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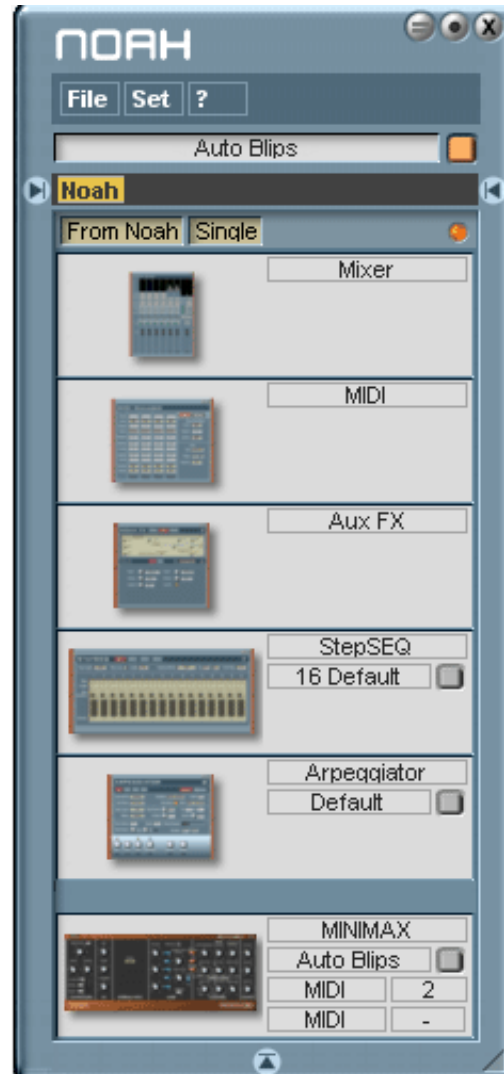
The Noah Remote Software

To control Noah using the software, connect Noah to your computer via a USB cable and power up both Noah and your computer.

You start the Noah Remote Software by double-clicking the Noah icon, which will appear on your desktop after you have installed the software.



Once the software is running, a small Noah icon will appear in the Windows Tray (PC) respectively in the upper right corner on the Mac. Use the Noah context menu to minimize (*Hide*) or close (*Exit*) the software.



The Live Bar

The Live Bar

After you have started the software, you will see the **Live Bar**. It enables you to run all configuration processes directly from your computer. From here you can access global menus, loaded Instruments, modules such as the Mixer or the MIDI manager, the arpeggiators or step sequencers and their control panels.

Structure of the Live Bar

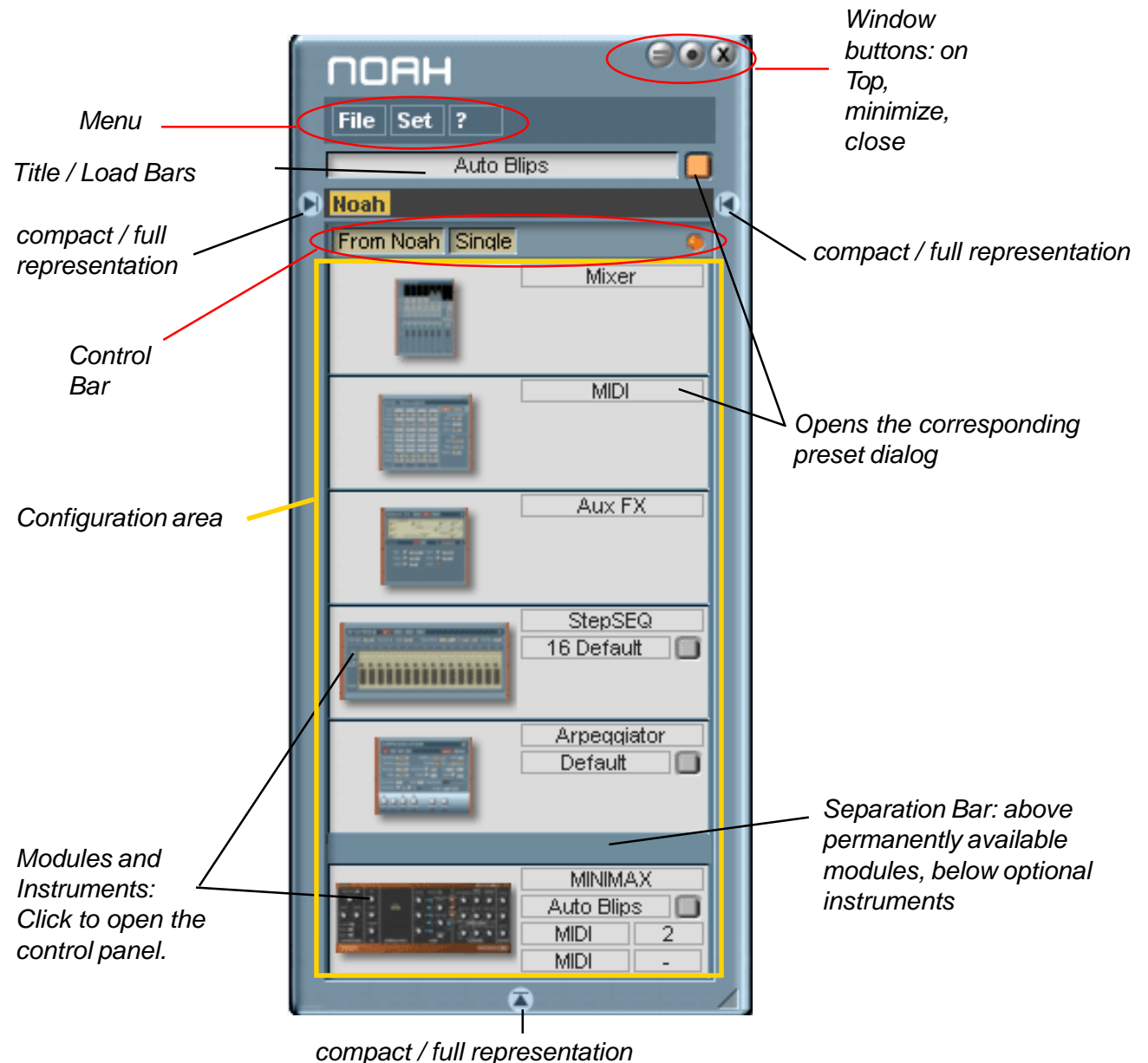
After first presenting an overview of the various components of the Live Bar we will then proceed with more detailed descriptions.

* The buttons in the upper right corner control the Live Bar window functions "On Top", minimize, and close.

* The menus in the upper border of the Live Bar contain file management and configuration options for Noah.

* Directly below is a **Preset Field** for selection and display of the current preset for the *Single* or *Multi* configuration. This field also functions as a progress display while files are being loaded.


* In the **Control Bar** slightly further down is a switch which sets the update direction (From Noah / To Noah) which applies to the comparison of start configurations in hardware and software which is performed at power-up. The Control Bar also includes the button which selects *Single* or *Multi* mode, as well as the USB Status LED, which provides a visual indication of USB communication activity between Noah and the computer.




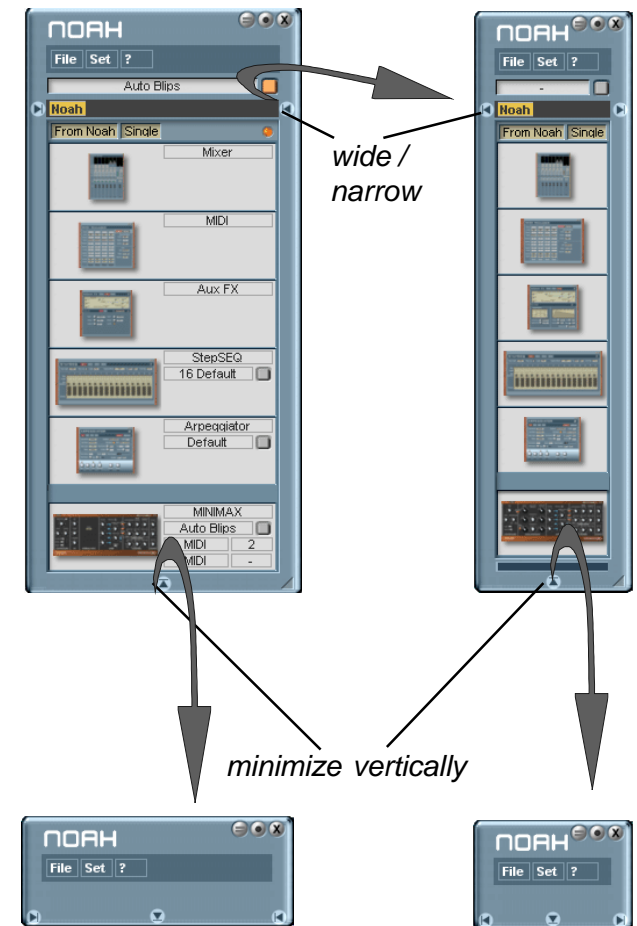
Adjusting the Live Bar / Window Functions

* The heart of the Live Bar is the **configuration area** for instruments and modules such as the Mixer, MIDI manager, Aux FX, arpeggiator und step sequencer. From here you can access the control panels for each instrument or module, select a preset and choose the MIDI port and MIDI channel for the instruments.

To change the height of the Live Bar, drag the lower edge with the mouse.

You can also adjust the width of the Live Bar using the small arrow symbol  on the right or left. This switches between a compact view that still allows easy access to your Noah instruments while maximizing the view of your sequencer environment, and a full view in which the module info lines are also visible.

Use the button  at the bottom of the Live Bar to vertically minimize the Live Bar for a compact view which leaves only the menu visible.



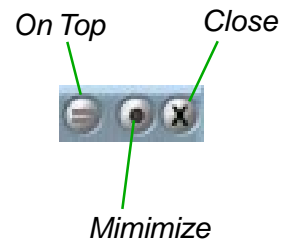
You can save screen space by reducing the size of the Live Bar.

There are three buttons in the upper right corner of the Live Bar.

All control panels for modules and instruments also contain the buttons *On Top* and *Close*.

On Top

When you activate this button (red dash visible), this window appears ***On Top*** – it is always on top of the other windows.



Minimize

Clicking on this button minimizes the window.

Close

Clicking on this button closes the window.

The Live Bar Menus

The **File**, **Set** and **?** menus are located in the upper border of the Live Bar.

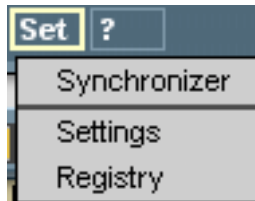


File

This menu currently includes only the option for exiting the program.

Exit: Terminates the current Noah session.

Set



The Set (settings) menu contains commands to open the Synchronizer, the Settings dialog or the Registry window.

The dialogs and windows themselves are described later in this chapter.

Synchronizer: Opens the Synchronizer, which you use to compare and manage the presets stored in the computer and in the hardware.

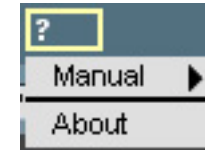
Settings: Opens or closes the *Noah Settings dialog*. Here you can make various global settings for the software and hardware, back up data and update Noah's operating system.

Registry: Opens / closes a list containing the activation keys for all installed instruments and modules.

Modules and instruments are copy-protected via activation keys. Your Noah already contains the keys for the modules and instruments it comes with, so you won't actually need to enter any keys yourself until you purchase an optional module or instrument.

? Menu

This menu is available only when the Live Bar is extended to its full width.



Manual: Provides direct access to this program manual.

You can include the manuals for future plug-ins which you download from the Internet in this menu. All you have to do is copy the manual into the directory **../Noah/Manual/English/Chapters**.

About: Opens or closes the dialog containing the program version number and other information.

The Control Bar



The control bar is located in the upper area of the Live Bar, directly above the configuration area for the modules and instruments.

Update Direction (From Noah/To Noah): When a USB connection between Noah and the Remote Software is initially created – i.e., when Noah is switched on, when the software is started, or when the USB cable is connected – the configurations in both locations are compared. This option controls the direction in which the configuration is transferred if the two configurations are different. If *From Noah* is selected, the software takes on the current configuration in the hardware. If *To Noah* is selected, the current software configuration will be sent to the hardware.

Operation Mode (Single / Multi): This option controls whether Noah operates in *Single* or *Multi* mode. If *Single* is selected, the lower portion of the Live Bar will contain only one control line for an instrument, whereas if *Multi* is selected, the Live Bar will contain two (Noah) or four (Noah EX) control lines.

When the operating mode is switched between *Single* and *Multi*, the instrument which is currently loaded into the first slot is retained.

USB Online Status: The LED indicates if the Remote Software is communicating faultlessly with the Noah hardware. If everything is working fine, the LED is lit (red). If the LED is inactive, it means that there is a communication problem.

The Modules and Instruments Configuration Area

The Live Bar will displays the modules and instruments that are currently loaded on the Noah hardware. You can find more detailed information about these modules and instruments in the associated chapters of this manual.

Modules and instruments

You can access the control panels for the individual modules and instruments by clicking on the associated icon. In the same way you can close any control panel that is already open.

Pressing <Ctrl> while clicking on an icon will open the associated control panel and at the same time close all other control panels that might be open at this point.

Permanently available modules

Mixer: With the Mixer you can control all audio signals of the instruments plus inputs and outputs. You can also load Insert effects with the Mixer.

[Read more about the Mixer](#)

MIDI: With the MIDI Manager you can set all global MIDI parameters as well as the MIDI parameters for the individual loaded instruments.

[Read more about the MIDI Manager](#)

Aux FX: With the Aux FXD Editor you can control the three Aux effects Chorus, Delay and Reverb.

[Read more about Effects](#)

Step SEQ: You can control each instrument using a step sequencer, which can be opened here. If you want to control more than one instrument through a step sequencer, you can select the desired instance of the sequencer from the control panel.

[Read more about the Step Sequencer](#)



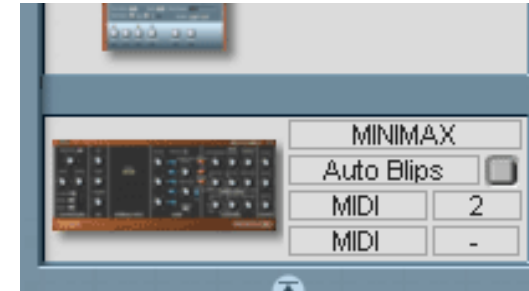
Arpeggiator: You can control each instrument using an arpeggiator, which you can open here. If you want to control more than one instrument through an arpeggiator, you can select the desired arpeggiator instance from the control panel. Each instance is assigned to the corresponding slot.

[Read more about the Arpeggiator](#)

Optionally loaded instruments:

Instruments: The instruments are located in the lower half of the Live Bar and separated from the permanently available ones by a blue separation bar. Whether you can manage only one or more instruments will depend on the operating mode you are currently working in (*Single* or *Multi*). You can set the operating mode with the associated button in the upper border of the Live Bar.

[Read more about Instruments](#)




Single Mode

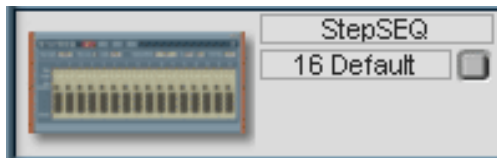


Multi Mode

Configuration lines for modules and instruments

Each module and each instrument occupies a separate info line in the configuration area of the Live Bar. A device or module icon appears on the left side of the info line, and text fields on the right. The text fields display the configuration of the respective instrument or module, and let you change it.

The text fields are available only when the Live Bar is extended to its full width with the button .



Configuration line for a module




Configuration line for an instrument

With the instruments, one info line always represents one instrument slot. Consequently, in Single Mode only one info line will be displayed, whereas in Multi Mode there will be two (Noah Standard) or four (Noah EX).

You can distribute the instruments as desired between the two (or four) slots. The way in which you do this will determine (especially with Noah EX) the number of slots which an instrument occupies and how many voices it has (see also: Overview of the Noah Architecture).

Icon Context Menus

Each module or instrument is represented by an icon. Clicking on an icon will open its control panel. Even when the Live Bar is "collapsed" to compact view , you still have convenient access to various features using the icon's context menu.

There are different context menus for the permanently available modules in the upper half of the Live Bar and the optional instruments in the bottom half.

Module Context Menus

Right-click (or <Ctrl> + click on the Mac) on a module icon to open its menu:

Show/Hide: This opens respectively closes the control panel of a module.

Preset (*Arpeggiator and Step Sequencer only*): This menu item opens the Preset Bank to the right (unlike other instruments, the Arpeggiator and the Step Sequencer each have only a single preset bank). Move the mouse cursor over a file to open the appropriate preset list on the right. To load a preset, click on its menu entry.

With *Load* you can select other preset files to open.



Instrument Context Menus

Right-click (or <Ctrl> + click on the Mac) on an instrument icon to open its menu:

Device

If a slot is empty, the menu contains a single entry, Device. Use the sub-menu of this entry to display a list of all available instruments.

Select an instrument by clicking on it. The instrument loads, and the progress is displayed in the Live Bar. When loading is complete, the instrument icon appears.

If an instrument is already loaded, the context menu contains (beside the instrument list) *Show* and *Hide* commands, which open or close the instrument's control panel. The menu also contains a *Remove* command to remove the instrument.

If you load an instrument into a line into which another instrument has been loaded before, the new instrument will keep both MIDI port and MIDI channel from the previous one.



Preset

If an instrument is already loaded, the menu contains the entry, Preset. Presets are organized according to the lists in the instrument's preset files, where each preset file corresponds to a bank in the Preset dialog. Move the mouse cursor over a file to open the appropriate preset list on the right. To load a preset, click on its menu entry.

With *Load* you can select other preset files to open.

MidiChannel

Select the desired channel (1-16) or OMNI (for the instrument to receive MIDI data on all channels).

Text Fields

Next to the instrument icons text fields display the current values of the instrument parameters, and allow you to edit them.

These fields are visible only when the Live Bar is extended to its full width.

For most text fields a Tool Tip appears when you let the mouse cursor rest over it for a moment.

There are different text fields for the permanently available modules in the upper part of the Live Bar and the optional instruments in the bottom part.

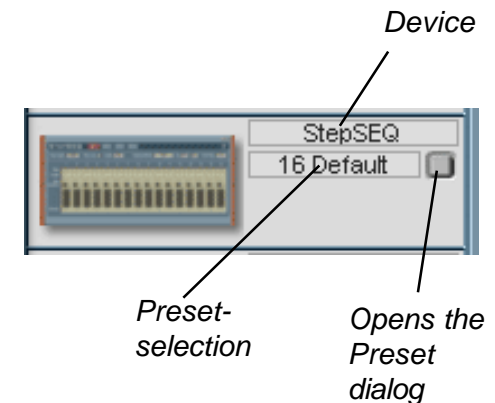
Module Text Fields

Device

This text field displays the name of the module.

Double-click in the text field to open and close the control panel.

A right-click (or <Ctrl> + click on the Mac) in this field opens a context menu containing the same options as the module icon menu described previously.



Preset (Arpeggiator and Step Sequencer only)

This text field displays the name of the current preset of the module.

You can use the **up / down arrow** keys to select the previous or next preset.

Double-click in this text field to open the preset dialog. Alternatively, you can use the small button next to the text field.

A right-click (or <Ctrl> + click on the Mac) in this field opens a context menu containing the same options as the Preset menu described previously.

Module Text FieldsDevice

This text field displays the name of the instrument.

Double-click in the text field to open and close the control panel.

A right-click (or <Ctrl> + click on the Mac) in this field opens a context menu containing the same options as the instrument icon menu described previously.

Preset

This text field displays the name of the current preset of the module.

Use the **Page up/down** keys to change the current preset bank. Use the **Arrow up/down** keys to access the next or previous preset of the selected bank.

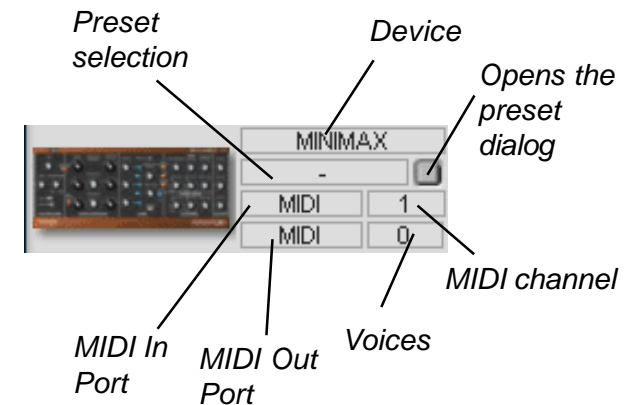
Double-click in this text field to open the preset dialog. Alternatively, you can use the small button next to the text field.

A right-click (or <Ctrl> + click on the Mac) in this field opens a context menu containing the same options as the Preset menu described previously.

MIDI In Port

This text field shows which of Noah's two MIDI In ports (MIDI, USB) is used to control the instrument.

A right-click (or <Ctrl> + click on the Mac) in this field opens a context menu containing the In Port that is currently not being used. Click in this text field to change the MIDI In port.



MIDI Out Port

This text field shows from which of Noah's two MIDI Out ports (MIDI, USB) the instrument is transmitting data.

A right-click (or <Ctrl> + click on the Mac) in this field opens a context menu containing the Out port that is currently not being used. Click in this text field to change the MIDI Out port.

MIDI Channel

There are two ways to specify the MIDI channel for a device:

- a) Through the menu you can open by right-clicking (or <Ctrl> + click on the Mac) on this field.
- b) Click on the field and, while holding down the mouse button, move the mouse up or down to increase or decrease the value.

The allowable range of MIDI channels is 1-16, or *Omni* (receives all channels).

Voices

This text field displays the polyphony of the instrument. You cannot change the number of voices shown here, as the display always shows the maximum number of voices that can be rendered. The number of voices that are effectively available depends on whether the instrument has been loaded into one or more slots.

Module and Instrument Control Panels

Controls in the Noah Remote Software are linked directly to the corresponding parameter menus in the hardware. If you change a setting in the software, the change will be immediately visible in the hardware as well (provided that the associated menu is displayed) and vice versa.

- Choosing the *Show* or *Hide* command from the context menu of the icon or the Device text field.

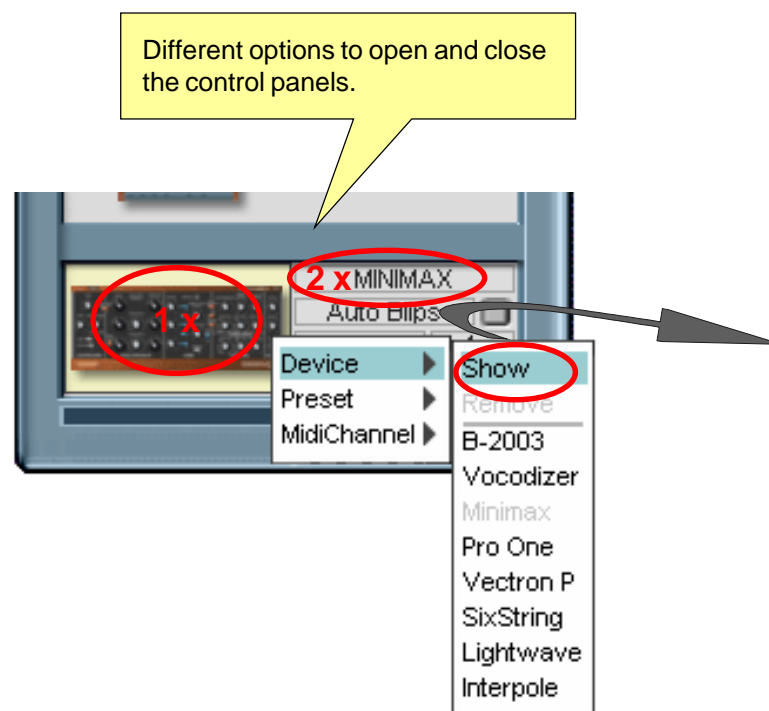
- Double-clicking on the Device text field.

Opening and Closing a Control Panel



You can open and close the control panel of a module or instrument from the Live Bar by

- Clicking on the module icon or instrument icon in the Live Bar.

Pressing the <Ctrl> while clicking on an icon will open the associated control panel and at the same time close all other control panels that might be open at this point.



Control Elements

All control panels contain a Close button  in the right upper corner to close the panel. To the left of the Close button is the On Top button . When you activate this button (red dash visible), this window appears On Top – it is always on top of the other windows. If several control panels are On Top, the currently active one is always in the foreground.

The other control panels (instruments, effects, arpeggiator and step sequencer) also contain a preset symbol in the upper right corner. Click on it to open the corresponding preset dialog.



Module Text Fields

There are two types of text fields for the permanently available instruments.

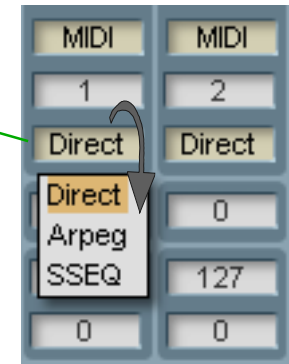
* **Beige fields** display the current value, which can be changed by clicking in the field. For the Mixer, you need to right-click (or <Ctrl> + click on the Mac). This will open a drop-down menu beneath the text field. Select the desired value by clicking on it.

‘**White fields** display the current value. Depending on the module, you can change this value by

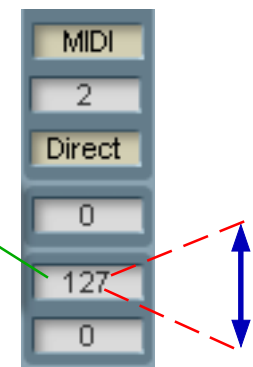
- Turning the associated control.
- Typing the new value directly into the field: Click in the field to activate it (black background), type in the new value and confirm with <Enter>.
- Clicking in the field, holding the mouse button and moving the mouse up and down, using it as a vertical fader (e.g. MIDI Manager).

There are no fast and steady rules for the text fields in the instrument section. Please try the options described here or refer to the documentation of the specific instrument.

Click the beige text fields to open a drop-down list.



Some values can be edited via click-and-drag upwards or downwards with the mouse.



Controls and Switches

Although the controls and switches used by the surfaces vary in appearance, their operation is consistent and falls into a few general categories.

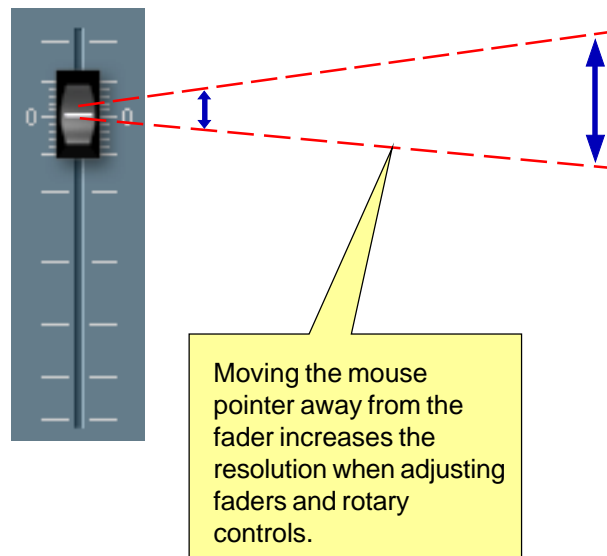
Rotary Controls (potentiometers) can be adjusted using the mouse. Click on the control with the left (= PC version) mouse button, and move the mouse cursor around the control in a circular motion. The control follows. To make very fine adjustments, increase the radius of the circle (move the mouse further away from the center of the control). This increases the resolution. Most rotary controls return to a neutral or zero position when you double-click on them with the (left) mouse button.

You can change the behavior of rotary controls in the *Noah Settings / Editor* dialog (refer to the section on this dialog in this chapter).

Faders operate similarly to rotary controls, but the mouse motion is vertical or horizontal (depending on the fader orientation) rather than circular. As with the rotary controls, moving the mouse pointer away from the fader increases the resolution of the adjustment.

When a knob or fader is selected, you can also adjust it using the mouse wheel.

If a controller is provided with an accompanying **value field**, you have the option of entering a value directly into the field. Simply click in the field - the existing value will be displayed as selected, and a



text edit symbol appears. Enter the value using the computer's keyboard and confirm it by pressing the <Enter> key or clicking anywhere on the surface outside the number field.

Buttons respond to a mouse click to change their state. Often the state is indicated by a certain color, or a control indicator (LED).

Rocker switches respond both to a held mouse button or a click.

Several controls can be manipulated with the computer keyboard. For a list of these assignments, see the Appendix.

Many of the modules and instruments come with **tabs** that let you switch to alternative views of parts of the control panel.



Tabs for switching between control panel pages (red indicates active pages).

Key Commands for Surface Controls

First click on the desired control (fader, poti) to select it. Now you can change the value using the following keys on your computer keyboard.

End: Minimum of the control range

Home: Maximum of the control range

Page up: Increasing the current value about 1/128 of the control range

Page down : Decreasing the current value about 1/128 of the control range

Arrow right: Increasing the current value about 1/1280 of the control range

Arrow left: Decreasing the current value about 1/1280 of the control range

Arrow up: Center position of the control range

Arrow down: last value

Return: Switches between center position and last value (same as double-click)

1: Minimum of the control range

2: 11% of the control range

3: 22% of the control range

...

9: 88% of the control range

0: Maximum of the control range

It is also possible to copy the current control value into the clipboard. So you can exactly restore the previous value after trying other settings.

Ctrl + C: store value.

Strg + V: restore value .

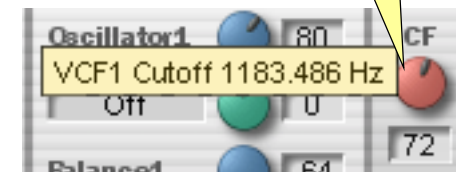
Tool Tips

Several of the buttons and other controllers display Tool Tips, or small, concise reference boxes, when the mouse is held over the object temporarily.

With some controllers, the Tool Tip also displays the current value with high accuracy.

Tool Tips appear only if the option **Enable Tool Tips** is selected in the Noah Settings dialog.

With some controllers, the Tool Tip displays the current value with high accuracy.



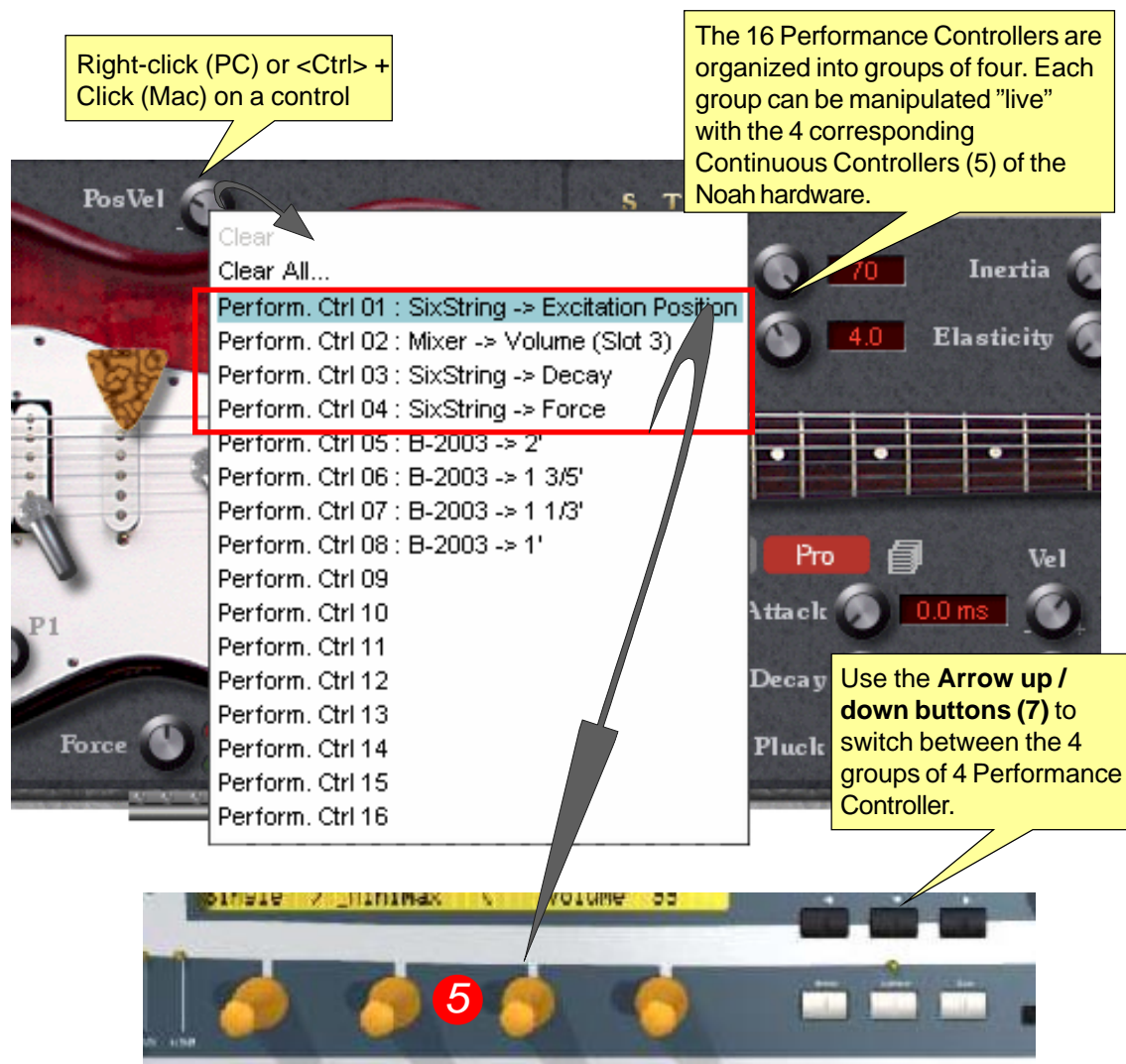
Performance Controllers

You can manipulate all controllers of a module or instrument “live” using the four controls (5) on the Noah hardware. Right-click (<Ctrl> + click on the Mac) on a controller from the control panel of a module or instrument. This will open a drop-down list with the 16 available Performance Controllers. Click on the controller of your choice. (See the section *Performance Controllers* in the *Operating Noah* chapter of the printed Noah Hardware manual).

Use the *Clear* command to delete the selected Performance Controller from the list. *Clear All...* will delete all assignments. A safety dialog will open and ask you to confirm the command.

The assignment of the Performance Controllers is stored as part of a *Single* or *Multi* configuration preset.

If the option for sending MIDI Controller messages is enabled on the *System* page of the MIDI Manager, the corresponding MIDI Controller messages are sent when changing parameters. This allows you to transmit the movements of the Performance Controllers as MIDI events, which can be recorded in your sequencer if desired, among other possibilities.



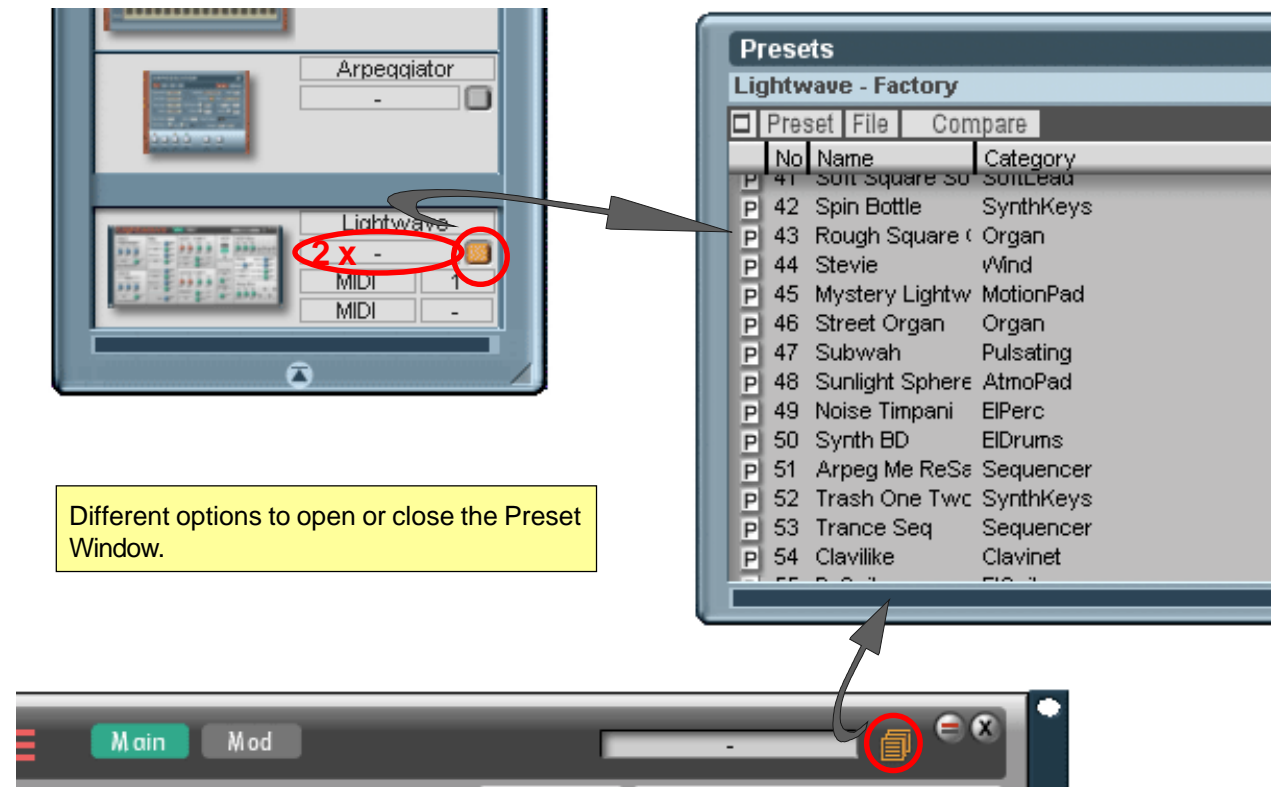
Presets

A Preset contains all the settings for a module, effects, instrument or a *Single* or *Multi* configuration. The instruments come with a wide range of existing presets ("Factory Sounds"), which have been created by major sound designers. So even as a beginner you can start straight away with the most fantastic sounds, or use them as a springboard for your own sound design. You can store the current settings in a new preset anytime you choose.

As described before, you can select and change presets from the Live Bar. To manage presets, on the other hand, you need to open the preset window, which you can access from the Live Bar or with the Preset button in the Module/Instrument control panel.

Presets are available for the current *Multi* or *Single* configuration (in the Live Bar, double-click on the title bar or the button on its right), all effects, the Arpeggiator, the step sequencer and all instruments.

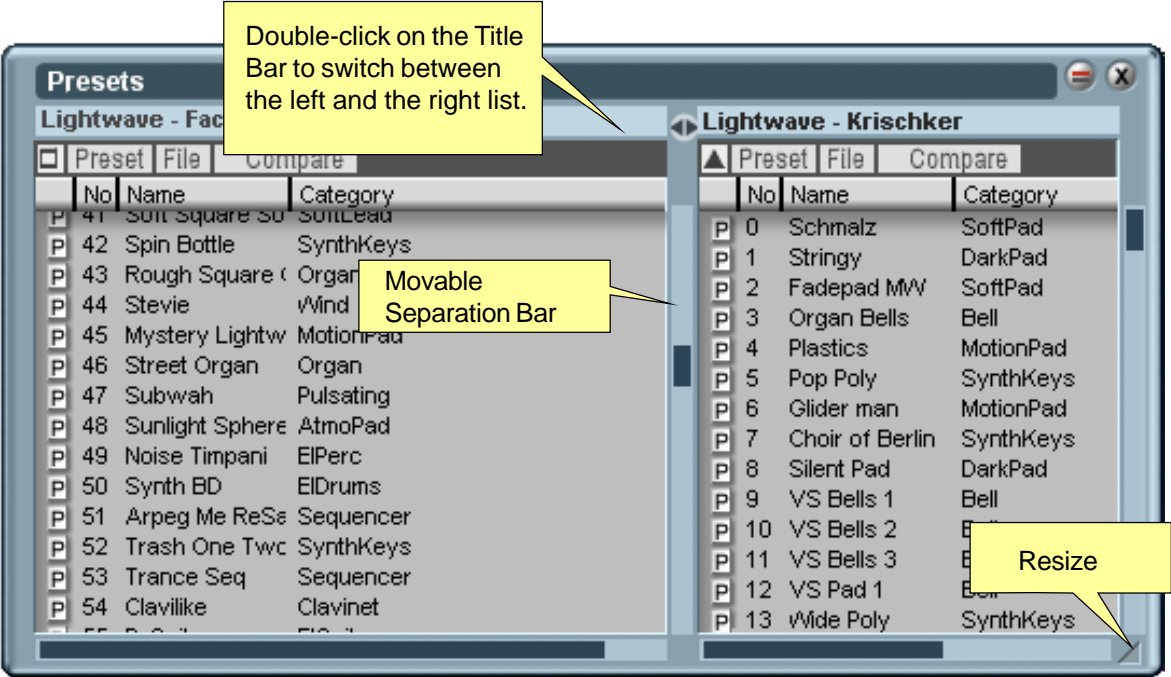
Mixer, AUX FX editor and MIDI manager do not have presets of their own, but are stored within the corresponding Single or Multi configuration.




The Preset Window

The Preset window is divided into right and left areas, each of which functions identically. However, you should regard the left area as the primary list and the right as a convenient temporary storage location to use when exchanging presets between different preset lists.

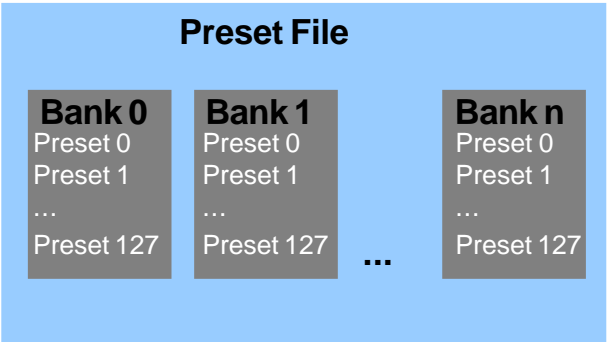
To resize the Preset window drag the bottom or right edges, or the lower right corner. The double-arrow indicator between the areas lets you adjust the dividing line. To maximize one of the areas, double-click on the emphasized title bar. The other area will minimize. A subsequent double-click on the title bar exchanges the current view with that of the other (minimized) area.



Managing Presets

Presets are organized into banks with each bank containing a maximum of 128 presets. To view the presets contained in a bank, click the Bank icon. Use the buttons  to return to the bank-level view.

Banks are stored in Preset files (files ending in *.npl). Therefore, a logical structure with three levels emerges: the preset file, the banks, and the individual presets.




You can **sort** presets or banks by number, name, author, date, or description by clicking on the appropriate heading at the top of the respective column.

To edit or enter a **name** for a preset, first click on the preset in the list to select it. Then press <F2> to open a dialog box. Enter a new preset name or overwrite the old one and press <Enter> to confirm.

The Noah Remote Software does not store its presets directly in the Noah hardware. Instead, it stores them on your computer's hard drive – or, to be more precise, it stores them as files with the extension .NPL in the appropriate subfolder of the folder \Noah\Noah\IF. Thus, the set of presets stored in the hardware may come to be different from the one stored in the software. With the Synchronizer, however, you can conveniently compare the two sets of presets and eliminate the differences between them.

Loading Presets

To load a preset either select it with the mouse and then press <Enter>, or double-click on the preset's name or the corresponding preset button  in the list. Upon loading, all the control settings stored in the preset re-establish themselves. If a preset is selected in the preset list, you can select other presets throughout the list using the up and down arrow keys. Then, when you want to change to another preset, press <Enter> while the preset is selected. This is handy sometimes when you want to use one hand on the MIDI keyboard, and the other on the computer keyboard.

MIDI Program Change

Presets can also be called with **MIDI Program Change** commands. The program change number corresponds to the preset number (0..127). When you send the appropriate program change command from a keyboard or sequencer, the corresponding preset loads.

In addition to the ProgramChange number, you must also send the corresponding bank number from your external controller or sequencer.

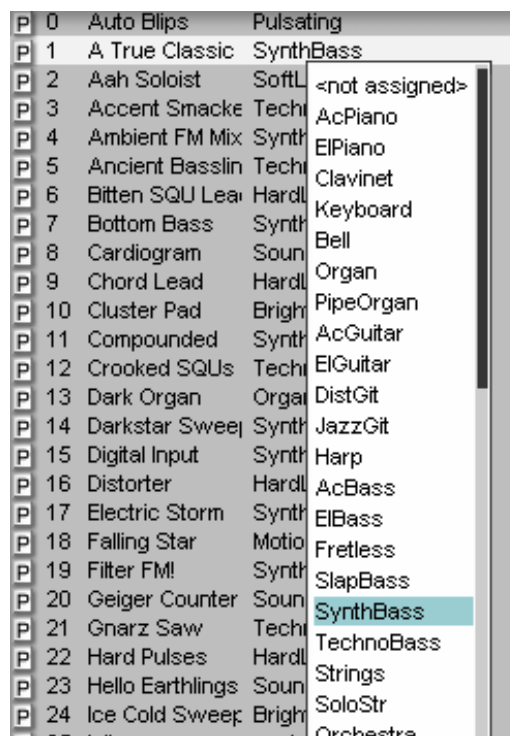
Creating New Presets

Choose *Store* in the Preset menu to save all current settings under the name and number of the selected preset. To edit the name of the preset or to enter a new one, open the edit dialog box with <F2>. After you have made your changes, press <Return> to save the new name.

The preset has been registered in the bank, but has not yet been permanently saved. To save it, choose **Save** in the Preset Window's File menu.

Assigning a Category

Click with the right mouse button (<CTRL> + click on the Mac) in the Category column to open a list from which you can select a category. Use this to arrange your presets according to sounds.



The screenshot shows a table of presets with a context menu open for category assignment. The table has three columns: a label (P), a name, and a category. The context menu lists various instrument categories, with 'SynthBass' currently selected.

P	Name	Category
P 0	Auto Blips	Pulsating
P 1	A True Classic	SynthBass
P 2	Aah Soloist	SoftL
P 3	Accent Smacke	Techn
P 4	Ambient FM Mix	Synth
P 5	Ancient Basslin	Techn
P 6	Bitten SQU Lea	HardL
P 7	Bottom Bass	Synth
P 8	Cardiogram	Soun
P 9	Chord Lead	HardL
P 10	Cluster Pad	Bright
P 11	Compounded	Synth
P 12	Crooked SQUs	Techn
P 13	Dark Organ	Organ
P 14	Darkstar Sweep	Synth
P 15	Digital Input	Synth
P 16	Distorter	HardL
P 17	Electric Storm	Synth
P 18	Falling Star	Motio
P 19	Filter FM!	Synth
P 20	Geiger Counter	Soun
P 21	Gnarz Saw	Techn
P 22	Hard Pulses	HardL
P 23	Hello Earthlings	Soun
P 24	Ice Cold Sweep	Bright
P 25		Orchestra

Context Menu Options:

- <not assigned>
- AcPiano
- ElPiano
- Clavinet
- Keyboard
- Bell
- Organ
- PipeOrgan
- AcGuitar
- ElGuitar
- DistGit
- JazzGit
- Harp
- AcBass
- ElBass
- Fretless
- SlapBass
- SynthBass (selected)
- TechnoBass
- Strings
- SoloStr

Deleting Presets

To delete a preset, first select it, and then choose **Delete** from the Preset menu, or press the <Delete> key. This frees up the associated location in the preset list. As above, the preset is deleted permanently only after saving the preset file with the **Save** command in the File menu. When you remove the module, you will be asked to confirm the deletion of the preset.

The Preset Window Menus

Bank



The *Bank* menu is visible only if the list contains any banks.

Create: Creates a new preset bank.

Delete: Deletes the currently selected bank.

The bank is not permanently deleted until the preset file is saved.

Preset



The *Preset* menu is only visible, if the list displays presets, i.e., when a bank is open.

Restore: Loads the selected preset.

Store: Stores the current patch under the name and number of the selected preset.

Delete: Removes the selected preset from the list (alternative: *Delete* key).

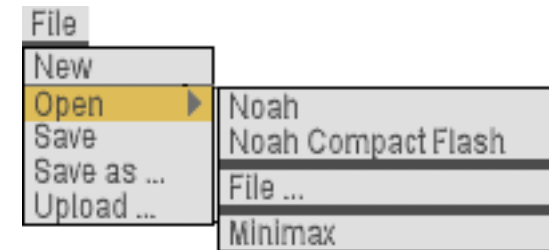
The preset will be physically kept until you save the preset file one more time.

Cut: Copies the selected preset to the clipboard.

Copy: Copies the selected preset to the clipboard (alternative: *Ctrl + C*).

Paste: Pastes a preset from the clipboard into the currently displayed bank at the selected position as a new preset (alternative: *Ctrl + V*).

File



New: Creates a new preset file.

You can specify the file name and path of this file when you save it using the menu item *Save as ...*.

Open: Loads a new preset file.

A submenu opens to the right, offering the options *Noah* (open a preset file stored in the Noah hardware), *Noah Compact Flash* (open a preset file stored in the Compact Flash Card) and *File* (open a preset file stored on the hard disk). At bottom, the last-opened preset file is displayed as an additional option.

You can only load preset files that belong to the respective module.

Save: Saves the current preset file and its current settings.

Save as: Saves the preset file under a different name or path.

Compare



Use this button to switch back and forth between a selected preset and the current device settings. For example, use this to load a preset, make some changes to it, and then compare it with the original without losing the changes.

Using Two Lists

With both list views open you can load two different Preset files simultaneously. The file loaded into the left side becomes the primary list (to which MIDI program change numbers apply). On the right side you can load a secondary file. By using drag and drop to exchange presets from one side to the other you can quickly organize your preset files.

Select multiple files by pressing <Ctrl> or <Shift> while making your selection.

Uploading presets – the Synchronizer

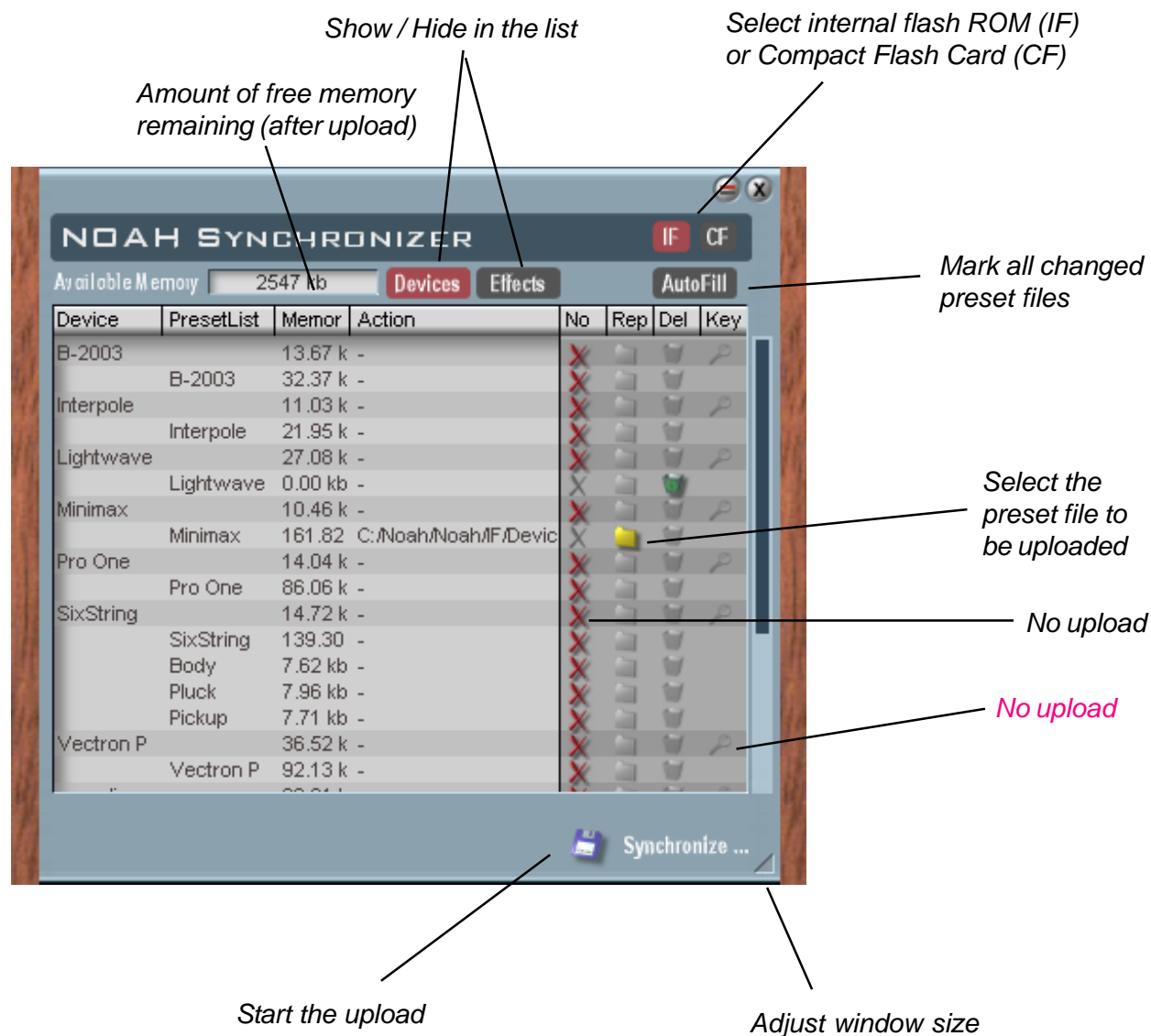
The Synchronizer can be opened via the *Set* menu in the Live Bar or using the *Upload* item in the *File* menu of a preset list window.

The Noah Remote Software does not store its presets directly in the Noah hardware. Instead, it stores them on your computer's hard drive. Thus, there are actually two preset files for each module and instrument, as well as for the *Multi* configurations. Initially, the two versions of each file are identical, but they differ from one another as soon as you modify one of them.

The number of preset files increases still further if you create additional preset files on the hard disk or the Compact Flash Card.

Using the Synchronizer, you can transfer slightly-modified preset files from the hard disk to the hardware, thus replacing the preset files which are stored there.

If, on the other hand, you wish to transfer a preset file from the hardware to your hard disk, simply open the file from the preset list window via *File / Open / Noah*. This file will then be copied into a temporary file (in the folder \Noah\Noah\TempIF), which you can then save under the desired name and path using *File / Save as ...* (likewise from the preset list window).



Synchronizer operating controls

IF / CF buttons: Via these buttons, you can select either the preset files from Noah's internal flash storage (IF) or from the Compact Flash Card for display.

Available Memory: Shows the amount of remaining free memory in flash storage (internal or Compact Flash Card, depending upon whether *IF* or *CF* is selected – see above). The displayed value takes into account the storage space required for the presets currently selected for upload.

Switches Devices / Effects: Use these switches to select which components - Devices and/or Effects - should be shown in the list.

Auto Fill: When you click this button, the most-recently modified preset file is identified automatically for each device for later use in an upload (provided that the modification occurred sometime after the last synchronize operation).

Device: All devices (instruments and modules) which have associated preset files are displayed here.

Preset List: All preset files* for each device are displayed here.

*Some devices have additional preset files for subsystems (see also the section *Presets: Preset structure* in the *Operating Noah* chapter of the printed manual).

Memory: The size of each preset file is displayed here.

Action: This column shows whether or not the preset file is to be replaced. If yes, the path to the file on your hard disk which will replace the preset file in the hardware is displayed here. If not, a "-" appears in this column.

No: Here, you can specify which preset files are NOT to be replaced. Click on the X which denotes a file marked for uploading – the X now appears in red instead of grey, indicating that no upload of this file is to occur.

Rep (Replace): Click on the folder icon to open a file browser in which you can select a preset file (note that this must be a file which is appropriate for the device in question!). If the X in the *No* column was previously red, it will be replaced by a grey X indicating that the file is to be replaced.

Del: Via a click on the wastebasket symbol, you can set preset lists and entire devices to be deleted. This may be necessary when you wish to install additional optional plug-ins, as storage space within Noah is somewhat limited. If additional space is required, you can obtain it by eliminating specific devices completely.

As long as the amount of 'Available Memory' is sufficient, you can upload a deleted device or preset to Noah and store it there at any time by clicking on the folder icon next to the device/preset (which is marked in yellow when it has been deleted). In case you just want to store new Presetfiles into Noah you can select an appropriate file by clicking on the folder. Click on the 'Synchronize' button to start the procedure.

After you've stored or deleted a preset or device in Noah, you will need to switch Noah off and back on again in order to put the changes into effect.

Key: In some cases it may be necessary to enter a key in order to work with optional plug-ins. If a new plug-in which requires a key is found, the key icon is displayed. Click on this icon to initiate a key request. Send us the request string per email, and we will send back the required key. Enter this key into the key input field and confirm by clicking OK. Key entry can also be done via copy/paste via the clipboard.

Synchronize ... : Click this button to start the upload of the selected preset files.

Installation of additional optional devices

Storage of additional optional devices into Noah must be done using the Synchronizer. Once you've installed a new device onto your computer from the appropriate OXE installation file, it appears marked in yellow in the Synchronizer, along with its preset list or lists (likewise marked in yellow). Click the associated folder icon to activate them and then click the 'Synchronize' button to start the upload to Noah. Once the upload is complete, switch Noah off and back on. The new device is now immediately available for use.

Performing the upload

If you modify a hard disk preset file in the preset list window and then open the Synchronizer via the *Upload* command in this window, you'll find that this file is already marked for upload – the path to the file appears under *Action* and the X in the *No* column is grey. To transfer the modified preset file to the hardware, all you need to do is click the **Synchronize** button.

If you open the Synchronizer via the Live Bar's Set menu, or if you wish to transfer multiple files to the hardware, select the files to be transferred either automatically for all files at once, by clicking the AutoFill button, or manually for each file, by clicking the folder icon in the *Replace* column next to each file and selecting the disk file to be used.

Preset files for the Noah Remote software are kept in the folder \Noah\Noah\IF\ in subfolders corresponding to each device.

When you've made all desired selections, click the **Synchronize** button to start the transfer.

Noah Settings

Open the Settings dialog by choosing *Settings* from the Set menu in the Live Bar. In the various subsections that can be opened by using the buttons in the upper area of the dialog you will find options for hardware configuration, Remote Software settings and functions for Operating System backups and updates.

System

NoahID: If you're using multiple Noah units, you can assign a different ID number to each one in this field. This permits the software to address each unit distinctly.

Support for multiple Noah units will be implemented in an upcoming version of the software.

Parameter Lock: Activating the Parameter Lock setting causes the various inputs and output settings to become fixed, so that they are unaffected by the settings in a particular preset. Specifically:



MIDI Ports: The MIDI port setting in the MIDI Manager remains in effect when device or preset changes occur. For example, if USB is selected, a device will always be addressed via USB, even when a preset is selected in which MIDI is specified as InPort.

IOs: The audio output assignments (Analog, USB, Mix Out) to the slots remain unchanged when devices or presets are changed.

External Sources: Selected (external) audio inputs, such as exist in some devices (e.g., Interpole, Pro One), remain unchanged, regardless of the settings contained in presets.

TriggerSources: Trigger source selections (Direct / SSEQ / Arpeg), as set in the MIDI Manager, remain unchanged, regardless of the settings contained in presets.

WakeUp mode: This setting determines whether Noah powers up with the from-the-factory start configuration (Default) or with the configuration which was in place the last time you switched Noah off.

The default configuration is constructed with reference to the modules, instruments and presets which are actually loaded. If you have modified the presets which are used in this configuration, the modified presets will be loaded.

Optical Output: These settings allow you to specify whether the optical output should function as an ADAT interface or as an S/P-DIF interface. In the latter case, the two S/P-DIF signals are sent out via the ADAT 1/2 output.

Controller Acceleration

These settings let you tailor the acceleration behavior of the Noah infinite rotary controllers with respect to parameters which are assigned to them:

All: Value changes are generated with respect to the speed with which the controls are rotated: fast rotation produces coarse adjustment (larger changes), while slow rotation permits fine adjustment. With the 'All' setting, acceleration also applies to the rotary controllers when they are being used as Performance Controllers.

No Performance Ctrl: Acceleration is applied only to parameter adjustment, not to Performance Controller.

None: Acceleration is deactivated completely.

Editor

Controls

Enable Control Shortcuts: Activate this option to be able to manipulate the controls on the device control panels with the key commands described above.

Pot Movement

Configures the way rotary controls respond to mouse movement.

Round 1: This is the default behaviour for rotary controls as described in the section *Module and Instrument Control Panels*. In this mode, adjust the control by dragging the mouse around it in a circle. By increasing the distance of the mouse from the control, the control can be adjusted more precisely. The pointer on the control always points towards the mouse pointer. If you drag the mouse pointer back and forth beneath the control, the value flips between minimum and maximum.



Round 2: The difference between Round1 and Round2 is that with Round2 the control's pointer does not necessarily point toward the mouse cursor. Therefore, the potentiometer can be clicked at any arbitrary place without the control's pointer jumping to point to it. You can still 'turn' the control, however. Another difference is that the control will not flip from minimum to maximum or vice versa when the mouse pointer passes beneath it.

Vertical: In this mode, the control responds only to vertical mouse movement. The further away the mouse is from the controller.

Appearance

Standard Mouse Cursor: This lets you replace the Noah custom cursor with the standard mouse cursor of the operating system. You would enable this only if you experience annoying graphic anomalies such as a flickering of the Noah mouse cursor.

Enable Tooltips: With this option enabled, small reference boxes appear when the mouse cursor stays over certain elements on the control surface (such as a faders or other controls).

Backup

Saves back-up files of your Noah configuration onto your hard disk or restores them from your hard disk back into the Noah hardware (Recover). With these functions, you can conveniently back up the complete contents of the internal or Compact Flash Card storage to your hard disk or transfer saved data to the hardware at any time.



Create Backup: Click on this label or the disk icon to its left. This will open a file browser (see the box on the next page). Select a folder, click OK to confirm your selection and save the current internal hardware configuration (subfolder IF for Internal Flash) or the configuration saved on the Compact Flash Card (subfolder CF for Compact Flash) into this folder.

Caution! All existing files in the selected target folder will be deleted.

During creation of the backup, a bar graph display indicates the progress of the operation.


Recover Backup: Click on this label or the disk icon to its left. This will open a file browser where you can select a folder that contains a backup. Confirm by clicking OK. The backup will now be loaded into the Noah hardware and replace the current configuration.

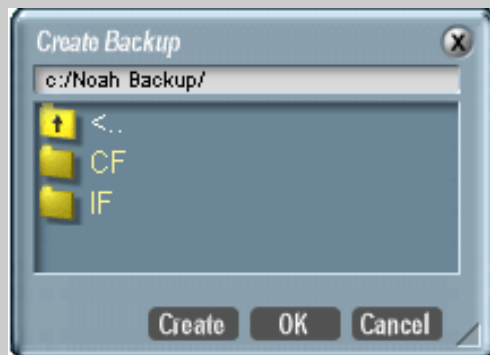
During transfer of the backup data to Noah, a bar graph display indicates the progress of the operation.

Backup/Recover Flash and Backup/Recover Compact Flash: This setting lets you decide if you want to backup/recover the current configuration from/to the Noah

hardware or from/to the Compact Flash Card. Both options can be selected independently from each other.

Navigating the file browser

A folder or drive can be opened by clicking once on the folder icon or by double-clicking on the label next to it. Click the  icon at the top of the folder list to navigate one level upwards in the folder hierarchy. On the topmost level, you can choose a drive.



Click the **Create** button to create a new subfolder with the default name *New Folder* within the current folder.

To rename a folder, select it by clicking on its name and then press F2 to open a text entry field.

Update

Here you can update the Noah operating system. Future versions of the operating system (OS), modules or instruments incorporating bug fixes and optimizations can thus be conveniently transferred to Noah from your computer.

Keep an eye on our Web site for updates, or inquire regularly with your dealer.

Current OS-Version: Displays the version number of the operating system currently present in the Noah hardware.

Available Updates:

This list window displays all versions of the operating system currently installed on your hard disk (i.e., those which are located in the folder \Noah\Noah\OS\). You can alter the width of individual columns in the display by clicking and dragging the vertical lines which separate the column headers from one another.

The columns in the display contain the following information:

Version: OS version number

RVersion: Noah Remote Software version number

Name: OS name

Date: OS version date

Remarks: Comments regarding this version of the OS



Path: Path to the update file on your hard disk

Update...: Click this button to update the OS (you will be asked to confirm this action).

Additional information about updating the OS may be provided in a ReadMe file accompanying the update, or on our Web site.

Advanced Update Options

A standard update updates the firmware (OS) as well as the devices and effects without overwriting the preset lists stored in Noah. There are now additional update options:

Complete: Updates the entire content of Noah, including preset lists and all settings. Sets Noah into the initialized or factory-default state for the current OS version. All personal settings are erased.

Just OS: Only the Noah firmware (the essential operating system) is updated.

Devices: All devices are updated. Sets Noah into the initialized or factory-default state. All existing settings are erased, as with the 'Complete' update – however, the firmware (OS) is not updated.

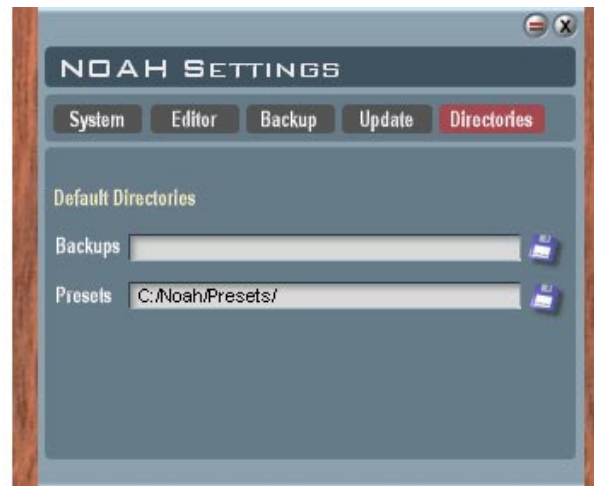
Please use the Advanced Update Options only after discussion with our Support Department!

Important: You may see a „Release 1.0“ entry in the 'Available Updates' window (Settings -> System). Under no circumstances should an update be performed with this version! Use subsequent updates if needed, but never Release 1.0!

Directories

Lets you define a standard path for your backups and presets.

You can change these setting either by typing in a new path directly, or by clicking the diskette icon next to the appropriate text field to open a file browser in which you can select the desired folder.



Registry

Call this dialog using the entry of the same name in the *Set* menu. This display-only dialog indicates all the auxiliary modules for which a key has been registered by the system.



Installed Hardware		E347E00HZ	NOAH
HW S/N	Key	Module	Date
E347E00HZ	Z0w4047E34HZ	Noah Editor	03/28/03 18:14
E347E00HZ	CARY09K963EX	Synthesizer Package 2	03/28/03 18:14
E347E00HZ	8FXLQX7ZB0E5	Minimax	03/28/03 18:14
E347E00HZ	0TCWQZF626Y3	Six-String	03/28/03 18:14
E347E00HZ	E2wE048KZ28H	CreamWare Pro One	03/28/03 18:14
E347E00HZ	LM4007K8FB23	B-2003	03/28/03 18:14
E347E00HZ	70TZ0RA62T8M	Vocoderizer	03/28/03 18:14
E347E00HZ	F8AAQXXEH8L8	Interpole	03/28/03 18:14

Mouse Cursors

The mouse cursors inform you about the status of the software or available mouse actions.

These Noah custom cursors are only displayed if the option *Standard Cursor* in the *Settings* dialog is disabled.

Normal:



Left mouse button (select):



Drop & Drag possible:



Drag & Drop not possible:



Move window:



Audio and MIDI signals via USB

Audio and MIDI signals can be transferred between Noah and computer programs via the USB connection. This is made possible by the following drivers, which become available for selection at the appropriate points within your audio or MIDI software once you have installed the Noah Remote software and the associated USB drivers.

MIDI Drivers (PC)

Noah MIDI In/Out 1

This port appears in your MIDI software as a MIDI output. MIDI messages from your software which are routed to this port arrive in Noah via its USB MIDI input.

Noah MIDI In/Out 1

This port appears in your MIDI software as a MIDI input. MIDI messages from Noah which are routed to its USB MIDI output arrive in your MIDI software via this input.

Audio Drivers (PC)

Noah includes standard audio drivers which are available for selection in the usual locations in Windows and in your audio programs.

Output: Noah Wave In/Out1

This port appears in your audio software as an audio output. Audio signals from your software which are routed to this port arrive in Noah via the USB channel strip of the Mixer.

Inputs: Noah Wave In/Out1

This port appears in your audio software as an audio input. Audio signals from Noah which are routed to its USB outputs arrive in your audio software via this audio input.

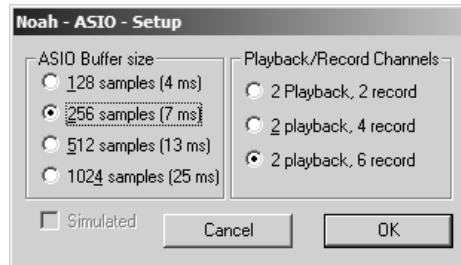
ASIO Driver

Beginning with Noah version 1.1, an ASIO driver is available. You can apply it to audio playback and recording with a sequencer or other audio application that supports the ASIO interface. Once the Noah Remote Software has been installed, the Noah ASIO driver ('ASIO Noah') is available for selection via the appropriate menu in each such application. For example:

Logic Audio 5.5x: Under *Audio -> Audio hardware and drivers -> Audio drivers 2 -> ASIO*

Cubase SX: *Devices -> Configure devices -> VST Multitrack -> ASIO driver*

There is an associated setup dialog (to be found in the same place where you select the ASIO driver), in which you can set the ASIO buffer size and the number of recording channels.



A larger ASIO buffer size results in higher latency times. A larger buffer size is called for if you experience clicks and crackling during audio track playback. 'Metallic-sounding' distortion of audio tracks is likewise an indicator that the buffer size is set too low. The smallest value which will produce clean playback depends in large part upon the speed of your processor and is best determined by a bit of experimentation with different settings. Many current processors manage distortion-free playback with a setting of 128 samples (corresponding to a latency of 3-4 msec).

To record the output of a Noah sound generator into an audio file, select the ASIO Noah driver in your application, and then select the number of channels you wish to be able to record simultaneously. Then select USB 1/2, USB 3/4 and/or USB 5/6 as 'Output' in the Noah Mixer (or on the device itself under 'Edit-> Mixer-> Master-> Outputs-> USB') and activate recording in the application (for details on how to do this, please refer to the users manual for the specific application you're using!). Audio playback via Noah works in a similar fashion. In your application, select 'Out Noah L+R' (for example) as output.

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