# U-SYNC Manual

Version 1.3

For Sim’n Tonic Nome Firmware 4.6

This PDF is the full manual for **U-SYNC**, a brand new technology syncing your hardware devices to your DAW.

U-SYNC was developed in collaboration between Sim’n Tonic and Reliq Instruments.
It is currently available for Sim’n Tonic Nome I and Nome II, and soon for Reliq as well.

*Last updated on 31 May 2025*

# Contents

# 1. What is U-SYNC

U-SYNC is your new favorite way to **sync any hardware device to your DAW**. The “U” stands for USB - because all you need is a USB connection to make it work.

It has 3 components:

1. A DAW plugin, available as VST3, AU, and AAX formats
    - It needs to be loaded as an virtual instrument in your DAW
2. A Daemon, which is a background program linking the plugin and your device
    - It lives in the tray icon bar at the top right of your screen


3. For some DAWs, a control surface script, so your device controls your DAW as well

For now only Sim’n Tonic Nome I and II are supported devices. Reliq will be supported soon, and we plan on adding many more in the future.

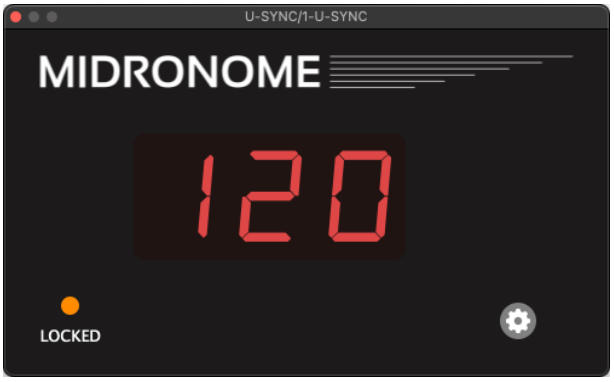
**Note**: for now, U-SYNC is only available on **Mac**. We’re working hard to bring it to Windows, but it’s a long journey. U-SYNC relies heavily on the stability of low-level Audio and MIDI drivers, and unlike on Mac, the default drivers on Windows aren’t stable enough to guarantee reliable performance.
Supporting Windows requires custom driver development, which is a complex and time-consuming process.

**Note bis**: you can still sync a *Sim’n Tonic Nome* to your DAW on Windows, by using an audio signal generated by another plugin.

# 2. Installation

- Download and install the U-SYNC software package
    - Make sure to select all necessary components based on your setup
    - Make sure to approve when the installer asks for permissions
- Load the *U-SYNC* plugin in your DAW, as a **virtual instrument**

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

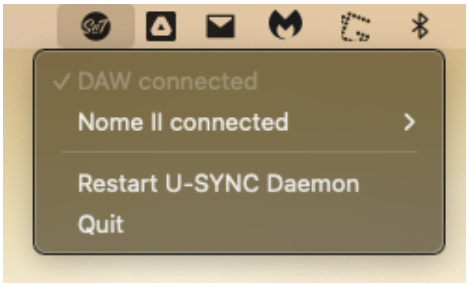




# 3. The U-SYNC Plugin

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 this is the case, check the U-SYNC Daemon to see which device is connected to it.

# 4. Supported DAWs and versions

While U-SYNC has a good chance of working on older machines and older versions, we only test on the **latest macOS** and the **latest DAW** version at the time of a given U-SYNC release.

So if possible, keep your software and hardware updated, and try to stay as close as possible to the settings mentioned in the next section.

## 4.1 - Supported DAWs

U-SYNC officially supports all DAWs listed in the next section. If your DAW is not listed, then please read the Other DAWs section.

## 4.2 - DAWs with bi-directional control

On top of the usual *syncing to the DAW*, you can use your device to **control your DAW**. This means that you can change the tempo and control the transport from either the DAW and/or the device and both DAW and device will react.

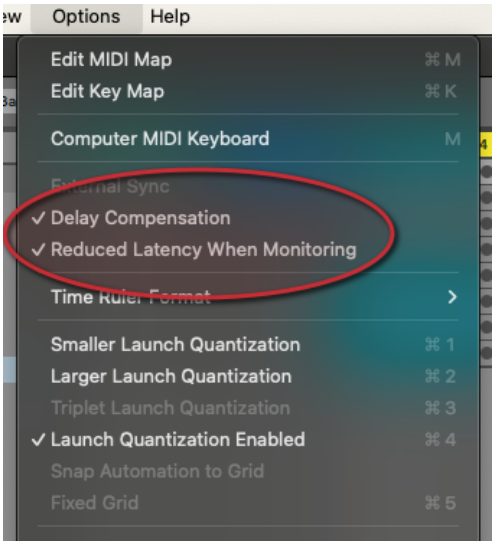
As of version 1.3, this is only possible in **Ableton**, **Bitwig**, **Cubase**, and **Nuendo**.

More info about this in the Bi-directional control section.

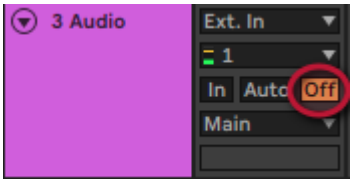
# 5. DAW-specific information

## 5.1 - Ableton Live

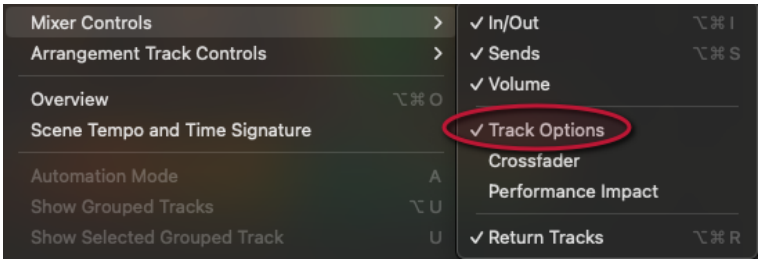
- Make sure to tick *Delay Compensation* and *Reduced Latency When Monitoring* in the Options



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

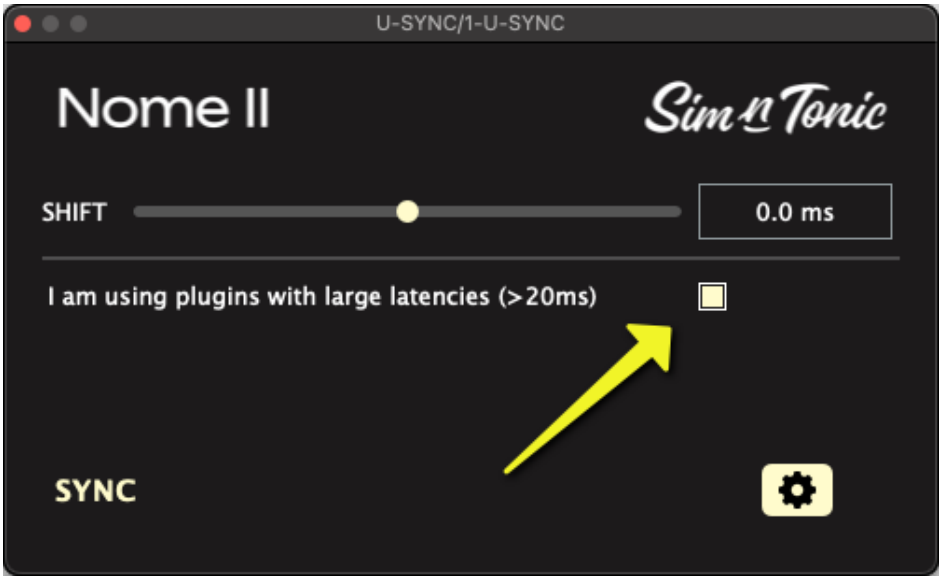



**Note**: If you really need monitoring through Ableton, version 12 added an option to remove that extra delay. First set "*Track Options*" in View -> Mixer Controls.




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



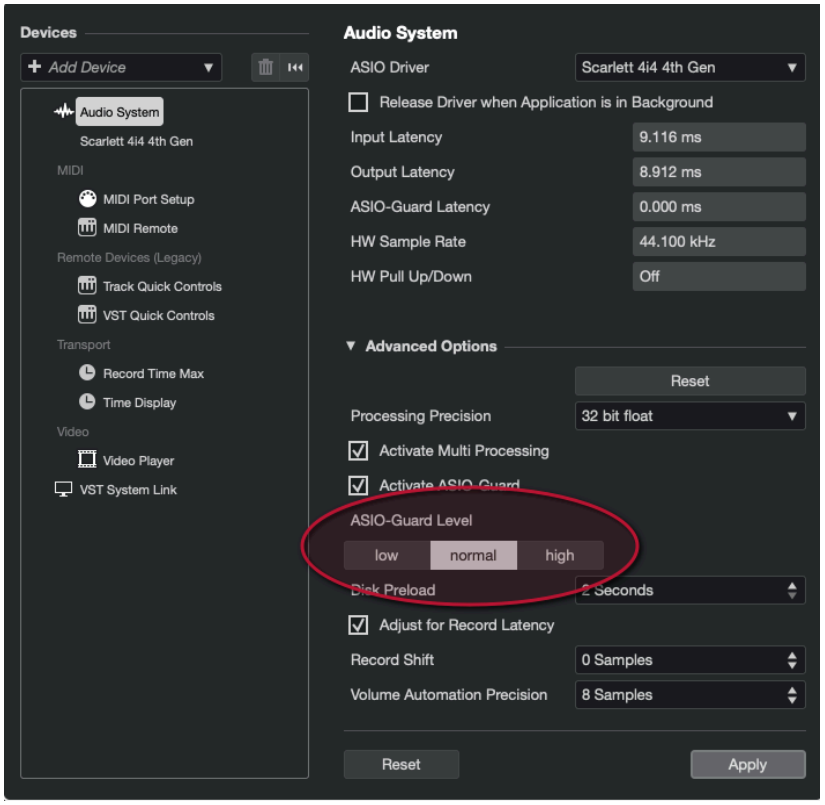

This will work with up to **250ms** of combined latency per track. Above this you will need to manually compensate using the *SHIFT* slider.

## 5.2 - Bitwig Studio

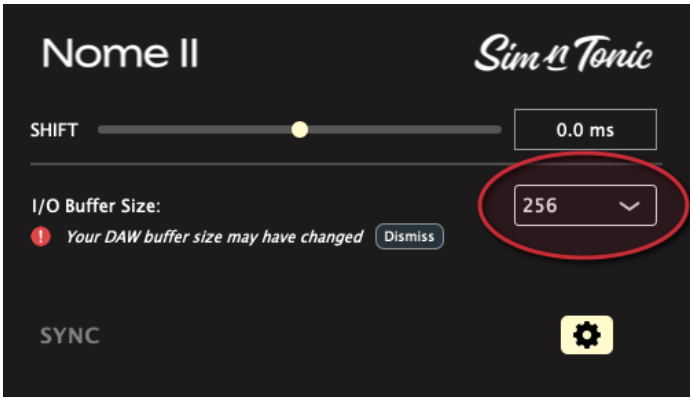
- Use a buffer size of 1024 or less

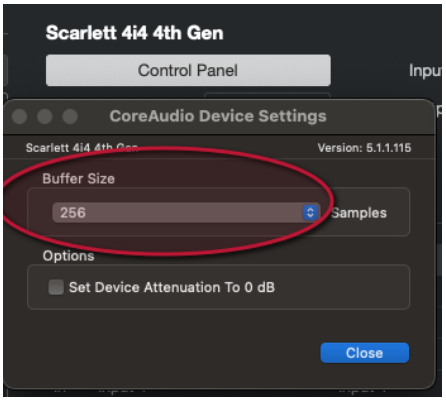
## 5.3 - Steinberg Cubase & Nuendo

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



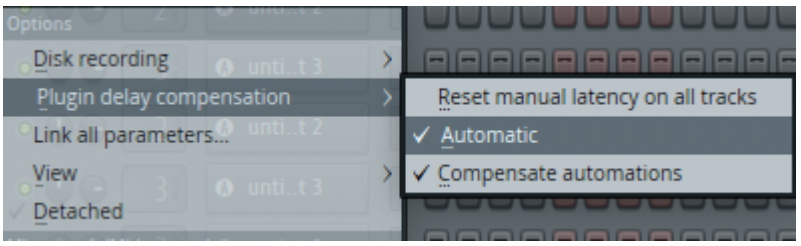

- Make sure to select the correct Buffer Size in the plugin, it must be the same buffer size you have selected in the “*Studio Setup*”



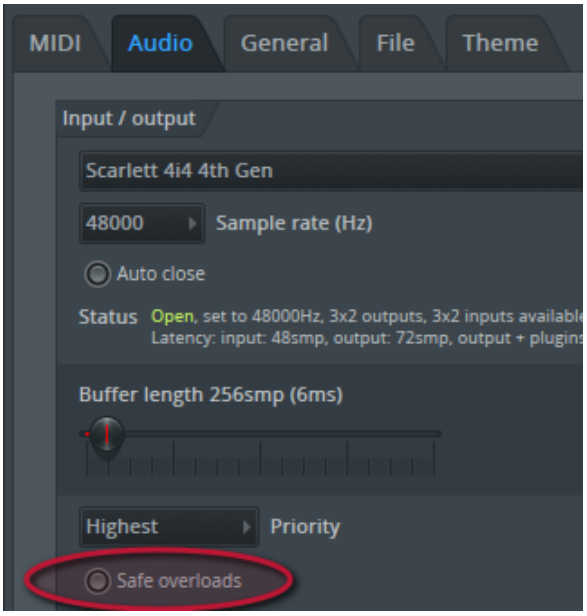
## 5.4 - Image-Line FL Studio


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

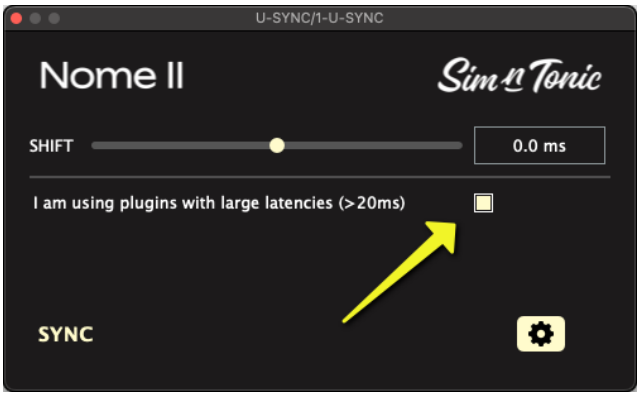



- Make sure the plugin track is connected to the Master output

- 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

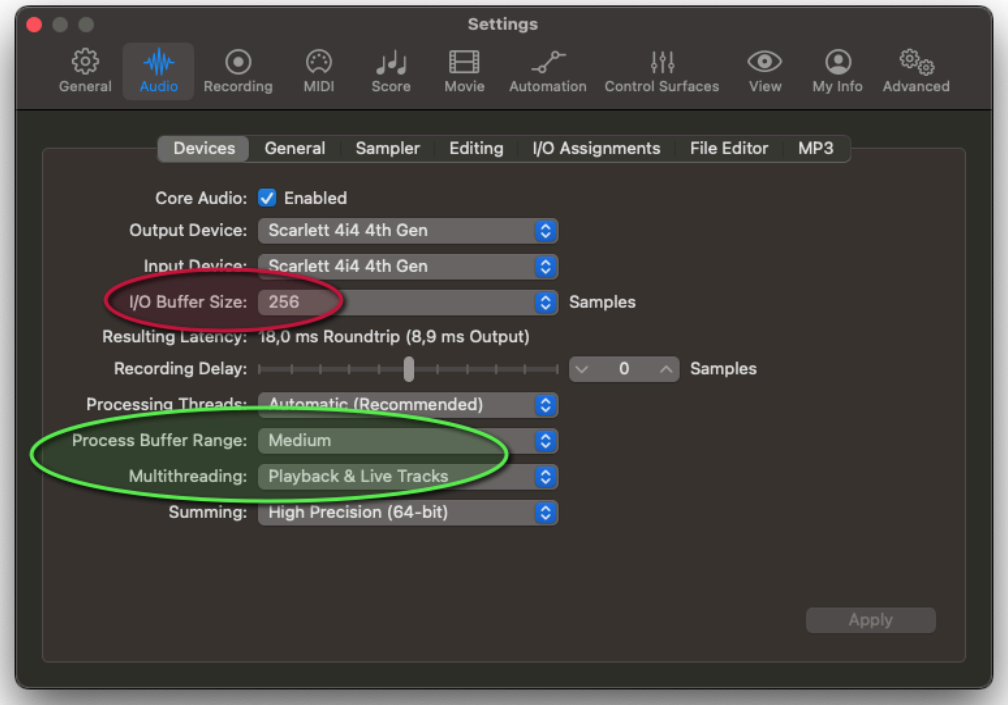



This will work with up to **250ms** of combined latency per track. Above this you will need to manually compensate using the *SHIFT* slider.

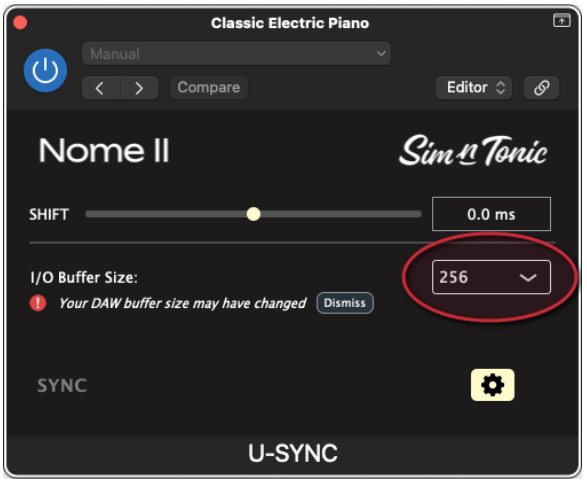
## 5.5 - Apple Logic Pro

- Please avoid **selecting** or **recording** the U-SYNC plugin track

- In the Audio Settings, Set the *Processing Buffer Range* to **Small** or **Medium** and Multithreading to "**Playback & Live tracks**"

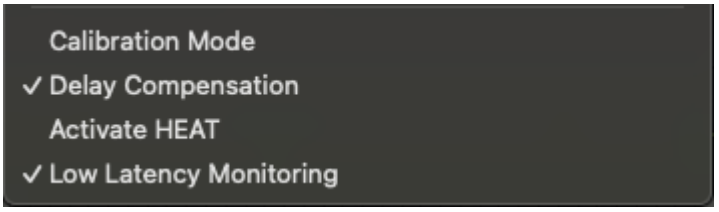


- Make sure to select the correct I/O Buffer Size in the plugin, it must be the same as the one in the Audio Settings

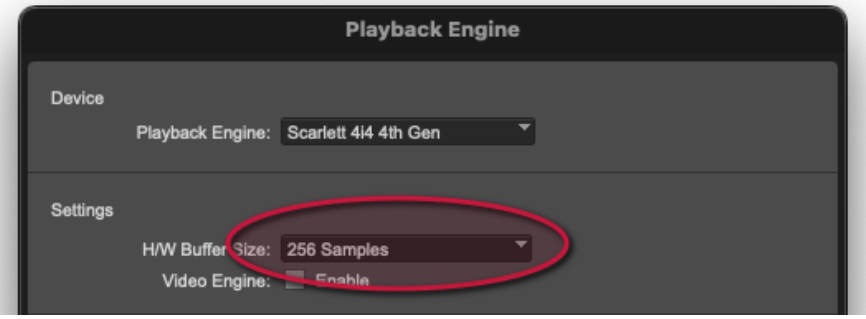



## 5.6 - Avid Pro Tools

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

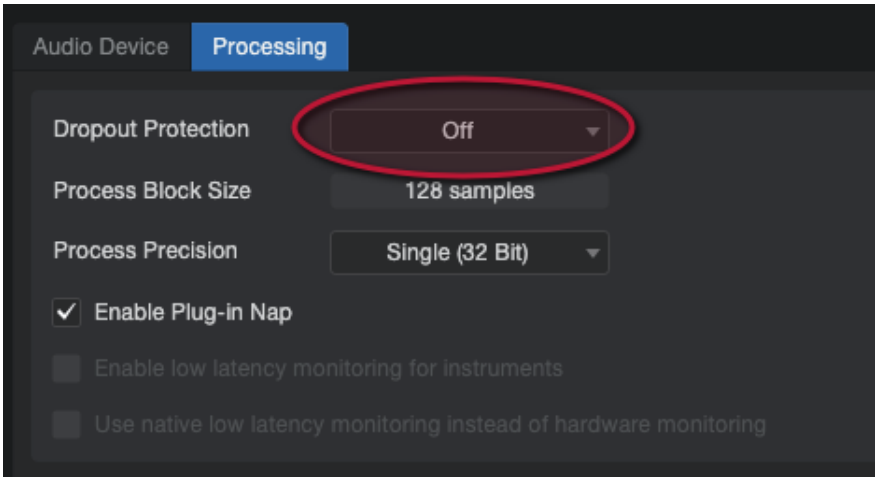



- Make sure to select the correct H/W Buffer Size in the plugin, it must be the same as in the *Playback engine* setup in Pro Tools.




## 5.7 - Presonus Studio One

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




## 5.8 - 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.


## 5.9 - UAD Luna

- Please use the VST3 plugin (and not the AU plugin)

### 5.10 - 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 or buffer size
2. The plugin and the synchronisation works but the Nome has a latency:
    - you can manually correct this using the "*shift*" parameter (make sure your DAW has *Plugin Delay Compensation* turned on)
    - note that the latency might be affected by sample rate and buffer
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 sync another way. For example you can sync a Sim'n Tonic Nome using audio signal generated by another plugin.

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. Bi-directional control

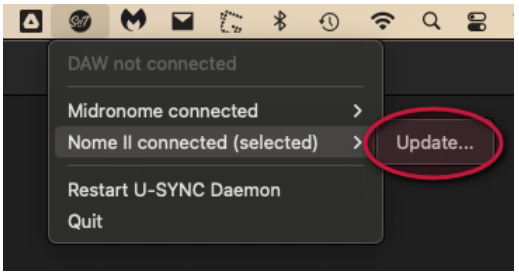
### 6.1 - General considerations

Bi-directional control is only available for **Nome Firmware 4.6** and newer.

When bi-drectional is enabled and configured, the yellow "*SYNC*" LED on the Nome II (and "*Locked*" LED on the Midronome) will turn on constantly, to indicate bi-directional control.

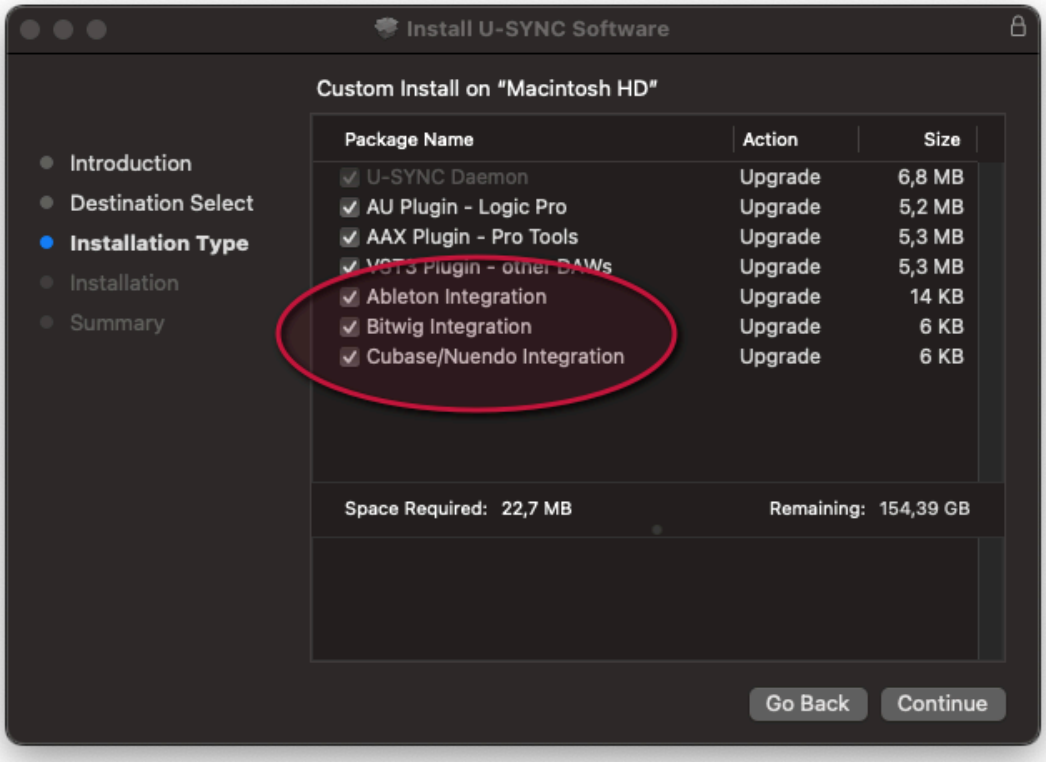
Then you can set **Tempo** and **Time Signature** from your Nome.
If the auto-play (**A.PL**) setting on your Nome is not set to "*OFF*", then you will also be able to control the transport (i.e. **Play/Stop**).

**Please make sure that:**



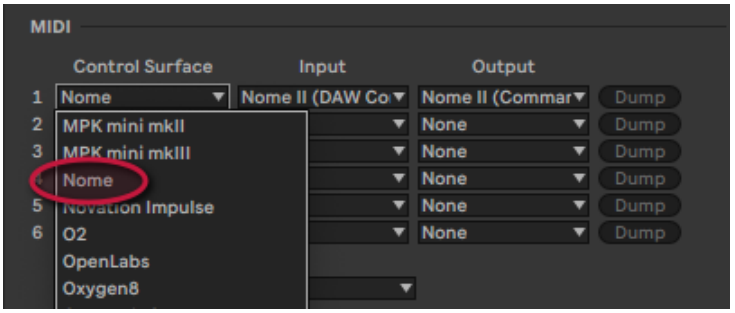

1. Your Nome firmware is up to date *(you can update from the U-SYNC Daemon directly)*
2. In your DAW, you can see the MIDI Interfaces mentioned in **section 5** "*USB communication and commands*" of the Nome Manual
    - If not, please follow the steps in the same section (marked "**Important**")

3. You have installed your DAW's integration when you ran the U-SYNC installer



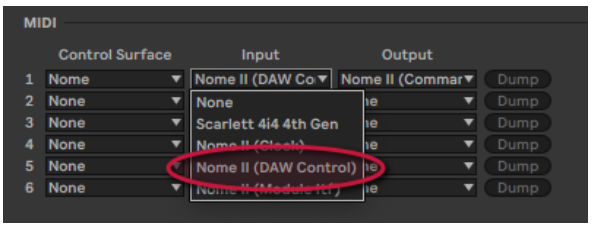

## 6.2 - Ableton Live - Control Surface

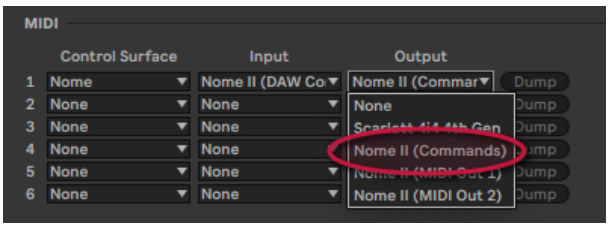
On Ableton you need to add the Nome as a control surface.




Open the Settings, go to **Link, Tempo & MIDI**, and add a Control Surface:

- **Control Surface:** Nome
- **Input:** <device> (DAW Control)
- **Output**: <device> (Commands)



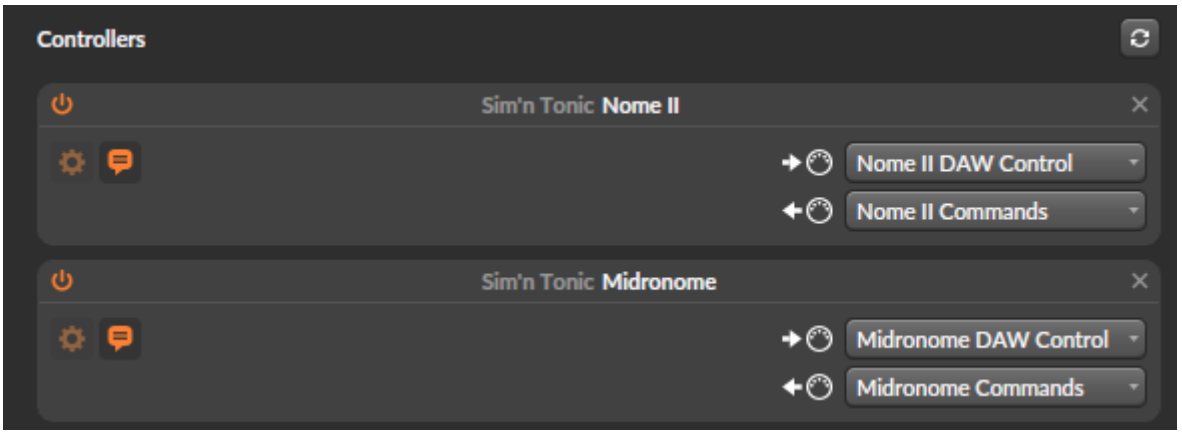



## 6.2 - Bitwig Studio- Controller

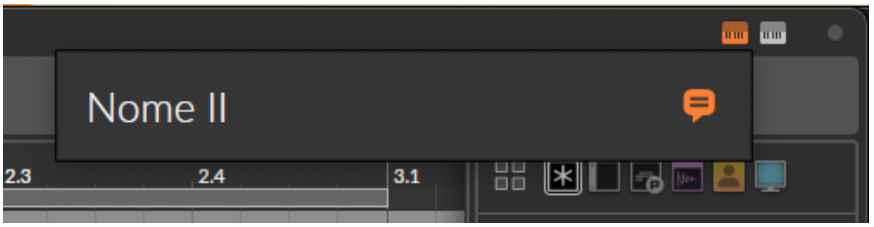
On Bitwig, you need to add the Controller once, and it should automatically find the device:

- go to **Settings > Controllers**
- press "**+ Add Controller**"
- choose "**Sim'n Tonic**" (*) and your device
- then press **Add**

Then click twice on  at the top right, potentially unplug/replug your device, and it should be automatically detected.




From your session, you can see the controllers at the very top right of the Bitwig window:

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(*) *if you cannot see "**Sim'n Tonic**" in the Hardware Vendor list, please check:*

- *that you are on Bitwig 5.3.8 or newer*
- *in **Settings** > **Locations**, that the location for "My Controller Scripts" is set to:*

```
/Users/<username>/Documents/Bitwig Studio/Controller Scripts
```

## 6.3 - Steinberg Cubase & Nuendo - Controller Surface

The MIDI Remote Controllers should be added automatically, if not you can open the *Lower Zone* and check the "**MIDI Remote**" tab.

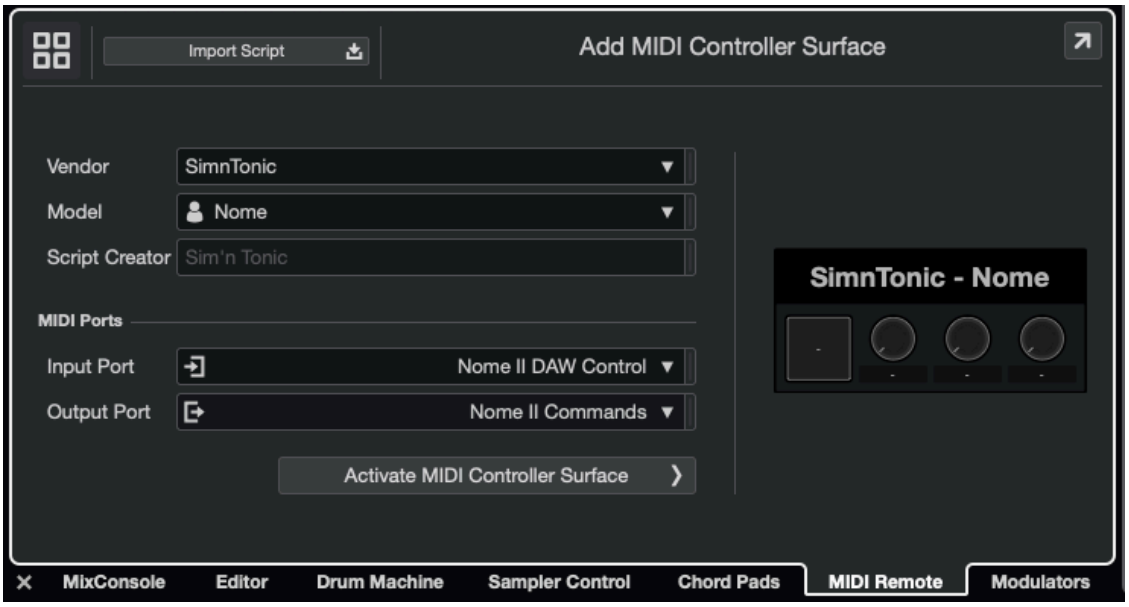

Then you can ignore it and your device should be able to control the DAW's tempo.

*Note that the Steinberg Remote API does not give the possibility to control the **Time Signature**. Therefore, when using Cubase or Nuendo, the only way to change the Time Signature is by changing it in the DAW.*

**Important**: as of U-SYNC version 1.3, Cubase or Nuendo cannot handle when multiple Controller Surfaces are connected at the same time, neither device will work.

So if you have more than one Sim'n Tonic device connected, you will need to:

- Open the **MIDI Remote Manager**
- Remove all Controller Surfaces
- Then add only one manually by selecting:
    - **Vendor**: SimnTonic
    - **Model**: Nome
    - **Input Port**: <device> DAW Control
    - **Output Port**: <device> Commands



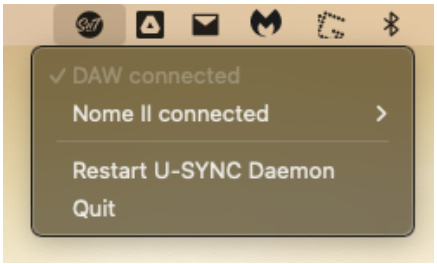

# 7. Troubleshooting

## 7.1 - Sync does not work

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.

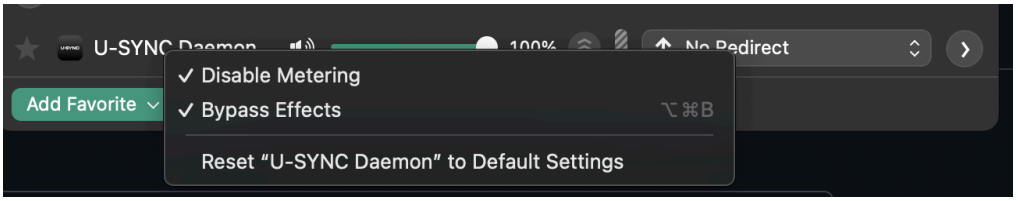
Then try one or more of the following:

- 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 **not to 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)*

## 7.2 - There is a large latency

The plugin is designed to get your device 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

## 7.3 - Sync works but not the bi-directional control

If the SYNC LED (or "Locked" LED on Midronome) is not permanently on:

- check the Control Surface / Controller setup in your DAW

If it is on, but the DAW is not reacting to pressing play on the device:

- make sure the **auto-play** (**A.PL** setting) **is <u>not</u> set to "*OFF*"**
    - The playing status is only synchronized when the auto-play is on
    - Without it, DAW and device will still be in sync, but can independently start. This way you can decide when the DAW starts and when your machines start by pressing the play buttons

# 8. Contact

If you need help, please prefer the public community channels like the Sim’n Tonic Forums or Facebook Group. You will get an answer faster there and it will both engage and help the community.

You can get help on:

- The Sim’n Tonic Forums
- The Sim’n Tonic Facebook Group
- Or contacting Sim’n Tonic Support