

Sim'n Tonic

Nome I & II Manual

For Firmware 4.95-alpha

For U-SYNC 1.3

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)**

Important Note: *the walkthrough is generally quite outdated.
A new walkthrough for FW 5.0 will be made soon.*

And another walkthrough for new features added in FW 4.0:

 **Nome Firmware 4.0 is OUT**

And another video for FW 4.5:

 **Nome FW 4.5 - for Metronome users**

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 6 Sep 2025

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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

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)

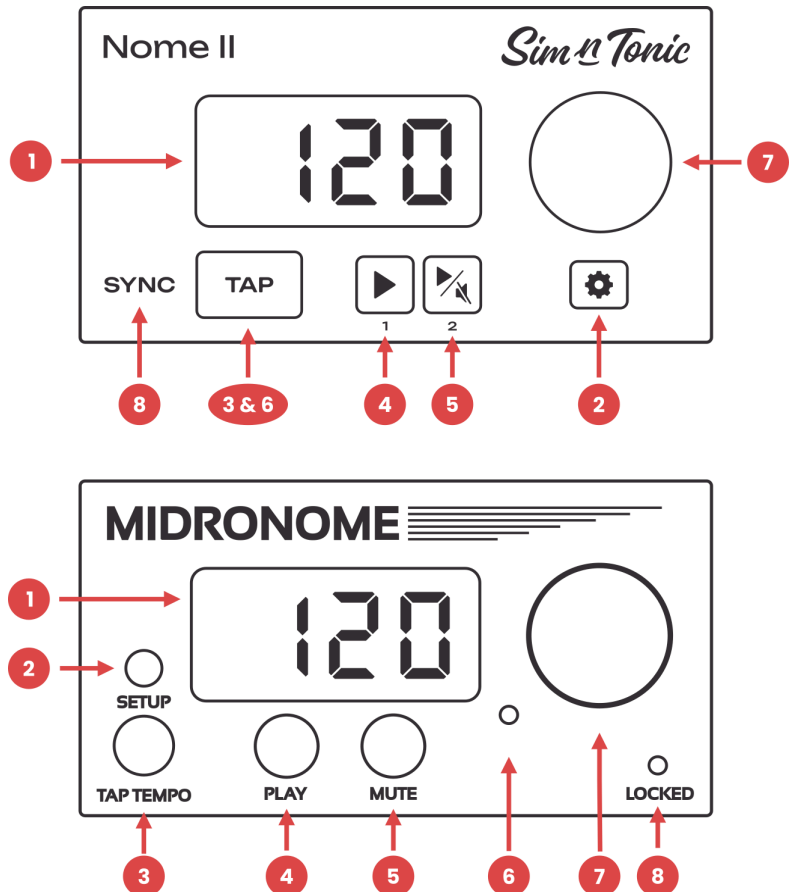
6. Tempo/TAP LED - blinks at tempo (different color on downbeat)

7. Knob

- turn it to change the tempo, or change settings/value
- press it to validate or change the [tempo decimals](#)

8. Locked/SYNC LED

- Turns on yellow when device is synced (see [external sync](#) section)
- On Nome I, it also:
 - blinks when in the settings
 - turns on when the tempo is locked
- On Nome II, it also lights up pink when tapping with smart tap tempo



Combo actions:

- Press Setup + turn Knob to quickly change the metronome's volume
- Press Setup + Play Button 1/2 to **nudge the tempo** backward or forward
- Press TAP + turn Knob to apply previous or next **Preset**
- Hold down TAP + Knob for 1 sec to “lock” the tempo (see **Quick start**)

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

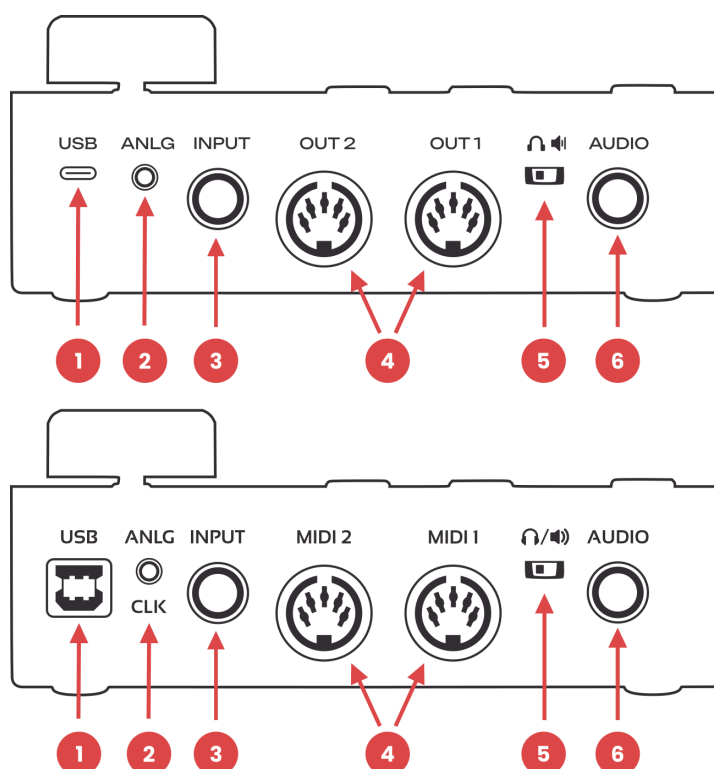
- Sends MIDI Clock, MIDI Start/stop, and forwarded USB-MIDI messages
- Start/stop can be independently controlled on each port

5. Headphones/Line Out switch

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

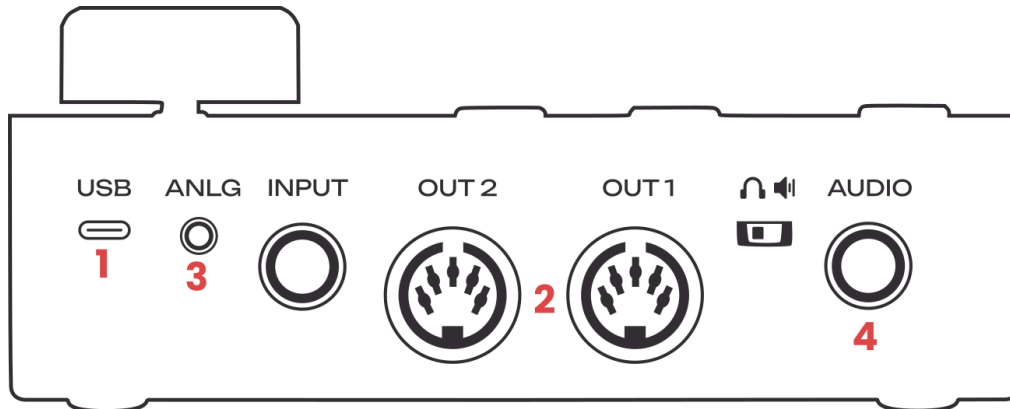
6. Audio Output

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

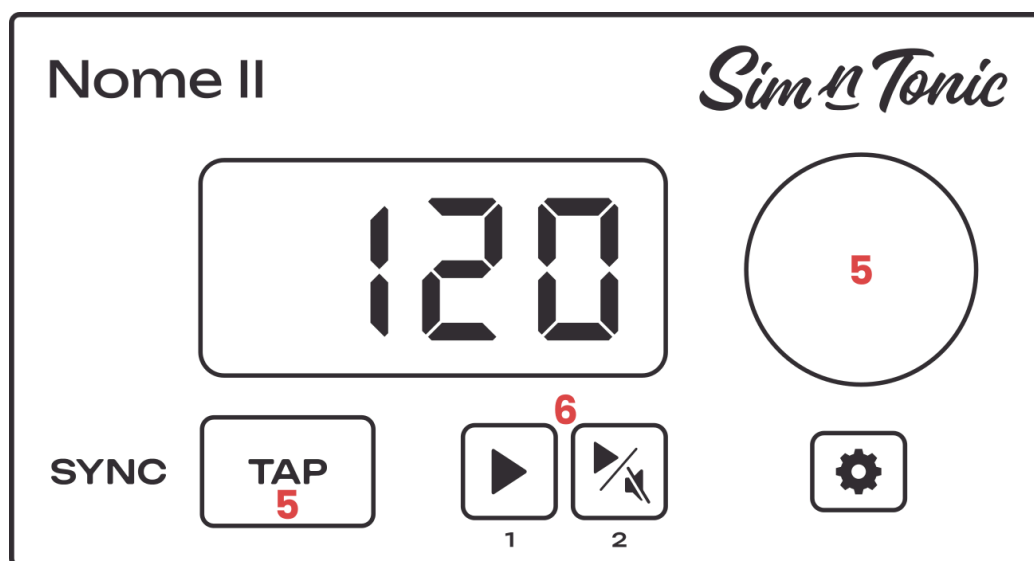


2. Quick start

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:
 - Turn the Knob to change the tempo ⁽¹⁾
 - Turn the Knob while pressing to set [tempo decimals](#)
 - Tap the tempo to make the timing [match your tapping](#)
6. Start/stop your MIDI sequencers (button x for MIDI Out x)

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:
 - if the **inP** setting is set to **24P** or **Syn**
 - if the device is connected to a DAW via [U-SYNC](#)
 - In this mode, [count-off](#), smart tap tempo, and [tempo decimals](#) are disabled

⁽¹⁾

- Turn **fast** to change to a round integer (for ex. 120.46 → 125.00)
- Turn **slowly** to keep the decimals (for ex. 120.46 → 121.46)

This is designed so that accidental turns would not "erase" the decimals.

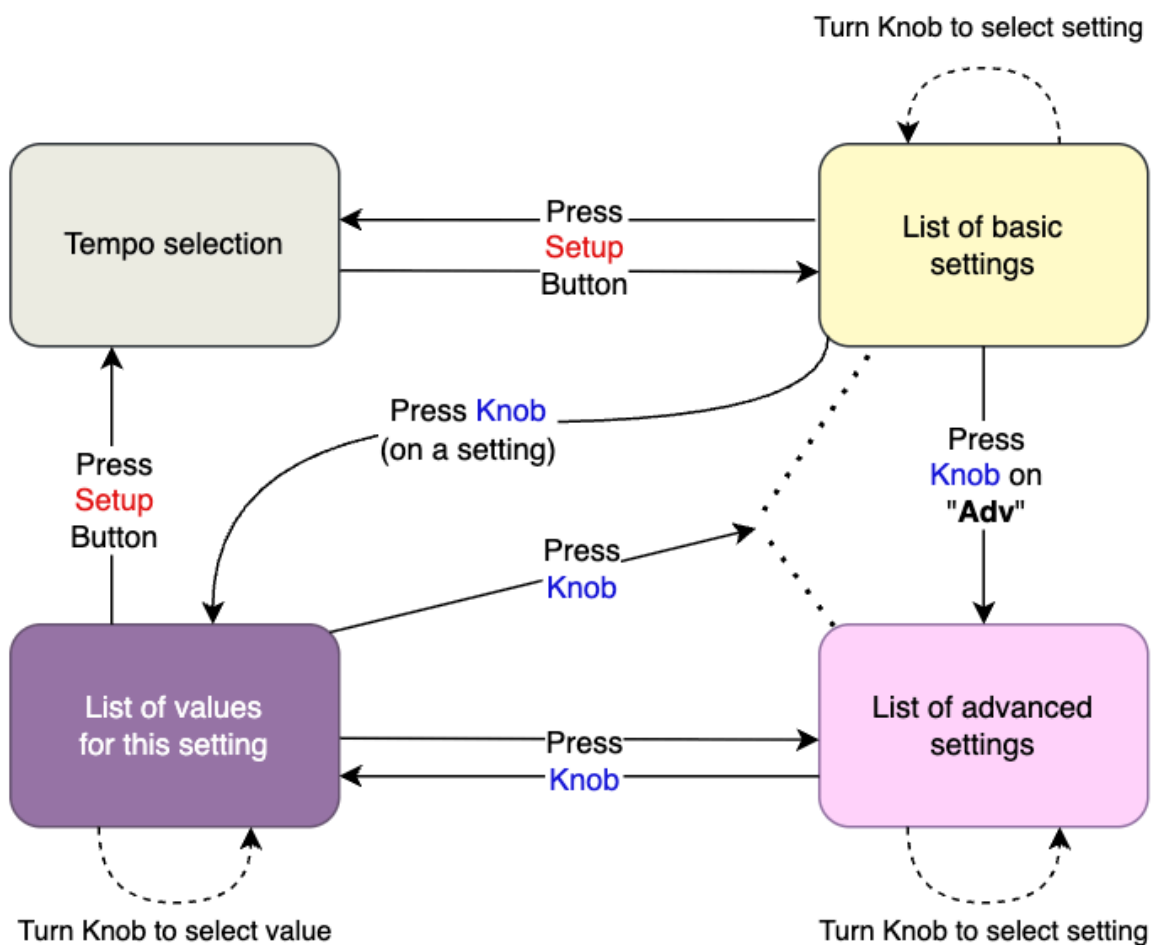
3. The settings

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	120
List of basic settings	Changes the selected setting	Ua. 1
List of advanced settings	Changes the selected setting	PEd
List of values for this setting	Changes the value of this setting	OFF

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:

A	b	Cc	d	E	F	G	H	Ii	L
<i>A</i>	<i>b</i>	<i>Cc</i>	<i>d</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>Ii</i>	<i>L</i>
M	n	Oo	P	r	S	t	uU	vV	y
<i>M</i>	<i>n</i>	<i>Oo</i>	<i>P</i>	<i>r</i>	<i>S</i>	<i>t</i>	<i>uU</i>	<i>vV</i>	<i>y</i>

Note that the dot is used for separation, for example: *APL* 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:

<i>CL1 CL2</i>	<i>Vo.1 Vo.2</i>	<i>SLG</i>	<i>inP</i>
Click 1&2	Volume 1&2	Time Signature	INPUT Plug
<i>APL</i>	<i>AnL An.1 An.2</i>	<i>Cnt</i>	<i>LEd br.</i>
Auto-Play	ANLG Plug (1&2)	Count-Off	Brightness

Basic settings

Adu
Advanced

Advanced settings

<i>PEd PE.2 PEt</i>	<i>mut</i>	<i>rES</i>
Pedal 1&2 + type	Mute	Reset/Resync
<i>PL1 PL2</i>	<i>ti.1 ti.2</i>	<i>PrE</i>
Play button 1&2	MIDI Clock + MIDI Out 2	Tempo presets

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

- ***m.1 & m.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
- ***FOT***: follows Mute, *i.e.* something that is on when the metronome is **unmuted**
- ***din***: DIN Sync mode (also called *sync24*)
- ***Syn***: resyncing, typically sent on the device's MIDI and ANLG outputs

3.3 - Considerations on how to configure your Nome

There are quite a lot of settings, but most of them are very simple. Just have a quick look at the list so **you know what is possible**, and you can forget about the settings that do not concern you.

Most users report they went to the settings once, to customize their Nome to their liking, then never went back in again.

To make it less overwhelming, they are separated in two lists, the advanced settings being less likely to be changed regularly.

Note that whenever the device has to choose between MIDI Output 1 and 2 to trigger an action, MIDI Output 1 is chosen. In other words,

For example:

- When the Tempo/TAP LED, the Mute function, or the ANLG outputs “follow play”, they will follow whether MIDI Output 1 is playing or not
- When configured in DIN Sync mode, the ANLG output follows MIDI Output 1
- When the first play button is configured to act on both outputs, it will light up according to MIDI Output 1

On the other hand, when it's explicit, the Nome chooses the appropriate output.

For example:

- any configuration on the ANLG ring/right ***An.2*** will follow MIDI Output 2 (while ***An.1*** will follow output 1)
- The second play button will always act on MIDI Output 2
- Two pedals configured as ***PLA*** will each act on their own output

3.4 - The list of basic settings

Setting Name	Meaning	Setting Values
<i>CL.1</i>	Click Sound for Click 1 (<i>downbeat</i>)	<i>OFF</i> (sound off), or click sound 1 to 59, or custom user clicks <i>U.1</i> , <i>U.2</i> , <i>U.3</i> , or <i>U.4</i> ⁽¹⁾ Clicks 1-9 are “natural” (recorded), while 10+ are digital
<i>CL.2</i>	Click Sound for Click 2 (<i>other beats</i>)	
<i>Vo.1</i>	Volume of Click 1 ⁽²⁾	Volume of the click, 1 to 9 (6dB steps)
<i>Vo.2</i>	Volume of Click 2 ⁽²⁾	
<i>SI.0</i>	Time signature	Bar signature from 1/2 to 32/16 (16 shown as ö). For example: <i>4.2</i> for 4/2 <i>4.4</i> for 4/4 (default) <i>8.8</i> for 8/8 <i>16.ö</i> for 16/16 (to change the denominator quickly, press the knob and turn)
<i>inp</i>	INPUT Plug Mode	<i>OFF</i> Input plug is deactivated <i>PED</i> Pedal mode (default) <i>PAD</i> Drum Pad mode ⁽³⁾ <i>24P</i> external sync to an audio/analog signal ⁽⁴⁾

A.P.L	Auto-play Mode	OFF The auto-play function is off (<i>default</i>) bot Both outputs 1 & 2 will play automatically when syncing starts - see external sync 1.1 Only MIDI Output 1 plays automatically 1.2 Only MIDI Output 2 plays automatically (the two ANLG outputs always follow their respective MIDI output, so these will also play if AnL is set to FOL)
AnL	Analog Clock Mode	con Clock is sent constantly (<i>default</i>) FOL Clock is following play d1 n DIN sync / sync24 output mode (for vintage Roland drum machines like the TR-303)
An.1	Analog Clock 1 Speed (<i>left/tip</i> part of the ANLG TRS plug)	OFF Output is off, always at 0V '1 to '24 Clock sent at 1 to 24 ppq (<i>parts per quarter</i>) run Run gate signal, 5V = playing, 0V = stopped ⁽⁵⁾ STA Pulse/trigger sent when starting/stopping ⁽⁵⁾
An.2	Analog Clock 2 Speed (<i>right/ring</i> part of the ANLG TRS plug)	RES Pulse/trigger sent when starting/resyncing ⁽⁵⁾ 2 to 99 Pulse sent every 2 to 99 quarter notes (speeds are ignored and hidden if AnL is set to d1 n)

Cnt	Count-off Mode	OFF The count-off function is disabled (<i>default</i>) bot Tapping the tempo will start a count-off when both MIDI/ANLG outputs 1 & 2 are stopped 1.1 Tapping the tempo will start a count-off when MIDI/ANLG output 1 is stopped 1.2 Tapping the tempo will start a count-off when MIDI/ANLG output 2 is stopped mut Tapping the tempo will start a count-off when the metronome is muted
LED	Tempo/TAP LED brightness	OFF Tempo/TAP LED blinking is turned off con LED is on constantly (<i>default</i>) FOL LED is following <i>Play</i> (Nome II only) FOL LED is following <i>Mute</i> (Nome II only) HIG LED is at High brightness (Midronome only)
br,	Display Brightness	Adjust brightness of the display and all LEDs From 100 to 800
Adu	Advanced settings	Opens the list of advanced settings

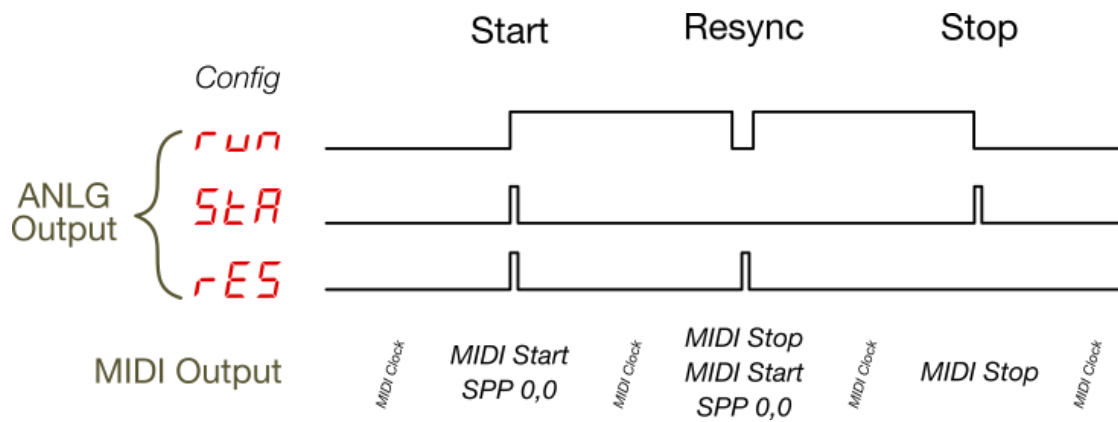
(1) Custom user click sounds can be uploaded to the device using the [Sim'n Tonic Config Tool](#)

(2) When out of the settings, adjust both volumes quickly by holding down the Setup button and turning the Knob

(3) after selecting **PA_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. See [the walkthrough on Youtube](#) for a video explanation.

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

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



3.5 - The list of advanced settings

Setting Name	Meaning	Setting Values
PEd	Pedal Function ⁽⁵⁾	Mute Mute/unmute metronome (<i>default</i>) PLA Play/Stop ⁽¹⁾ LAP Tap Tempo ⁽⁶⁾ PRE Apply next/previous preset ⁽²⁾ (changing this will automatically set inp to PEd)
PE.2	Pedal 2 Function ^{(3) (5)}	OFF Pedal 2 is disabled (<i>default</i>) Mute Mute/unmute metronome PLA Play/Stop ⁽¹⁾ PRE Apply next/previous preset ⁽²⁾

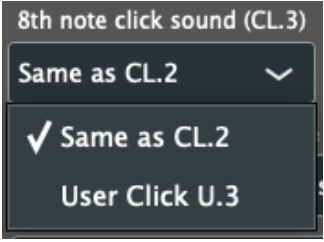
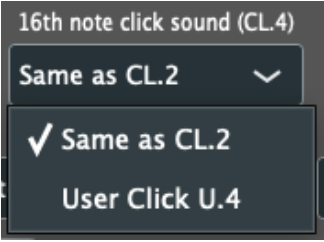
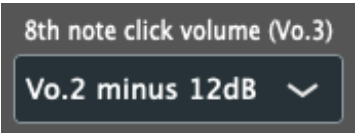
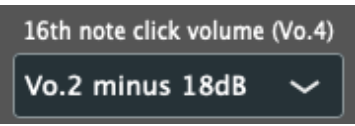
<i>PET</i>	Pedal Type	<i>SUS</i> <i>Sustain</i> - use momentary pedals like piano sustain pedals (<i>default</i>) <i>LAT</i> <i>Latching</i> - use latching pedals like guitar amp footswitches
<i>MUT</i>	Mute Function	<i>NOR</i> <i>normal</i> behavior, no following (<i>default</i>) <i>FOL</i> <i>Follow Play</i> - Pressing the Play button 1 will mute and unmute the metronome <i>F.O.L.</i> Same as <i>Follow Play</i> - but unmutes as soon as the play button is blinking (<i>great to use with RES set to CNT</i>)
<i>RES</i>	Reset Mode	<i>OFF</i> Play is sent on the next bar (<i>default</i>) <i>On</i> Play is sent right away and the audio metronome is reset/rewind <i>CNT</i> Reset/rewind the metronome but also wait 1 bar of <i>count-in</i> before sending play (<i>great to use with MUT set to F.O.L.</i>)
<i>PL 1</i>	Play button 1 Output	<i>bot</i> <i>both</i> - button affects both MIDI Outputs <i>M 1</i> <i>MIDI 1</i> - affects MIDI Output 1 only (<i>default</i>)
<i>PL 2</i>	Play button 2 Function	<i>MUT</i> Mute/unmute metronome <i>PLA</i> Play/Stop ⁽⁴⁾ on MIDI Output 2 (<i>default</i>)
<i>M ID</i>	MIDI Clock Setup	<i>OFF</i> MIDI Clock is always off, never sent <i>CON</i> <i>constant</i> - MIDI Clock never stops (<i>default</i>) <i>FOL</i> <i>Follow Play</i> - MIDI Clock is only sent on an output when it is playing (<i>when an output is not sending MIDI Clock, the MIDI Start, Stop and SPP messages will not be sent either</i>)

	MIDI Output 2 Speed	MIDI Clock speed divider on MIDI Output 2 From  = 1/1 (clock running at full speed - default) To  = 1/8 (clock running at 1/8th of the speed)
	Presets Configuration	See the Tempo Presets section

-
- (1) As of FW 4.0, pedals configured as  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.  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  settings.
- (4) When using this option, you can still mute/unmute with a pedal, [MIDI Commands](#), or by changing the  setting to .
- (5) The two pedals' polarity is automatically detected when leaving the settings and when the device restarts. Make sure **not** to press the pedal at that time.
- (6) When count-off is enabled, a **double-tap** will stop the sequencers / unmute the metronome (depending on the count-off setting).

3.6 - Extra metronome settings, only configurable by software

Since Firmware 4.5, there are a few extra settings which can only be configured using the [Sim'n Tonic Config Tool](#). These settings are saved on the device as well.

Sim'n Tonic Config Tool View	Setting Name	Setting Values
	Click Sound for Click 3 (8th notes)	Click sound for 8th notes on the metronome, set to: - Same click sound as CL.2 (default) - Or custom click U.3
	Click Sound for Click 4 (16th notes)	Click sound for 16th notes on the metronome, set to: - Same click sound as CL.2 (default) - Or custom click U.4
	Volume of Click 3 (8th notes)	Volume of the click 3 , set to either: Uo.2 volume minus 12dB (default) - or a set volume from 1 to 9 in 6dB steps
	Volume of Click 4 (16th notes)	Volume of the click 4 , set to either: Uo.2 volume minus 18dB (default) - or a set volume from 1 to 9 in 6dB steps
	Tapping Tempo on 8th notes	When this is on and you are using a time signature in x/8 or x/16 : - The “TAP” led will blinks twice as fast - Tapping the tempo will be done on 8th notes instead of quarters (valid for the TAP button, a pedal, or a drum pad)

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 **PrE**. 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 **E.02** 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 **SAV** 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 **DEL** 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 **P.02**, 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 is used together with [U-SYNC](#) to control the DAW (only available on certain DAWs - see the [U-SYNC documentation](#))

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 $(128 \times \text{CC85}) + \text{CC86}$

- **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**

Note that all those MIDI messages will reset the tempo decimals to zero (tempo in x.00).

5.5.2 - Change tempo decimals

Firmware 5.0 introduced [tempo decimals](#) down to the 100th, from x.00 to x.99. The decimals can also be set using MIDI CC:

- **CC110 val. 0-99** will set the tempo to x.00-x.99

For example, if the tempo is currently set to **134.53**, sending **CC110 val. 27** will set **134.27** as tempo.

Note that all MIDI messages (above) changing the tempo, i.e. **MIDI CC 86, 87, 88, 89** will reset the tempo decimals to zero.

5.5.3 - 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**

5.5.4 - 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)

5.5.5 - 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 **An.1** and **An.2** settings, with the following values :

- **CC val. 0** corresponds to **OFF**
- **CC val. 1-8** corresponds to "X ppqn" values, from **1** to **24**
- **CC val. 9-11** correspond respectively to **run**, **SLP** and **RES**
- **CC val. 12-109** correspond to "X beats" values, from **2** to **99**

See the [list of basic settings](#) section for more details.

5.5.6 - 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.

5.5.7 - 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**:
 - **0** = same as MIDI Continue
 - **1** = same as MIDI Continue but for Port 1 only
 - **2** = same as MIDI Continue but for Port 2 only
 - **10** = same as MIDI Stop
 - **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
 - **21** = same as MIDI Start but for Port 1 only
 - **30** = same as MIDI Start, but with a 1-bar count-in
 - **31** = same as MIDI Start, but with a 1-bar count-in and for Port 1 only

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

⁽²⁾ This is independent of the **rES** setting. But no resets or count-in are possible when syncing to an **external clock** (24P mode or U-SYNC for example).

These start/stop commands are acting no matter the current playing state and no matter the configuration of the device (in particular *PL. 1* 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.

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 *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 quaternote), *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**.

U-SYNC now has its [dedicated PDF manual](#) regarding its setup.

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

6.3 - 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 “[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 “Midronome” plugin is [open-source](#) and not maintained anymore but many people are still using it, waiting for U-SYNC for Windows. Feel free to report any bugs on its github page. 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 *RPL* 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
- *1.1* will start MIDI **Output 1** only
- *1.2* 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.

When [syncing multiple Nomes together](#), this setting also affects the follower Nomes react to pressing play on the master Nome.

7. Extra functionalities

7.1 - Syncing 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 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:

- In the settings, select *inp* and set it to *24P*
- Press the Knob for 1 second
- The value will change from *24P* to *54n*

On the master Nome::

- In the settings, select *CL. 1*, and set it to 59
- Press the Knob for 1 second
- The value 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 Y splitter cables if syncing more than 2 Nomes).

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

To get a follower Nome to play automatically when the master Nome is also playing, see [the section above](#) about the *RPL* setting.

7.2 - Tempo decimals

As of FW 5.0, you can now set the tempo **down to the 100th decimal**, from x.00 to x.99.

The decimals are also:

- automatically set when tapping a tempo
- saved in the tempo presets
- supported by the latest version of U-SYNC
- modifiable using [MIDI CC Commands](#)

On the device, **press the Knob** to see or change the decimals, the display will show a dot and the decimal part of the BPM “.xx”. For example if the current BPM shown is **108**, and pressing the Knob shows **.74**, that means the actual tempo is **108.74 bpm**.

Note that:

- You can press and turn the Knob (while pressing) for a quick adjustment
- Changing to a new BPM integer number will
 - Reset the decimals when turning **fast** (for ex. 120.46 → 125.00)
 - Keep the decimals when turning **slow** (for ex. 120.46 → 121.46)
(*this is to avoid accidental turns resetting the decimals*)

7.3 - Count-in and count-off

You can do both a count-in (since FW 4.5) and a count-off (since FW 5.0) with the Nome.

7.3.1 - Count-in: count done by the Nome

Count-in is when you press the play button and the machine will count one bar for you until it starts.

- To activate this, you can set the **RES** setting to **Cnt**
- Then set **Mute** to **F.O.L.** as well, so that the metronome is automatically unmuted
- (*both of these are [advanced settings](#)*)
- Then pressing the Play button will start the count-in right away, you will hear one bar of metronome and your machines will start on the next bar

7.3.3 - Count-off: count done by the musician

Count-off is almost the same, except that you tap the bar of count-in yourself. This is a great way to set both the start point and the tempo, either at the beginning of a song or to catch a live tempo already running, as described in the [section below](#).

- To enable it, choose a value for the **Cnt** setting
 - This setting determines when tapping will start a count or do a “smart tap tempo” adjustment
 - For example setting it to **1111** will mean that tapping while the MIDI/ANLG output 1 is stopped will start a count-off, while tapping while it is playing will adjust the tempo
- Then set the time signature, and tap exactly one bar, for example 1, 2, 3, 4
- On the next bar, the machine takes over and starts everything
 - What MIDI/ANLG output is starts is what the **Cnt** setting is set to
 - When **Cnt** is set to **1111**, the metronome is unmuted and the output that starts is the one indicated by the **RPL** setting
 - Note that the metronome is unmuted after the first beat, to avoid a “click flam” if a musician is slightly off-beat
- After this, tapping will adjust the tempo, matching the music to the tapping
- A double-tap on a pedal or a drum pad stops (and/or mutes)
 - It does the exact opposite of what was done after the count-off

7.4 - Catch up live timing with Smart Tap Tempo and nudging

Since Firmware 5.0, you can now “catch” a live tempo already running, for example live musicians, DJ turntables, or a song playback.

This can be done with a combination of those 3 features:

1. Count-off (see [section above](#))
2. Smart Tap Tempo
3. Tempo/time nudging

Counting off will **set the start timing of the Nome** and any machines connected to it on time with the source.

Then, once started, it is easy to “catch up” the beat by simply tapping, as the *Smart Tap Tempo* algorithm will set not only the tempo but also **match the timing to your tapping**. It might take a few beats to catch up, simply keep tapping until the music aligns.

Finally, if you know the tempo is right but the timing is a bit early or late, you might want to **nudge the timing**, by *holding down Setup and a Play button*. The left Play button will nudge backwards, the right Play button will nudge forward.

On Nome II, the LEDs will change from green to red to indicate how “big” the nudge is.

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!**

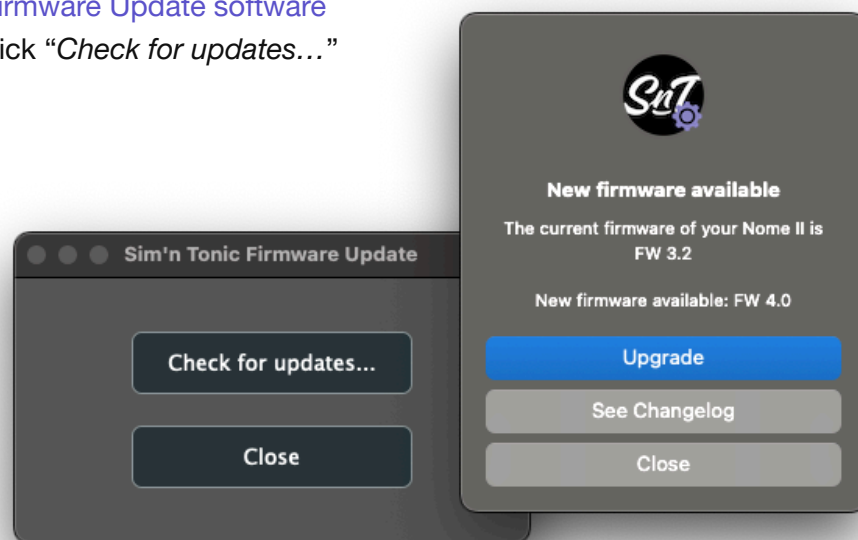
If you have never updated, then you are probably running an old firmware and would get access to **new features and bug fixes** by updating to the newest version.

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...*”



8.3 - Troubleshooting

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

- Unplug/replug the Nome, and **wait** a few seconds
- 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