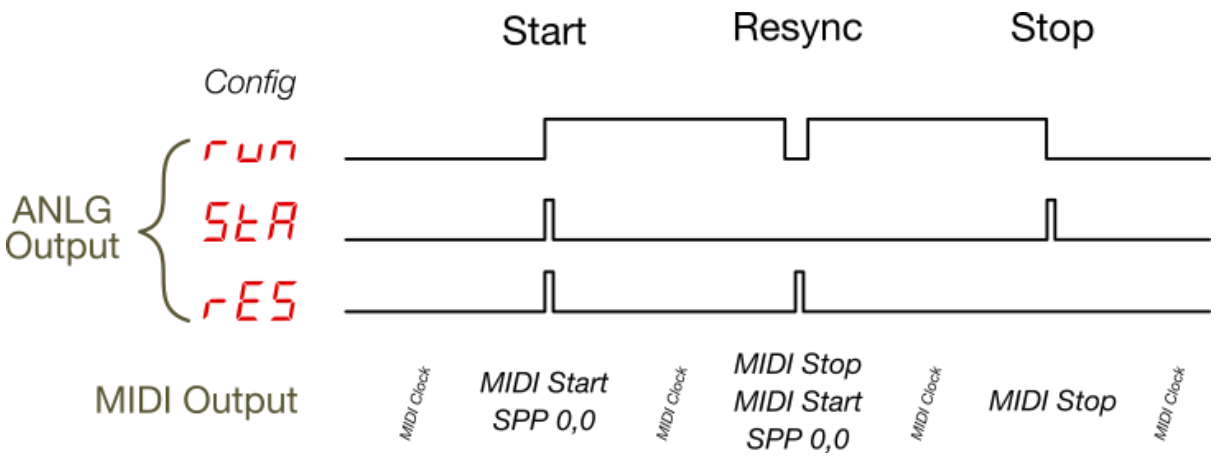
(1) *Adjust both volumes quickly by holding down the Setup button and turning the Knob while the display is showing the tempo.*

(2) *after selecting* PAd *or* P.A.d. *the display shows* PA_ , PA- , *or* PA¯ *to adjust the sensitivity. At the same time, the LED's of the device will turn off, now reacting to taps on the pad. In* P.A.d. *mode, the tempo LED will show a different color for a tap considered as a downbeat. You might want to use this to practice tapping 1 2 3 4 1, making sure the 1's are detected as downbeats. See the walkthrough on Youtube for a video explanation.*

(3) *Long press the knob to change between* 24P *and* SYn *(to sync Nomes together)*

(4) *Here is a diagram to better understand those 3 options:*



3.4 - The list of advanced settings

Setting Name	Meaning	Setting Values
PEd	Pedal Function	mut Mute/unmute metronome *(default)* PLA Play/Stop [1] tAP Tap Tempo PrE Apply next/previous preset [2] *(changing this will automatically set* inP *to* PEd *)*
PE.2	Pedal 2 Function [3]	OFF Pedal 2 is disabled *(default)* mut Mute/unmute metronome PLA Play/Stop [1] PrE Apply next/previous preset [2]
PE.t	Pedal Type	SuS *Sustain* - use momentary pedals like piano sustain pedals *(default)* LAt *Latching* - use latching pedals like guitar amp footswitches
mut	Mute Function	nor *normal* - default mute behavior FOL *Follow Play* - Pressing the Play button 1 will mute and unmute the metronome
rES	Reset Mode	OFF Play is sent on the next bar *(default)* On Play is sent right away and the audio metronome is reset/rewound *(hidden and deactivated when external sync is enabled)*

PL.1	Play button 1 Setup	bot *both* - button affects both MIDI Outputs mi.1 *MIDI 1* - button affect MIDI Output 1 only
PL.2	Play button 2 Function	mut Mute/unmute metronome PLA Play/Stop [4] *(default)* *(when set to PLA, this button always affects MIDI Output 2)*
mid	MIDI Clock Setup	OFF MIDI Clock is always off, never sent con *constant* - MIDI Clock is sent at all times FOL *Follow Play* - MIDI Clock is only sent on an output when it is playing *(when an output is not sending MIDI Clock, the MIDI Start, Stop and SPP messages will not be sent either)*
mi.2	MIDI Output 2 Speed	MIDI Clock speed divider on MIDI Output 2 From '1 = 1/1 (clock running at full speed) To '8 = 1/8 (clock running at 1/8th of the speed)
PrE	Presets Configuration	See the Tempo Presets section

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(1) *As of FW 4.0, pedals configured as* PLA *act like the play buttons: short press does start/stop, while a long press does resync. Using one pedal only will affect the MIDI output controlled by the play button 1 (i.e.* PL.1 *setting). Using two pedals will each control one MIDI output.*

(2) *Short press applies the next preset, long press applies the previous preset.*
Or use both pedals, in this case pedal 1 = previous preset and pedal 2 = next preset.

(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, MIDI Commands, or by changing the* mut *setting to* FOL *.*

4. Tempo presets

Since Firmware 4.0, you can now save tempo presets on the device.
There are **50 presets**, each preset containing both the tempo and the time signature.

4.1 - Saving and managing tempo presets

To save and delete presets, you need to go in the advanced settings list and select  .
You will be presented with a list from 1 to X, with X the first available preset.

That preset will be written as E.xx (E for empty), for example  if you have one preset saved already.

- To save the **current** tempo and time signature as a preset, select the preset you want to save and hold down the knob.
    - The display will show  to indicate that the preset was saved
- You can only delete the last preset that was saved (the one just before E.xx).
    - To delete it, select it and then hold down **both** the TAP button and the Knob.
    - The display will show  to indicate that the preset was deleted

To exit the list, either press the knob to go back to the (advanced) settings list, or press the setup button to exit the settings and go back to the main display showing the tempo.

4.2 - Applying tempo presets

The last applied preset is always saved in the device.

To see which preset that is, hold down the TAP button and rotate the knob (after exiting the settings). The display will show P.xx, for example  , until you release the TAP button. No preset is applied at this point, but if you keep turning the knob, the next or previous preset will be applied (the display will also show you).

When one of the Play buttons is lit (*i.e.* a sequencer is playing), the preset will only be applied at the **end of the bar**. The main tempo display will have blinking dots to indicate that a preset is pending.

When the tempo is in locked mode, the preset will only be loaded by not applied until the knob is pressed down.

Note that you can also apply presets using pedals or using MIDI commands.

5. USB communication and commands

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

- **Nome II Clock** *[IN]* - sends MIDI Clock to your DAW
- **Nome II DAW Control** *[IN]* - sends MIDI commands to control your DAW
- **Nome II Module Itf** *[IN]* - forwarded MIDI from the Module interface

And 3 OUTs:

- **Nome II Commands** *[OUT]* - receives MIDI 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

(for a Nome I all names are “Midronome xxx” instead of “Nome II xxx”)

Note that on Windows the interfaces might be called differently, usually simply “Nome II”, then “MIDIIN2 (Nome II)”, “MIDIIN3 (Nome II)”, and the same for outputs (“MIDIOUT2”, etc). They should be in the same order as written above.

***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.*

5.1 - 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.

5.2 - The DAW Control

The second MIDI IN interface, “DAW Control”, is used to send special MIDI messages which you can map on your DAW to do specific actions. This will be used in a future firmware.

5.3 - The module interface

This will be used in the future, for when you connect a physical add-on module to your Nome. For example a MIDI IN module could forward data from its MIDI IN jacks to these interfaces.

5.4 - 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).

5.5 - MIDI Commands

You can send MIDI to the "Commands" interface in order to control your Nome.

5.5.1 - Change tempo

On Channel 12, use MIDI CC 85 & 86 to set the tempo to (128 x 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

5.5.2 - Change time signature

On Channel 12, use MIDI CC 90 to set the time signature:

- CC 90 val. 1-32 will set the time signature *numerator*
- CC 90 val. 101-104 will set the time signature *denominator*
    - 101 = x/2
    - 102 = x/4
    - 103 = x/8
    - 104 = x/16
- For example CC 90 val. 6 and CC 90 val. 103 will set a time sig. of **6/8**

5.5.3 - 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)

5.5.4 - 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. 0-109 will set ANLG clock 1 speed
- CC 105 val. 0-109 will set ANLG clock 2 speed

Note that this corresponds to the  and  settings, with the following values :

- CC val. 0 corresponds to 
- CC val. 1-8 corresponds to "X ppqn" values, from  to
- CC val. 9-11 correspond respectively to  , and 
- CC val. 12-109 correspond to "X beats" values, from  to

See the list of basic settings section for more details.

5.5.5 - Apply tempo presets

On Channel 12, use **MIDI Program Change** (PC), with the preset number (0 to 49).
Alternatively use a **MIDI Song Select** message, also with the preset number (0 to 49).
Or, also on Channel 12, use MIDI CC **106** or **107** with the preset number (1 to 50).

- PC val. 0-49 will apply a preset
- Song Select val. 0-49 will apply a preset
- CC 106 val. 1-50 will apply a preset
- CC 107 val. 1-50 will apply a preset right away

MIDI CC 106 and MIDI PC will wait if the Play button is lit or if the device is in Locked Mode (like when doing it on the device or on a pedal), while MIDI CC 107 bypasses this and applies the preset right away.

On your devices/software, CC values usually start from 0, while PC and Song Select start from 1, so whatever you use, the number shown on your device should match with the preset number.

5.5.6 - 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[(2)] (*i.e.* acting on MIDI Port X[(1)])
    - 21 = same as MIDI Start[(2)] 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  and).

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.*

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(1) *Port X = the MIDI output port selected by the*  *setting (both or output 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.*

6. 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.

6.1 - Sync to an analog clock or an audio signal

Setting the  setting to  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 Quaternotes (PPQ), which is equivalent to **64th note triplets**.
Firmware 5.0 might add syncing to pulses sent at lower ppq.

6.2 - Syncing to your DAW with U-SYNC

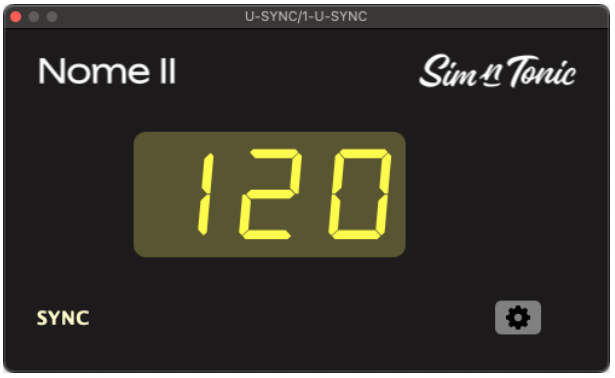
Syncing your hardware to your DAW has **never been easier**! Firmware 3.0 added a very innovative feature which we decided to call **U-SYNC**.

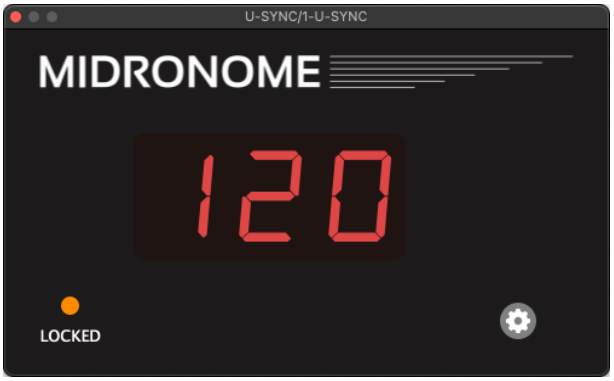
Note: for now, U-SYNC is only available on **Mac**. On Windows you will have to use the 24P mode and the old plugin.

6.2.1 - 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.

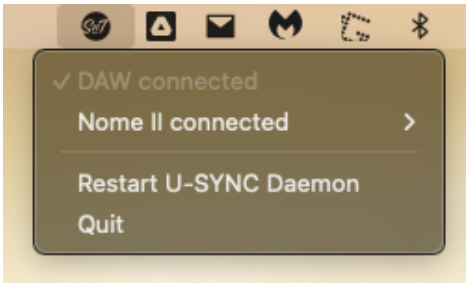




6.2.2 - The U-SYNC Plugin

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**.

You can press the Settings button on the bottom right to adjust the latency, as well as a few DAW-specific parameters written below.
The plugin window will tell you if no device is found or if the U-SYNC Daemon is not running.

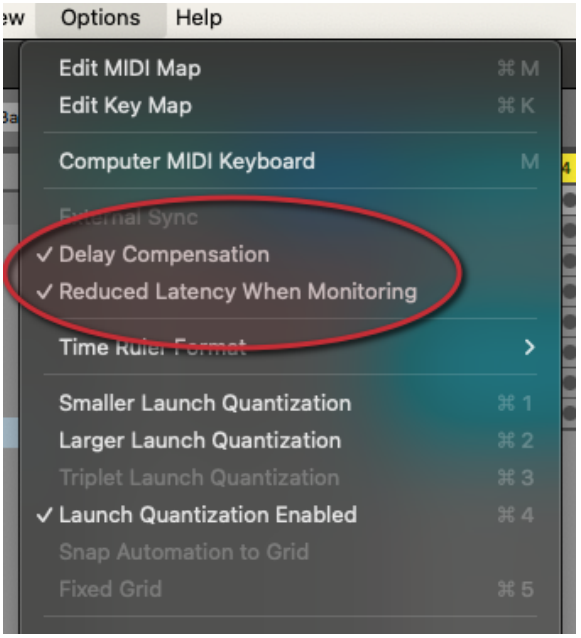


If you cannot connect to your device, you can also check the U-SYNC Daemon to see which device is connected to it.

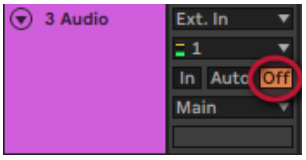
6.2.3 - DAW-specific information

Ableton Live

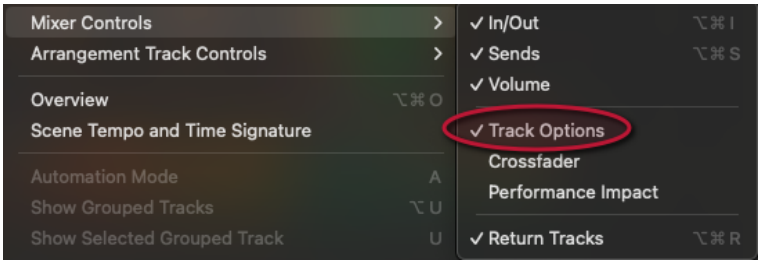
- Make sure to tick *Delay Compensation* and *Reduced Latency When Monitoring* in the Options



- Set your tracks' monitoring to "*Off*" otherwise the recording will be delayed.

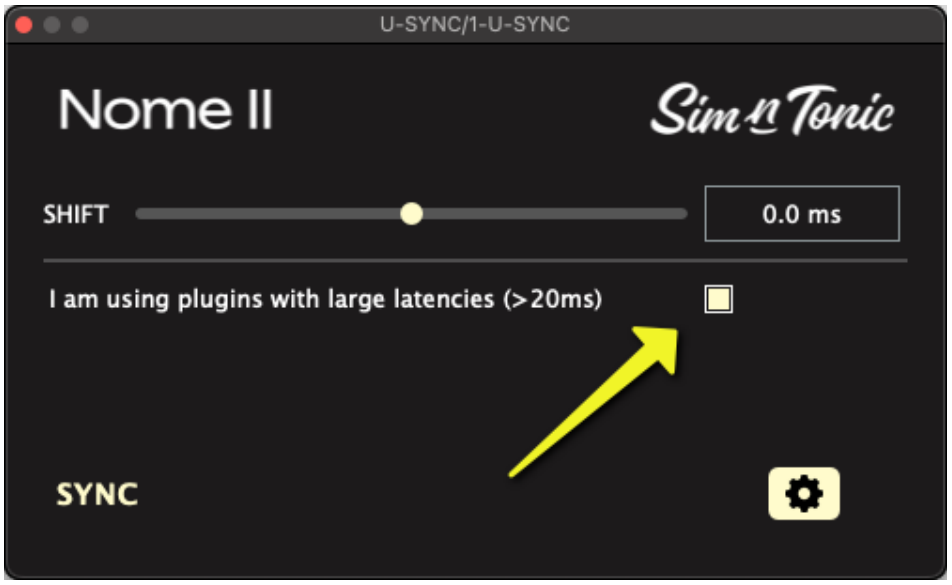


If you really need monitoring through Ableton, version 12 added an option to remove that extra delay. First set "*Track Options*" in View -> Mixer Controls.



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

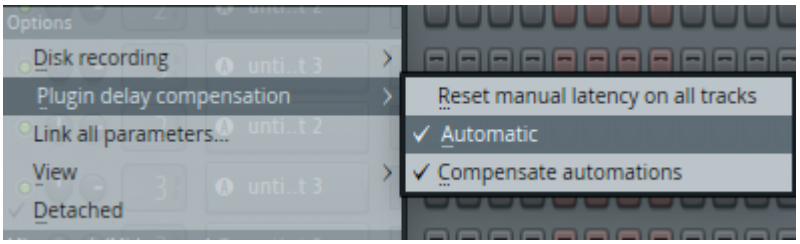
- If you are using plugins with large latencies, check the box in the plugin



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

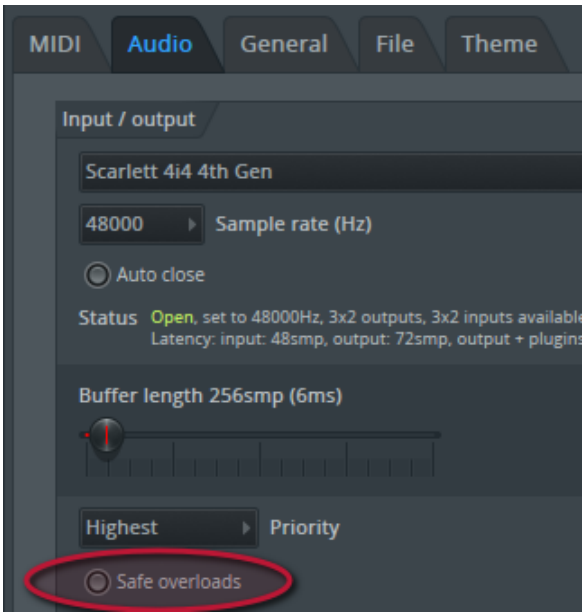
Image-Line FL Studio

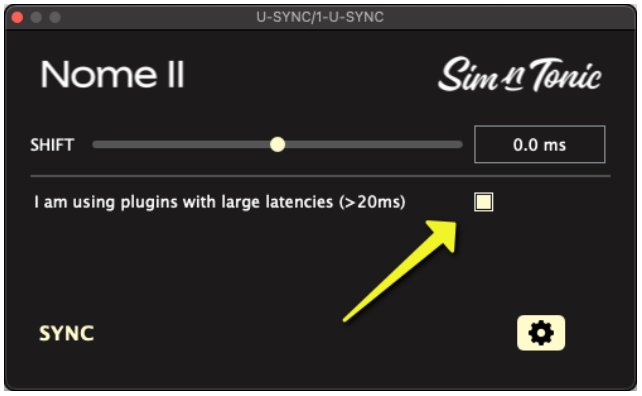
- Click on the small arrow at the top left of the Mixer and enable both "*Automatic*" and "*Compensate automations*" in "Plugin delay compensation"



- 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



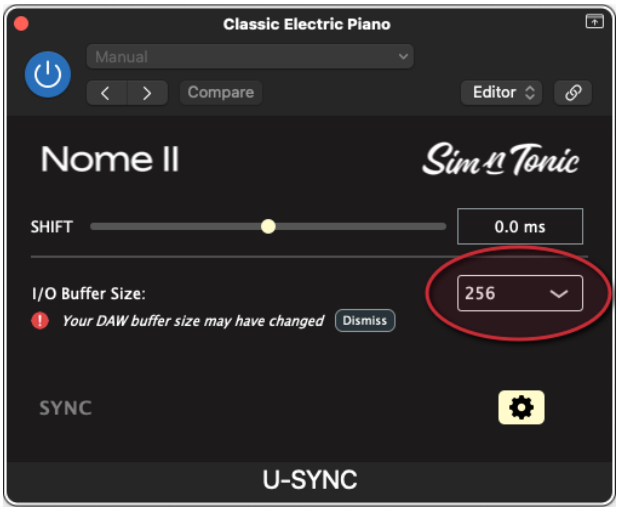


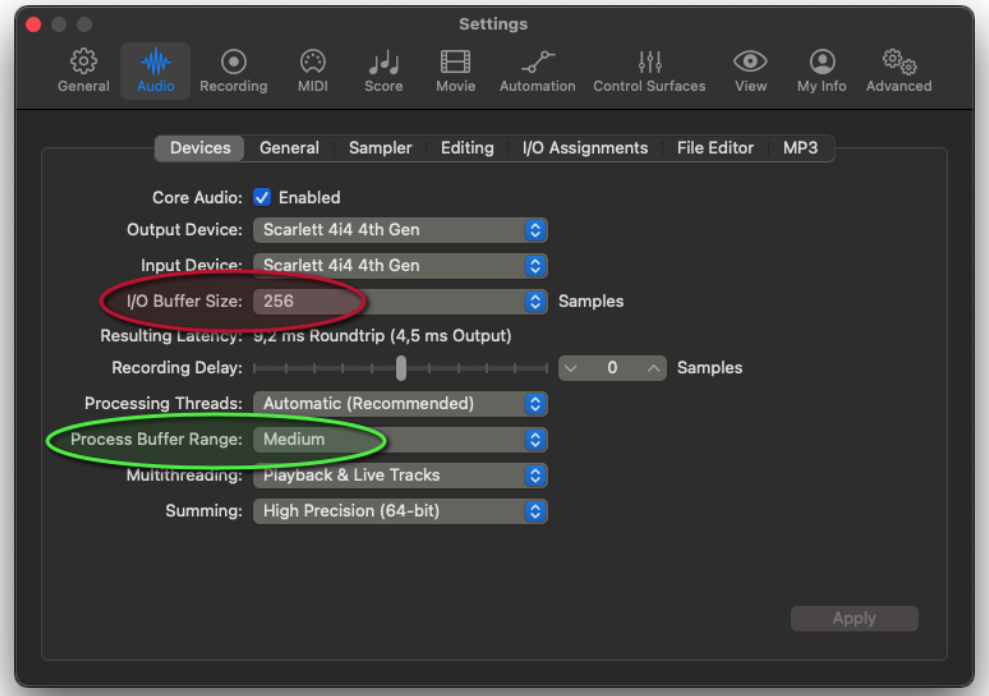
- If you are using plugins with large latencies, check the box in the plugin

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

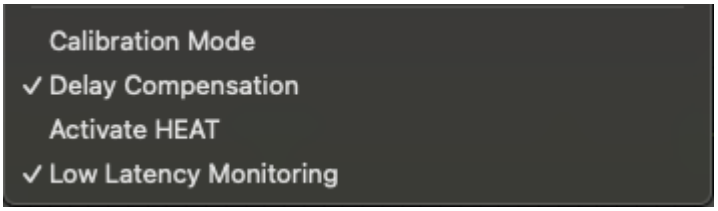
- Please avoid selecting or recording the U-SYNC plugin track
- In the Audio Settings, Set the *Processing Buffer Range* to **Small** or **Medium**
- Make sure to select the correct I/O Buffer Size in the plugin, it must be the same as the one in the Audio Settings



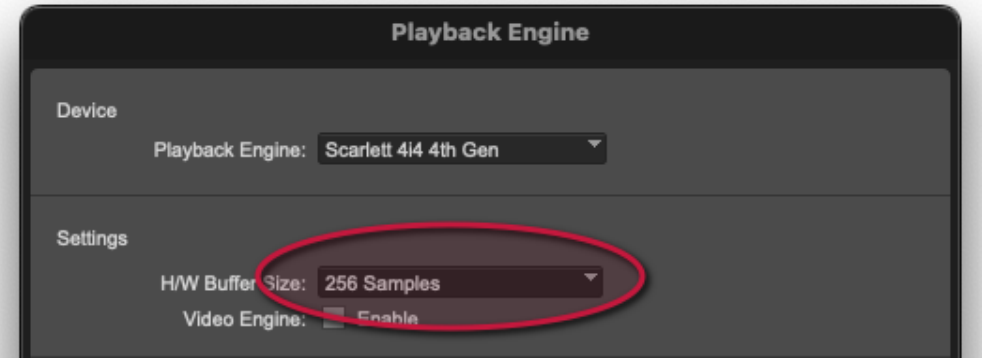


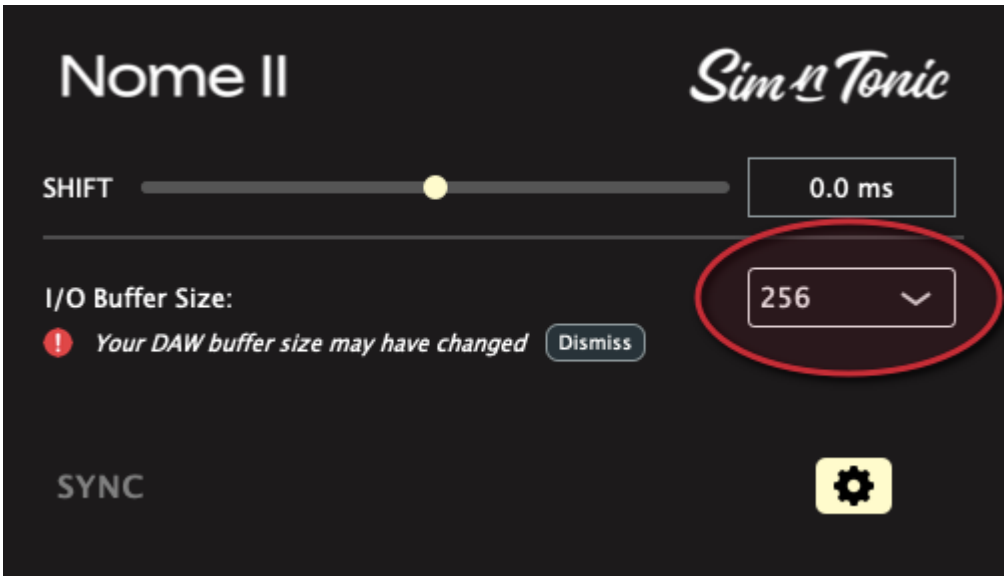
Avid Pro Tools

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



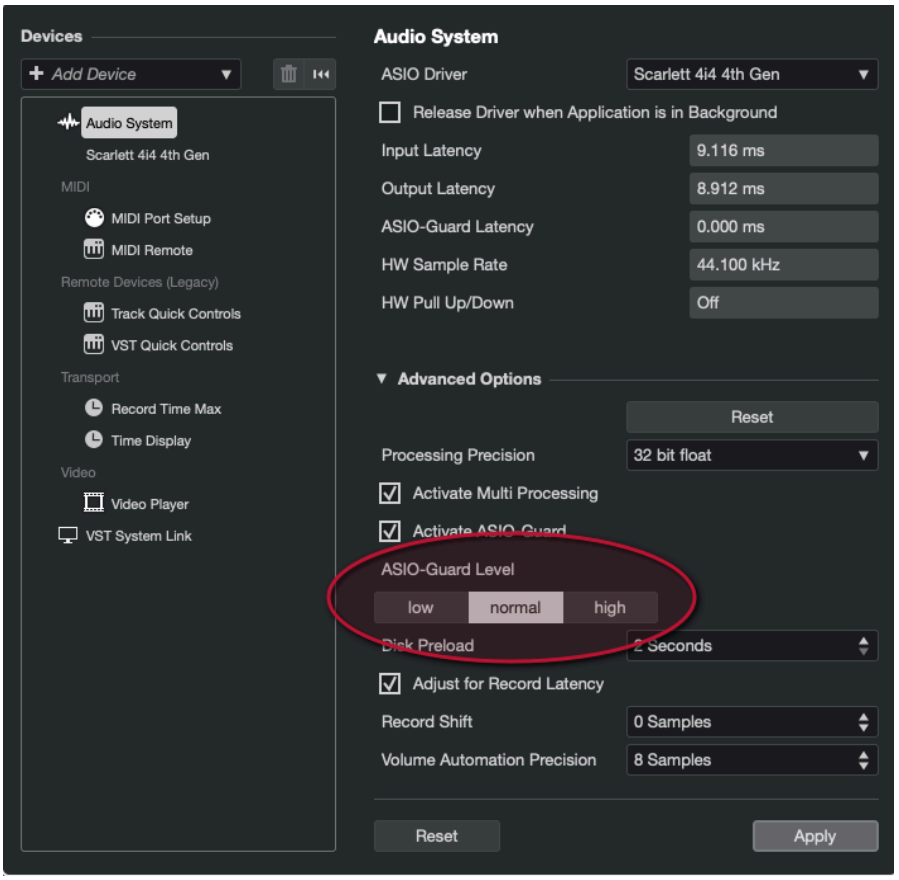
- Make sure to select the correct H/W Buffer Size in the plugin, it must be the same as in the *Playback engine* setup in Pro Tools.



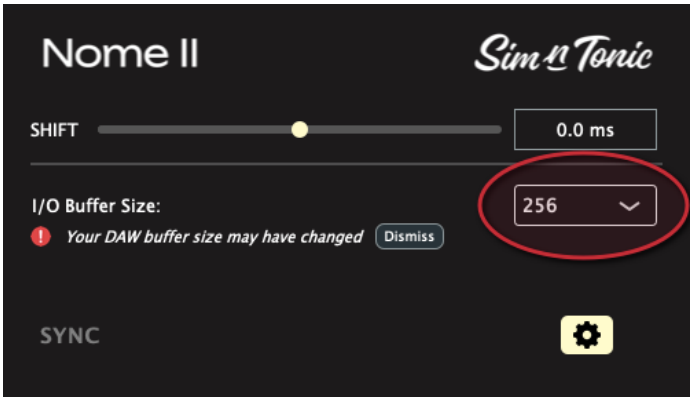


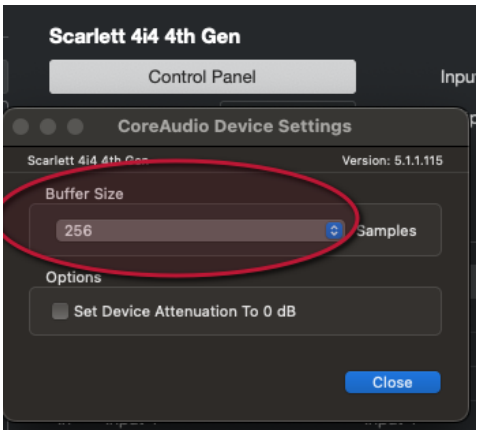
Steinberg Cubase

- Make sure ASIO Guard is activated and set to “normal” in “*Studio Setup*”



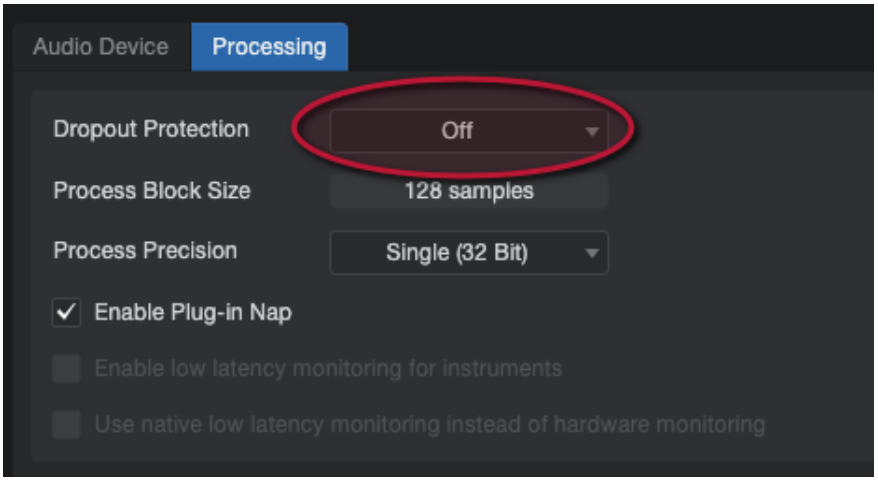
- Make sure to select the correct Buffer Size in the plugin, it must be the same buffer size you have selected in the "*Studio Setup*"





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.

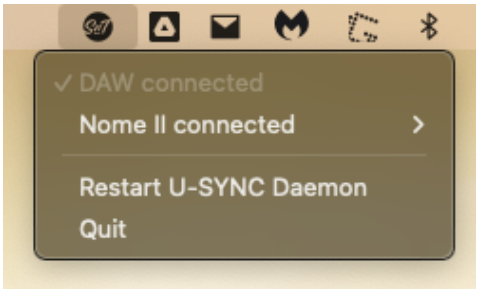
Feel free to inform us about any issues but note that there is no guarantee they will be solved or that support for your DAW will ever be added.

6.2.4 - Troubleshooting

If the sync does not work, *i.e.* the "**SYNC**" LED (or "**Locked**" LED on Nome I) does not turn on, then open the plugin to check its status, and eventually click on the Daemon tray icon to see the connection status of the plugin and the device.

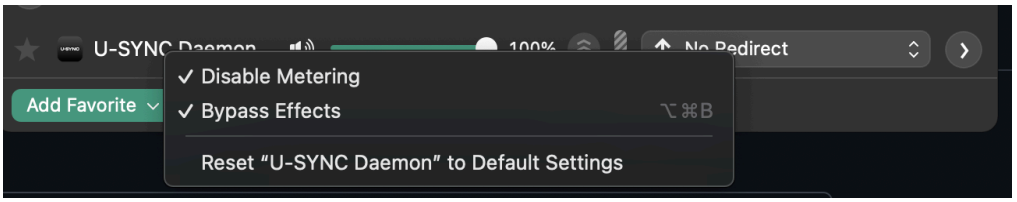
Then try one or more of the following:

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



The U-SYNC daemon communicates with the device mainly using audio. The U-SYNC audio interface is called "*do-not-use-xxx*". It's important to not use this interface.
If you have a software affecting sound interfaces, it might interfere with the daemon.

For example, it has been noticed that **ACE** (Audio Capture Engine), in particular the **SoundSource** software from *Rogue Amoeba* created issues. It seems this is solved in the latest version of the software, with the following settings:



(more info about SoundSource on the Sim'n Tonic Forums)

6.2.5 - Other considerations

Note that you can only sync one Nome at a time.
And as of U-SYNC 1.2, the Daemon will easily get confused if you have multiple Nomes connected (this will be improved together with the firmware 5.0 release).

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

6.3 - 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 “**SYNC**” LED (or “**Locked**” LED on Nome I) 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.

6.4 - 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. Please note:

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

6.5 - Automatically start and stop sequencers

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

Since Firmware 4.0, you can choose which output should start automatically:

- bot will start **both** MIDI Output 1 and 2
- m.1 will start MIDI **Output 1** only
- m.2 will start MIDI **Output 2** only

The *ANLG* outputs follow their associated MIDI outputs, so they will also be affected.

This works both when syncing using the 24P mode, and when syncing with DAWs.

In a future firmware it will also be possible to use it when syncing multiple Nomes together.

7. 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 numerator can only be changed on the master, while the time signature denominator can be set individually on each follower Nome.

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 SYn
- leave the settings

On the *master* Nome::

- Make sure that
    - inP is **not** set to SYn 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 SYn

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

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

8. Update the Nome Firmware

8.1 - Why update

New firmware versions are regularly released, they work on both Nome I and II, and **they are all free**!

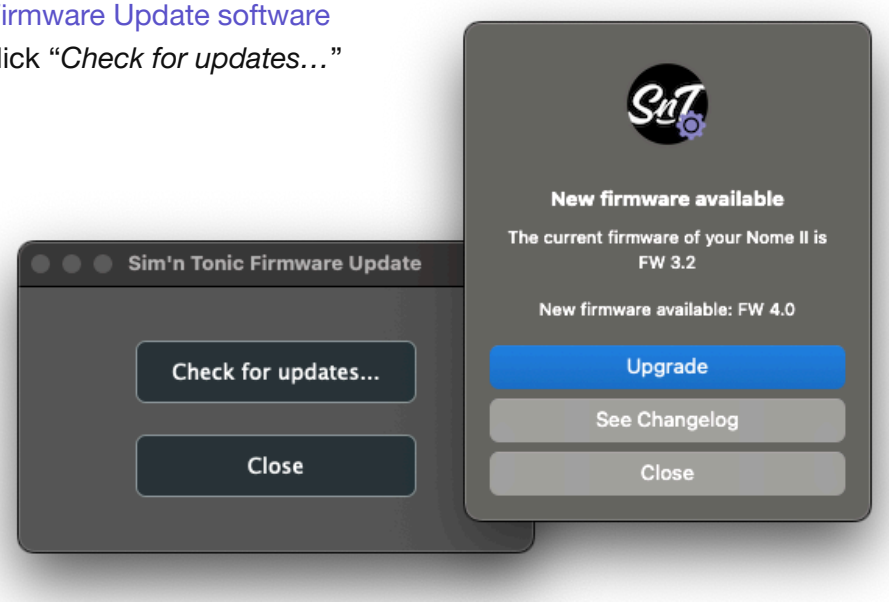
If you have never updated, then you are probably running an old firmware and would get access to **new features and bug fixes** by updating to the newest version.

Feel free to have a look at the Nome Firmware Changelog for more details.

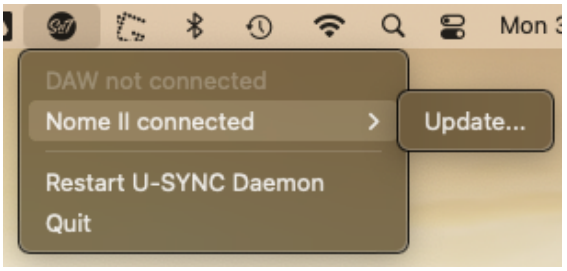
8.2 - How to update

Updating your Nome is extremely easy:

- Download the Firmware Update software
- Launch it and click "*Check for updates…*"



Note that on Mac, you can also update your device directly from the U-SYNC Daemon.



8.3 - Troubleshooting

If your device is not detected, please try the following:

- Restart the update software
- Delete/refresh the Nome in the *Device Manager* (Windows) or *Audio MIDI Setup* (Mac)

If that does not help, please check that you can see the Nome's **MIDI interfaces** in your DAW and in your OS. The software uses MIDI to communicate with the device.

If none of this helps, you can force the "*update mode*" of the device by doing as follows:

- Unplug the USB cable
- Hold the TAP and both play buttons down
- Replug the USB cable while holding the 3 buttons
- Wait 4 seconds (the screen will stay blank during that time)

After those 4 seconds, the device will start in update mode:

- Nome II will show "**rdY**" if it is connected successfully
- Nome I (Midronome) will show "UPG" and a **green LED** if connected
- *(if not, check your USB connection and check your OS)*

Now, try running the update tool again, which will not use MIDI to communicate.

9. 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