



Numa Compact 2x

Operation Manual  **E**

Numa Compact 2x

Operation Manual 

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Important safety instructions



Please read the entire manual. It contains all the informations you need to use this unit.

Please follow the instructions in the manual. The warranty will be void if unauthorized work is carried out on the Numa Compact 2x. Only accessories that are specified by the manufacturer should be used with this unit. Use the unit only as specified in this manual.



DANGER!

Risk of electric shock. Do not open the chassis. There are no user serviceable parts inside. The unit should only be serviced by qualified service staff.



Humidity

To reduce the risk of fire or electric shock, do not expose the unit to rain or moisture. Never place containers with liquid on the unit. Do not use the unit near water, swimming pool, bathtub or wet basement. If the unit is moved from a cold place to a warm room, condensation may occur inside. To avoid damage please allow the unit to reach room temperature before switching on.



Installation

Always use a stable rack to place the keyboard on. Please be aware of its size and weight.

Cleaning / Maintenance

Never use any abrasive detergent, which may damage the surface. We recommend a slightly moist micro-fibre cloth.

Packaging

Please keep all packaging, and use it to protect the keyboard when transporting or if servicing is required.



Mains

Before connecting the unit to the main power supply, please check if the power supply is suitable for the Numa Compact 2x adapter. The unit can be powered with 100 – 240VAC, using the included power adapter.

Important Note: the Numa Compact 2x can be powered directly also by the USB port, if connected to the PC or other suitable USB power sources.

Product overview

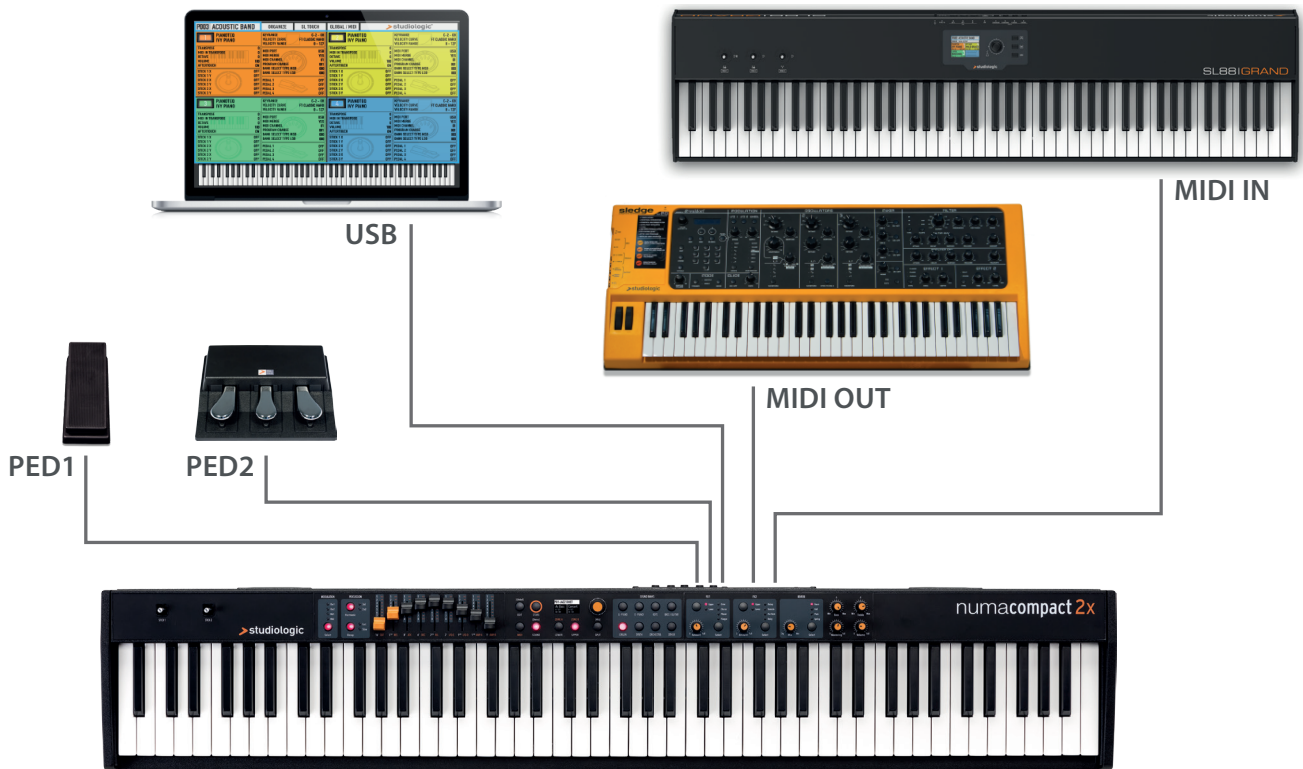
The Numa Compact 2x is an incredibly powerful musical instrument, packed in a stylish and slim cabinet, based on a totally new technology and updated user interface. The keyboard includes an Aftertouch control and together with the programmable Sticks, allows to have a total control of the musical performance. The new sound engine is capable of 128 notes of max polyphony and it includes two independent sections (Lower & Upper) with over 80 sounds, organized in 8 Sound Banks, assignable to any portion of the keyboard, in Layer or Split mode. The 1GB (flash memory) sounds are further enhanced by 2 effects post-processors (Fx1-Fx2) each one with a double internal architecture, for a total of 4 independent effects at once.

A controllable Strings Resonance and the Release-Staccato Samples make the main piano sounds even more real, while a new Stereo Reverb post-processor further enhances the sound. Bass, Treble and Mastering controls allow to reach a studio quality, also noticeable thru the built in digital amplifier and elliptical back-reflection speakers. The MIDI Module includes 2 independent MIDI zones and all parameters can be programmed and stored.

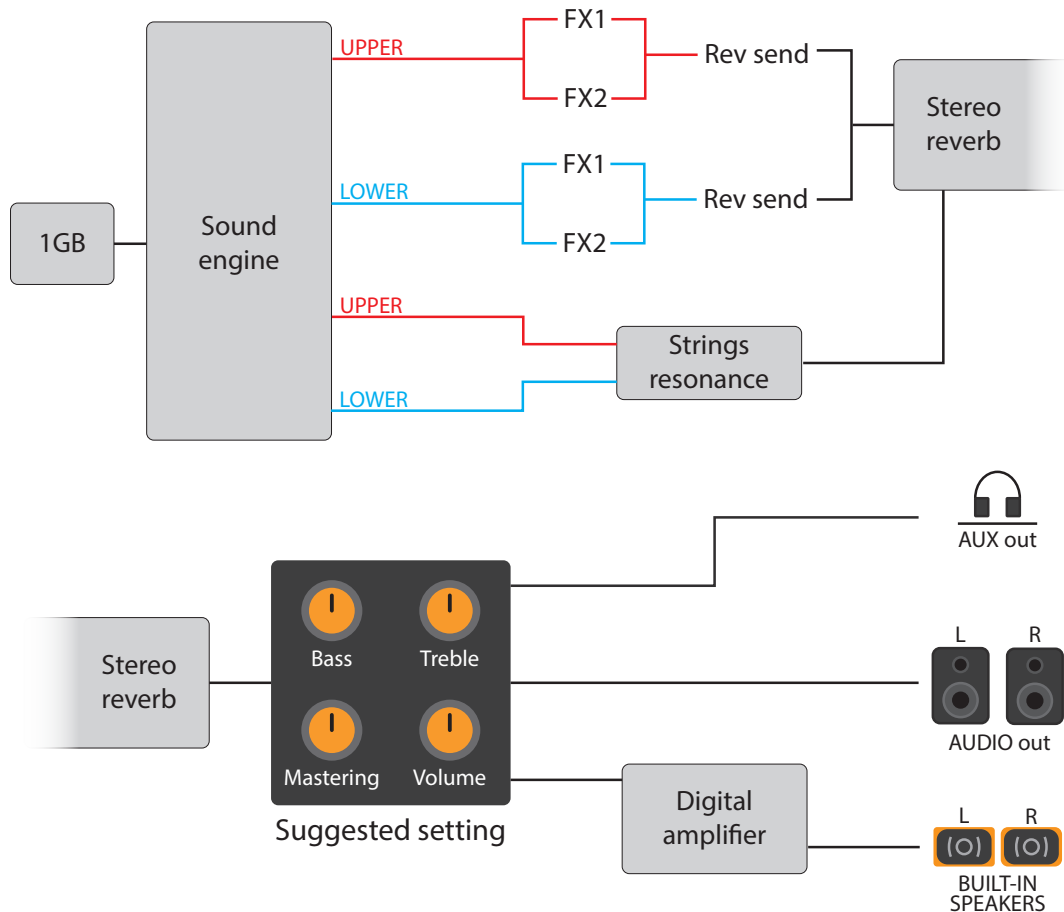
Key features

- 88 notes light weighted keyboard with Aftertouch
- Stick 1: Pitch Bend function on both axis
- Stick 2: Sound Modulation and FX1/2 control (assignable or auto-selection)
- Built in 2x10W amplifier + 2 elliptical back reflection speakers
- 128x64 graphic oled display
- Lower-Upper-Zone A-Zone B
- 4 programmable sections (internal SOUNDS and MIDI) in any combination
- Tonewheel Organ Mode engine, with nine drawbars allowing thousands of possible combinations, a Percussion type, level and Click control, plus a dedicated Chorus/Vibrato post-processor (simulating the analogue „Scanner“ vibrato)
- Synth section, with nine real time Sliders assigned to the most usefut Synth parameters
- 1 GB of flash memory, 88 sounds organized in 8 Sound Banks
- Concert Grand piano sounds with release-staccato samples and Strings Resonance
- FX1-2 double effects processors - 4 programmable effects at once
- Stereo Reverb with separate Lower/Upper controllable send level
- Cutoff and Resonance controls editable on all Sounds
- Strings Resonance (Damper model) on acoustic Piano sounds (programmable)
- Global-Program-Part EDIT
- Bass, Treble, Mastering (3D+Compressor) post processing controls
- Two additional internal Parts (on MIDI Ch 3 and 4) playable and recordable via MIDI
- Advanced MIDI Implementation, with a separate MIDI Port for the Keyboard (including all panel controls(and a Controller Port, for the 2 programmable MIDI Zones
- Connections: Usb, MIDI In/Out, Audio L/R, Headphones, Ped1-Ped2
- Audio over USB
- USB power

Example of use



Operation diagram



An overview of the functions of the Numa Compact 2x:

Light weighted action

The Numa Compact 2 offers the latest innovative technology by Fatar: the sophisticated weighted keyboard TP9-Piano with Aftertouch. The Numa Compact weighs just 7,1 kg and is therefore very portable, yet it offers a great keyboard touch, for which Fatar is famous.

**8 Sound Banks
88 Internal Sounds**

You can immediately start playing the 88 selected high quality sounds, which have been carefully sampled. Experienced keyboard players and musicians selected those sounds and were involved in the design of the straightforward operation of Numa Compact 2. Therefore Numa Compact 2 is your perfect partner on stage, in the studio or at home. 128 voices of max polyphony is available to add depth and expression. You can combine two sounds by assigning them to the Lower and Upper sections in Split or Layer mode.

**FX1 - FX2- REV
Strings Resonance**

The 2 double FX processors allow to assign 2 different effects to both Lower and Upper sections, in addition to a Strings Resonance effect on all piano sounds and a Stereo Reverb, for an endless variety of combinations of all kind.

**Mixer & Mastering
Built-in Amplification**

A Volume, Bass, Treble and Mastering controls allow to get the preferred sound setting and the internal monitor-amplification system with elliptical speakers allow you to play the instrument using the internal 10+10W amplification system, digitally controlled and equalized. For the best result a suggested setting is with all pots at halfway, to avoid any possible distortion and ensure a correct frequency response. Settings can be modified according to the selected sound.

Master keyboard functions

The master keyboard functions of the Numa Compact 2, with 2 programmable Zones, allow you to control other MIDI devices, select the sounds and adjust the levels directly from your Numa Compact 2.

Audio connections

As well as the stereo L/R audio output and built in amplification system, the Numa Compact 2 has an additional headphone plug, ideal for late-night jam sessions without disturbing the neighbours. This connection can also be used as an auxiliary audio output.

The integrated USB port allows your Numa Compact 2 to connect to your computer and be powered directly, without the need of the external adapter (included). You can use a USB and MIDI out for MIDI data transmission. In addition, updates of the firmware or the sound library are accessible via USB. Please note that the internal amplification system is automatically switched off when the instrument is powered by USB, to avoid excessive power consumption or power drops.

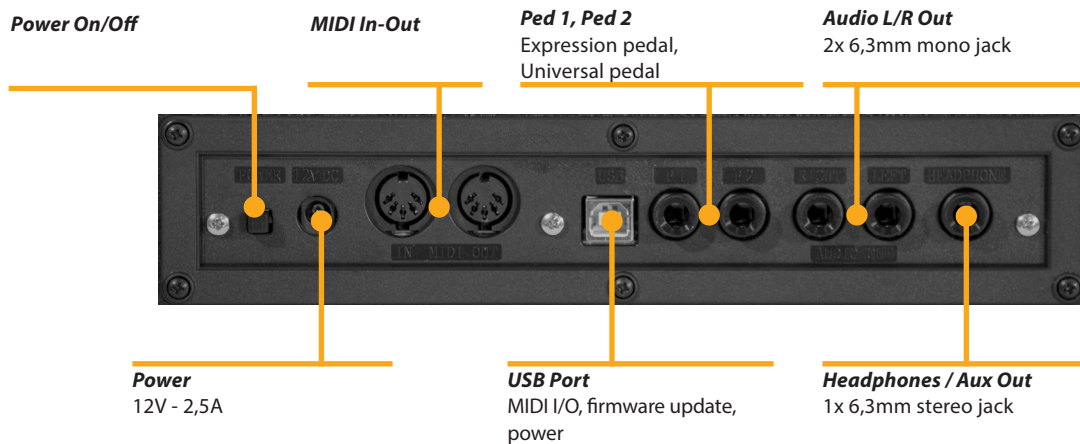
Interactive Numa
USB <> Computer

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Delivery includes

Numa Compact 2x
Power Adapter
CD Manual

Power - Inputs and connections



Power connection

Use the power adapter supplied with the device to connect the Numa Compact 2x to the power socket (or use the USB connection). Switch the unit on by using the power button next to the power plug of the Numa Compact 2x, set the main Volume, Bass and Treble controls to the half position and the Mastering control to zero-minimum (the function will be explained later on this manual) to avoid excessive output power and allow the internal speakers to play with a correct dynamic range.

USB power



The instrument can also be powered by USB, using a shielded quality certified cable and providing that the computer has enough power and not too many devices are powered through the same USB port.

When the instrument is USB powered, in most cases the internal amplification system is disconnected if the power consumption exceeds the computer's range.

PLEASE NOTE: in case of weak or unstable connection, use the traditional power (see previous paragraph).

Expression / Universal pedals

Connect the (optional) pedal or pedals to the related sockets, labelled Ped1 and Ped2; at the socket labelled Ped 1 you can plug in the Studiologic VP pedal, typically for volume-expression controls. To the Ped2 socket you can plug either a single switch pedal, a volume-expression pedal or the custom triple pedal SLP3-D, as explained in the related chapter.

Audio output

If you want to use external amplification systems, or record the instruments sounds, connect the Left and Right audio outputs to the inputs of your mixing desk or amplifier, or to your computer audio board inputs, using suitable cables.

Headphones

The Headphones output can be used with an headphones set or as an extra audio auxiliary output, according to the setting of the related GLOBAL edit function (explained in this manual). As an auxiliary audio out, you can use this plug to connect the instrument to a subwoofer or an additional amplification system, while the L/R outputs are still available for recording or other audio connections.

Volume

When you use the Numa Compact 2x for the first time, we recommend you to turn the Volume knob on the Output section to not more than half way between 0 and Full. While you are playing you can adjust the volume according to the selected sounds. Adjusting the Volume knob will effect all audio and headphone outputs at the same time.



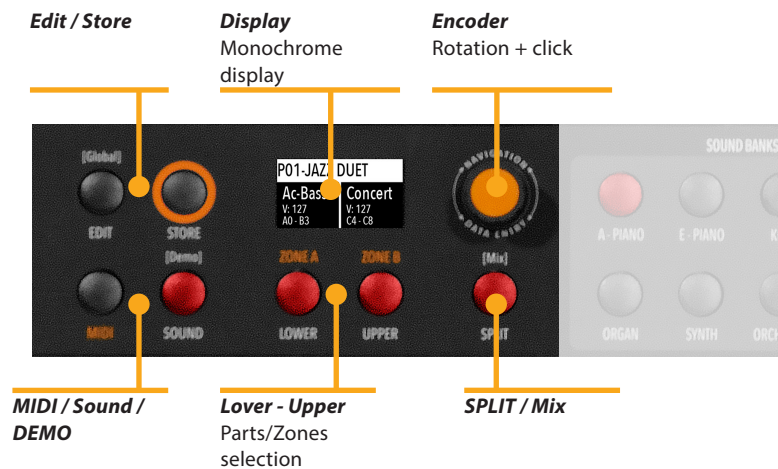
CAUTION:

To prevent hearing damage, you should – as with all audio devices – avoid using the Numa Compact 2x at high volume for long periods.

USB

For data transmission via USB, connect the Numa Compact 2x to your computer with a USB cable. The first time you switch the Numa Compact 2x on, it will be recognised by your computer automatically and the appropriate driver will be installed by the OS (cross compliant).

Panel - Display and navigation



The main HOME display of the Numa Compact 2x is the one shown at power on and it's divided in 3 main areas: the top area shows the current Program number and name, the left and right lower areas are related to the Lower and Upper Sound sections, in SOUND mode, and to the Zone A and Zone B sections, in MIDI Mode.

To navigate and move the focus (intended as the cursor position on the display) you can use three controls at your choice:

- Clicking on the Encoder: the focus will move to the 3 main positions: Programs, Lower, Upper.
- Pressing the Sound or MIDI buttons, the focus (cursor position) will be moved on top.
- Pressing Lower or Upper, the focus (cursor position) will be set to the related areas.



When the focus is on the Program area, rotating the Encoder you will select the various Programs. When the focus is on the Lower/Upper areas, rotating the Encoder you will control the related volumes.

Sound / MIDI

The two buttons marked SOUND and MIDI will toggle between the two related views and controls.

When the SOUND button is selected and lighted, the user can control the SOUND sections and selections, all related display, settings, edit pages and parameter settings.

When the MIDI button is selected and lighted, the display will show the status of the MIDI Zones A and B and the user can access to all available parameters, edit functions and values.

Demo The SOUND button can also be pressed for a longer time, to enable the eight DEMO songs (one for each sound BANK) to start playing in sequence; clicking on a SOUND BANK you can also select the related demo; at the end of it, the next demo song will start for the other BANKS, in a continuous cycling loop.

SPLIT This button is a real time control of the SPLIT function, that is edited and controlled in all details by the GLOBAL EDIT function (Split Point) and PART EDIT function (Split Assign). This is a fast way to immediately enable and disable the SPLIT and play the UPPER and LOWER parts all over the keyboard, in layer mode without split.

As explained in the EDIT sections, the SPLIT button can also be used as a short cut to select the MIXER page, by keeping it pressed for a few seconds.

STORE / User Programs

The Numa Compact 2x has 99 user's programmable memories called Programs, where you can store all SOUND, FX1/2 controls, amounts, functions, split points and all editable parameters also related to the MIDI ZONES, with a programmable NAME for each Program. The only non-storable functions are the VOLUME, BASS, TREBLE and MASTERING, since they are pure real-time controls, not related to a particular Program. All Programs can be sent and received via USB, as explained in the related paragraph of this manual, in the GLOBAL EDIT section.

Sound banks and sound section



Sound mode

In SOUND mode, with the related button selected and lighted, the 8 Sound banks can select the internal sounds, organized according to the Sound Bank names. Each Bank can have a variable number of sounds, organized in pages of 4 sounds for each one. Selecting a Bank, you will see on the display the sounds of that Bank, the current Sound Bank and total pages of sounds of the Bank (shown on the top right area of the display) and the selected sound, in reverse color.

To select another sound of the current Bank, rotate the encoder and all available sounds will be shown and selected in sequence, from the first to the last page of the Bank. The selection can be done during a temporary window (approx 5 seconds) and the last selected sound will be automatically memorized for each Bank. When you select a Bank, the focus will automatically go to the last selected Sound, to make the sound selection easier and faster. Thanks to this function, you will have an automatic setting of your preferred sounds for each Bank.





Introduction

In an original tone wheel organ, 91 steel wheels with lobes rotate in front of a pick-up consisting of a permanent bar magnet and a spool. Because of the tone wheels shape, the magnetic field in the pick-up changes periodically and generates a sine wave.

With 8 different tone wheel shapes and 12 different gear trains 91 sine frequencies are generated. As in additive synthesis, the 91 frequencies are the base for creating different sound timbres. By means of a complex circuit lay out, the sound is mixed thru nine drawbars, allowing a tone wheel organ to create hundreds sound timbres from just 91 generated sine frequencies: more than 380 million timbres are theoretically possible. To generate a sound, the Numa Compact 2 uses physical modelling, a mathematical implementation of the tone wheel organ.

Thanks to the Modelling Technology, The Numa Compact 2 have been designed to give a wide variety of sounds, allowing to build combinations using the drawbars and all the related post effects: Vibrato, Chorus, Percussion with harmonics and decay controls, plus specific GLOBAL Edit pages to control features like the Key Click and Percussion separate volumes.

The sound generated by the Organ Model can be sent to the same Effects chain of all other Sound Banks, that can further enhance the quality of the sound, with all possible effects from the typical Rotary to the Drive, from Chorus to Delay and many more. The Numa Compact 2 ORGAN Sound Bank includes this new clone of a Tone Wheel Organs with Drawbars controls, with the addition of accurately sampled Electronic and Classic-Pipe organs, in a complete variety of organ sounds of all kinds. The Organ sounds and all associated effects and post-processing can be Stored in each of the 99 available Programs.

Drawbars

Drawbars are a characteristic trait of a tone wheel organ, therefore we'll explore them first; a Tonewheel Organ sound can be made of nine sine frequencies and each drawbar represents a harmonic of the scale related to the 8' stop of a pipe organ (drawbar 3) which is also called "native pitch".

Drawbar 1 2 3 4 5 6 7 8 9 correspond to Feet 16' 5 1/3' 8' 4' 2 2/3' 2' 1 3/5' 1 1/3' 1'.

The labelling of the drawbars in feet derives from pipe organs, where it represents the length of a reference pipe that plays the note C is exactly 8 feet long (=2,4m).

Note: the first two Sliders are made of a different color to show that they play "below" the standard 8' of a Piano, as it also was on Vintage Tone wheel organs, where the first two Drawbars were Brown, the Even harmonics are White and the Odd harmonics were black. In the NC2x they mainly show that they are active on all sounds as controls of the Synth parameters, while the other Sliders are enabled only for the Synth Bank sounds.

When a drawbar is pushed all the way in, its harmonic is absent from the timbre, while the maximum volume for the drawbar is achieved when you pull it all the way down and you see the digit 8 on the Display, on a pop-up display that appears any time you move a Drawbar/Slider. The drawbars simply adjust the levels among them and you can change and hear the timbre while keys are pressed.

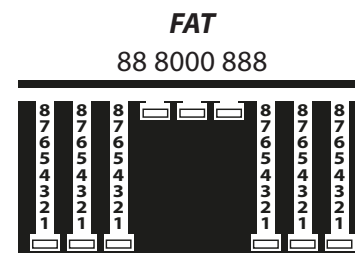
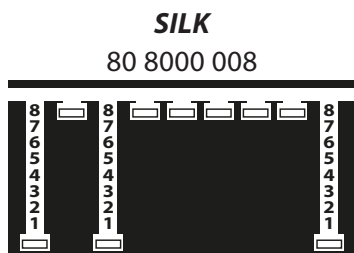
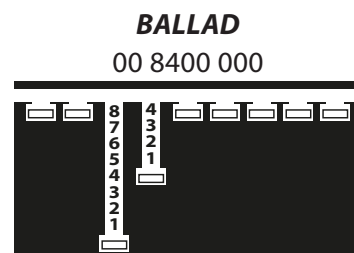
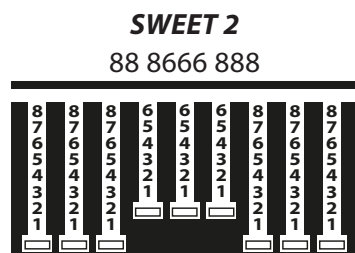
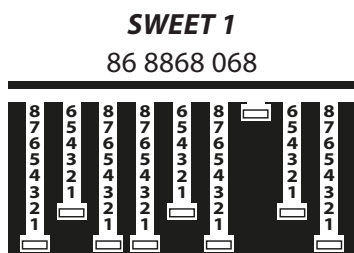
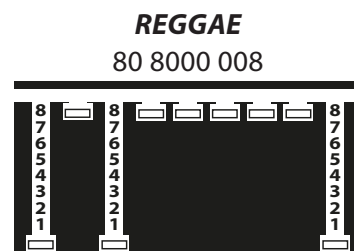
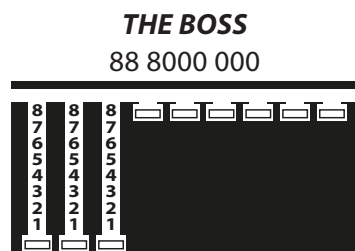
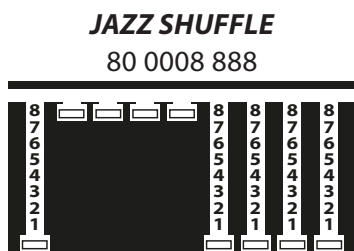
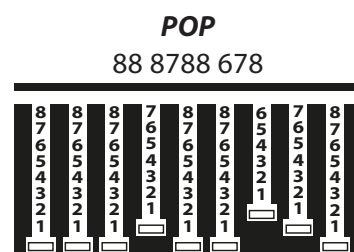
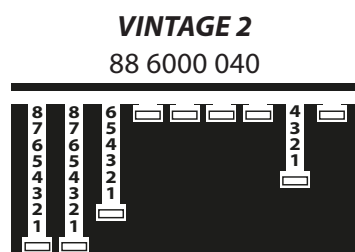
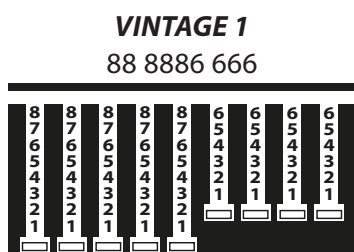
With your NUMA Compact 2x you can play two different timbres at the same time, on the Upper and Lower sections, in Layer or Split mode as all other Sounds and the related Drawbars setting is shown on the Display according to the position of the Focus (selection of Upper or Lower buttons) and moving the Drawbars when the focus is on the selected part.

Typical Drawbars settings

There are thousands of possible examples of Drawbars settings, made famous by organists during decades of live and recorded Organ music, and you can find below some of the most popular jazz, pop, gospel and rock settings.

The use of a Percussion or the addition of a Chorus or Vibrato effects can be added to your taste and you can find other examples in the NC2x Factory Programs, that you can also keep or modify to your taste.

There are many books suggesting Settings for all kinds of music, but the main feature of the Drawbars is the total freedom they allow you to use, to get the sound you like as well as "morphing" from one setting to another also with slow and smooth Drawbars movements, that are part of the beauty of this Organ Model.



Original Drawbars settings

In the Vintage Tonewheel Organs , mainly in the Consolle versions (2x61 notes keyboard) the last octave on the left was made with reverse colors, since those keys were dedicated to the selection of factory presets, in addition to them selection of the 2 live Drawbars groups available for each keyboard (named Swell and Great as in the Pipe Organs).

At that time the Pipe Organ builders association tried to prevent, through legal actions, that electromechanical instruments (and any other electronic instrument) could be called Organs and used also in churches for religious services; for this reason one of the attempts made by the manufacturers of electromechanical instruments was to simulate the sounds of the pipe organs and to name the factory preselections with typical names of the classical organ combinations.

The official test took place in the presence of legal and musical representatives in USA and saw the electromechanical instruments winning the challenge and being allowed to be called Organs.

The Factory settings of the Drawbars levels were mainly intended to imitate some typical pipe Organ sounds and they were hardware wired settings, that could be modified only by expert technicians.

The following are few examples of the millions of possible combinations.

French Horn 00 8740 000	Trumpet 00 6888 654	Oboe Horn 00 4675 300
Tibias 00 8408 004	Full Theater Brass' 76 8878 667	Swell Diapason 00 5644 320
Clarinet 00 8080 840	Stopped Flute 00 5320 000	Trumpet 00 6876 540
Novel Solo 08 8800 880	Dulciana 00 4432 000	Full Swell 32 7645 222
Theater Solo 60 8088 000	French Horn 00 8740 000	
Oboe Horn 00 4685 300	Salicional 00 4544 222	
Full tibias 60 8807 006	Flutes 00 5403 000	

Chorus and Vibrato

The original vintage Tone Wheel instruments (not all the models) had a special and very complex circuit called Scanner Vibrato to add to the sound a very nice simulated frequency and phase modulation, that became another typical effect of these instruments. This particular post-processing is also part of the NC2x Organ Model and with the dedicated buttons you can choose from 2 Vibrato or 2 Chorus effect settings and assign them to one or both parts. To do this you can select the focus position pressing Upper and/or Lower and control the effects, in all details and separately for the 2 parts.

Percussion

To add more rhythmic elements to your performance you can switch on the Percussion, another very typical and important feature of the vintage electro-mechanical organs, included in the NC2x Organ model. This effect only retriggers when all keys are released before, allowing to control the effect by playing "legato" or "staccato". Playing legato, the Percussion will work only on the first notes played and it fades away during the decay, allowing to make short and aggressive solo parts followed by legato chords or scales, without Percussion.

You can press the On/Off butto to activate Percussion and select the 2nd/3rd button to decide if the Percussion is generated by the second harmonic, equivalent to the 4' Drawba), or by the third harmonic, corresponding to the 2 2/3 Drawbar. The Slow/Fast control defines the decay of the Percussion and the related Volume can be separately controlled in the related page of the GLOBAL Edit.

As explained in another part or this manual, the original Tonewheel Organs had a direct panel control for the Percussion Volume, but it was made only of 2 possible settings: SOFT or NORMAL. In the NC2x Global parameter you have a continuous control on the Percussion level with 64 values, indipendently associated to the Fast and Slow decay.



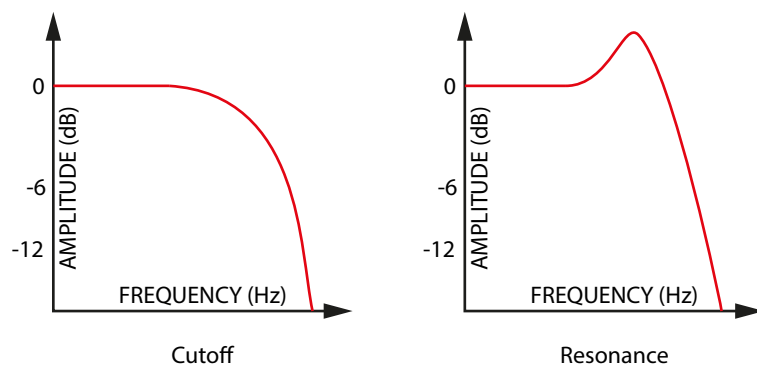
The Numa Compact 2x Synth Sound Bank is based on a simplified Synthesis engine, with the following features:

Waveforms The selection of various Waveforms is made by selecting one of the Sounds of the Synth Bank; the various waveform shapes are shown on the display when the Sound is selected and can vary from the standard Sawtooth and Square Waves, to the Pulse with Modulation (a Pulse waveform with a modulated width by a low frequency modulator) and FM or complex Synthesis waveforms.

The Synth Sounds (basic or complex) are controlled by the nine Sliders, each one assigned to control a specific parameter, that allows to modify slightly or completely the starting selected Synth Sounds.

Cutoff Controls the frequency for the 2 poles low pass filter, use lower values in the range 0 to give more warm spectrum to the sound; at higher levels the sound becomes more brilliant, as the filter lets pass through all frequencies of the selected Waveform of the starting sound.

Resonance When the setting is raised to mid-hi values, the filter starts to emphasize the frequencies around the Cutoff value; this feature can be used to create analog-style effects, as well as make a part of the Sound spectrum emphasized by an accurate setting of the Resonance.



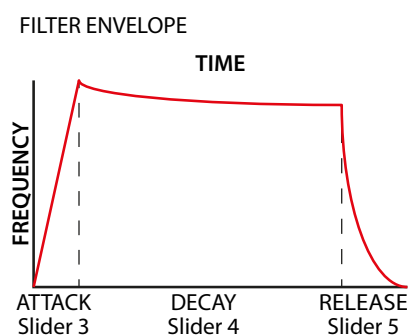
PLEASE NOTE:

If set at values too close to the maximum, the Resonance could create a signal level gain and consequent distortion possible problems of the overall sound; with hi levels of Resonance, the part Volume (Upper or Lower) should be reduced proportionally, to avoid clippings or unwanted side-effects.

PLEASE NOTE:

Both Cutoff and Resonance parameters are enabled to control any other Sound of the instrument (not only Synth Sounds) making possible to edit the starting sound, as an example make a Strings sound mellower or an Electric Piano sound emphasized at the Cutoff Frequency with the addition or a certain level of Resonance. As mentioned before, with some setting of the Cutoff + Resonance you might have to re-balance the part Volume, to avoid clippings of unwanted side-effects, unless you want to reach a certain sound that could also include some clipping as a desired effect.

Filter and Amplitude Envelope



A typical Synthesizer section is made of controls named ADSR (Attack, Decay, Sustain, Release) and they are normally duplicated for the FILTER and the AMPLITUDE controlled sections.

The simplified parameters available on the NC2x are a sub-set of these controls, selected from the ones more effective in the instrument's SYNTH engine sound generation.

The ATTACK Slider controls the time that the FILTER needs to reach the desired CUTOFF starting frequency.

The DECAY Slider controls the time that the FILTER needs to reach the final CUTOFF frequency, when the keys are kept played.

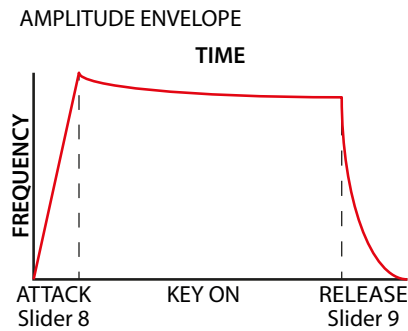
NOTE: as a simplified setting, the DECAY also effects the SUSTAIN Level (a parameter not listed within the nine Sliders) and a long DECAY time will also simulate the final Cutoff Frequency almost identical to the starting frequency: the sound will not change after the ATTACK, while keeping the note played, or it will change very slowly.

The RELEASE Slider controls the time needed by the FILTER to reach the final Cutoff when the Keys are released.

The LFO Rate and Speed allow to control the related parameters of the LFO that is internally assigned to the CUTOFF Frequency; as an example, setting the values in a certain way, while the Resonance is set to mid-hi levels, could create SOUNDS with a kind of looping WOW effect.

NOTE: this LFO's destination is the FILTER, while the Modulation (Vibrato etc) is controlled either by the STICK 2 and the AFTERTOUCH, allowing to select all possible combinations of all settings.

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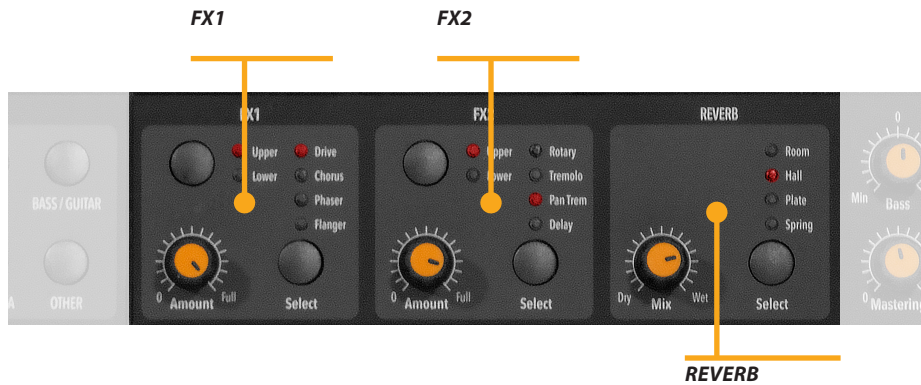
The last two sliders are controlling the ATTACK and DECAY of the AMPLIFIER and they do not change the FILTER parameters, that have separate A/D/R controls; they are able to create Slow attacks and Long release effects, without any change on the FILTER settings.

Please note that the A/R Amplifier control are the final block of the SOUND Synthesis chain; as an example, if you want a long Release on the FILTER you also have to set a long Release on the Amplifier, to make possible to hear the Filter Release when the keys are rereleased, and so on.

Store

Once you have created a sound, also starting from a Synth SOUND and making all possible variations with the nine available Sliders, you can STORE the result in a PROGRAM, as with any other SOUND. When you will select the Synth SOUND, the display will show a small image of the Slider settings, according to the selected focus (Lower or Upper parts) allowing you to see the value-position of each Slider, further modify it and save the result in the current or in another Program.

Effects



FX1 - FX2

The 2 double effects processors allow to assign 2 separate effects to the Lower and Upper sections, for a total of 4 different effects at once. As an example, the FX1 can be set to Drive for the Upper section and, at the same time, to Chorus for the Lower section. Using the Upper/Lower button, you can toggle between the related parts and show or select the effect for that part. In addition, you will see or change the associated FX using the 2 main LOWER and UPPER buttons below the display.

You can visualize the Sound and FX structure and signal flow as it follows:

Upper > FX1 (one of the four) > FX2 (one of the four) > Reverb (programmable send in Edit)

Lower > FX1 (one of the four) > FX2 (one of the four) > Reverb (programmable send in Edit)

Amount: the 2 potentiometers control the Amount of the selected effect, like the dry/wet ratio (for modulating effects like the Chorus) or other parameters, like the distortion level of the DRIVE effects.

FX Autoset

The FX Autoset function (a real-time function also explained in the GLOBAL Edit section) automatically memorizes the last selected FX 1-2 for each Sound, without the need of storing a dedicated Program.

This real-time function will also control the association between the Stick2 and the Sound or FX controls (modulation or effect speed etc) in a logic and automatic way. When a particular FX is selected on a section, the Stick 2 will control a particular parameter, like the Slow/Fast speed of the Rotary or the Speed and Feedback of the Phaser.

The control will also be automatically set according to the focus position: if you have a Lower part without FX and the focus on Lower, the Stick 2 will control the Modulation; if the focus is on Upper and you have an Organ sound with Rotary, the Stick 2 will control the Rotary Slow/Fast speed.

If the FX Autoset function is set to off (see the GLOBAL Edit section) the function of the Stick 2 will be under Part EDIT, with not automatic assignments, and you can store all settings in each Program.

With the FX Autoset off, the automatic association between each sound and the last selected FX will be disabled and the FX selection will be only manual or controlled by the FX setting stored in each of the 99 Program.

STRINGS RESONANCE (Damper model)

In addition to the powerful FX1-2 double effect processors, the Numa Compact 2x also has a built in STRINGS RESONANCE post-processing effect, dedicated to the ACOUSTIC PIANOS sound bank and controlled by the related parameter of the GLOBAL EDIT. This effect, created using the experience of the Numa STAGE and CONCERT renowned Studiologic instruments, adds an even more realistic effect to the piano sounds, reproducing the resonances of the real strings and sound boards of the acoustic instrument.

Global edit

To enable the GLOBAL edit, keep pressed the EDIT button for a few seconds; you will find various pages (shown on the top right area of the display) with functions that will affect the instrument, regardless what Program is selected. To escape from the function, press again the EDIT button and all settings will be memorized automatically.

When the focus (cursor) is on the top area of the display, rotating the encoder you can select the various pages; clicking on the cursor, the focus will be moved on the parameter and rotating the encoder you can change the related value.

The GLOBAL EDIT main functions are:

TRANSPOSER



You can transpose the instrument to any other key; click on the encoder to move the cursor on the value and rotate it to input the desired transposition range.

GLOBAL TUNER



This function allows to "tune" the instrument, in case you have to play along with another instrument that is not tuned to the standard (A=440 Hz).

VELOCITY CURVE



You can select a different velocity curve, according to your taste and playing technique. There are 3 factory curves (SOFT/NORMAL/HARD) and a programmable FIXED velocity setting, with the related value.

FIXED CURVE



You can set here the fixed velocity value (from 1 to 127) when the FIXED velocity is selected.

STRINGS RESONANCE (DAMPER EFFECT)



Here you can control the amount of the STRINGS RESONANCE post-processing, that adds a more realistic effect to all acoustic PIANO sounds. Please note that the CONCERT GRAND sound also has a separate "release and resonance" built in natural effect, not controlled by this parameter.

HEADPHONES (MODE)



When the parameter is set to AUTO ON, plugging the headphones will automatically switch off the internal amplification system.

If the parameter is set to AUTO OFF, the internal amplification system will be active also when a jack is inserted in the Headphones plug; this will allow to use the headphones out as an extra auxiliary output, for recording or to connect it to an active-amplified subwoofer, in addition to the internal speakers.

PEDAL 2

While the PED1 is always suitable for expression-volume pedals, the PED2 can be programmed to connect almost all possible pedals, as it follows:

- SINGLE SWITCH normally open;
- SINGLE SWITCH normally closed;
- EXPRESSION (volume function, pedals with potentiometer and stereo plug);
- SLP3-D – Triple pedal with Soft/Sostenuto/Sustain function with half-damper control.

FX AUTOSET

When the function is set to AUTO ON, the following automatic functions are enabled:

The last selected effects (FX1-2) for each sound are memorized by the instrument, allowing to select a sound and the related preferred effect, with no need of storing the combination in a Program. The FX Autoset not only will memorize and recall the effects associated by the user for each sound, but also the value of the parameters controlled by the Stick 2 for each effect.

The STICK 2 control will be automatically assigned to a function, according to the setting and the position of the FOCUS / cursor.

If the focus is on UPPER (as an example) and you have selected an Organ sound with the ROTARY effect, the STICK2 will control the Rotary SLOW/FAST speed.

If you move the focus on LOWER (by clicking on the encoder or pressing the LOWER button) and you have another FX on Lower, the STICK2 will control the LOWER effect.

If you don't have any FX on a section (LOWER or UPPER) and you move the focus on it, the STICK 2 will control the MODULATION on the selected section.

As a typical example, imagine to have an ORGAN on UPPER with Rotary and a BASS on LOWER with no effects: moving the cursor on UPPER, the Stick 2 will control the Rotary Speed; moving the focus on LOWER; the STICK2 will control the Modulation.

Note: this automatic function is an arbitrary selection done by the instrument, based on a statistic playing situation; if you want to control all parameters directly and manually, you can set the function to OFF and select the function of the STICK 2 in the related PART EDIT; storing the desired setting in a PROGRAM.

SLIDER MODE - DIRECT/SNAP



The 9 Sliders (Drawbars in Organ mode) can have two different way of operate, to be selected in the related Global Edit page, according to your preferences and playing needs.

Selecting the DIRECT mode, when a Slider/Drawbar is moved, the new value corresponding to the physical position is immediatly read and sent to the Sound generation, allowing to instantly input the new value, from 0 to 8 in Drawbars-Organ mode and from 1 to 127 in Slider mode, either for Synth parameters and MIDI assignable values.

Selecting the SNAP mode, when a Slider/Drawbar is moved, new values are read and updated one after the new position corresponds to the original stored value; as an example, if the Cutoff value of a Sound was 100, the Slider will input a new value only after you reach the original 100 position.

CLICK KEY ON / CLICK KEY OFF



The Key Click adds the typical noise associated with the tone wheels vintage organ's technology that became part of their sound. With the related Key ON and key OFF controls you can set the level of the noise according to your taste: this Global Edit function allows to control the Click level separately for Key on and Key Off, in order to reach the desired effect when playing the keys and when releasing them.

FAST/SLOW PERCUSSION VOLUME



This GLOBAL function allows to control the Percussion Volume; the original Tonewheel Organs had a direct panel control for the Percussion Volume, but it was made of 2 steps: SOFT or NORMAL- With this Global parameter you have a continous control on the Percussion level with 64 values, independently associated to the Fast and Slow decay.

SYSEX FILTER



To filter (cut out) some MIDI message (besides the standard ones) when merging a MIDI in source to the selected destination.

LOCAL OFF



This command is also received via MIDI and it is automatically deactivated the next time the instrument is turned on; in LOCAL OFF the keyboard does not send the notes played on the keyboard directly to the internal Sounds, but only via USB-MIDI to avoid unwanted repetitions when using external Software Programs which receive the notes from the keyboard and send them back to the generation.

E

CHANNEL MODE

MULTI Ch: the instrument continues to work in its standard mode, sending notes and controls via USB on the respective MIDI Channels 1-2 of the enabled sections and on the COMMON channel 16 only the general controls.

SINGLE Ch: the control panel controls and the notes played on the keyboard are transmitted via USB on a single channel COMMON = 16

PROGRAMS SEND / RECEIVE

This function allows to send or receive all Programs to your computer (PC or Mac). Once the function is selected, rotating the encoder you can select SEND or RECEIVE, with the following procedures.

WINDOWS

You can use a program like MIDI-Ox as it follows (be sure that the Numa Compact 2x is seen by the computer USB/MIDI ports and MIDI-Ox settings).

To send data to your computer:

- Connect the Numa Compact 2x to your computer via USB;
- Open MIDI-Ox and choose View/Sysex;
- In the Sysex window, choose Sysex > Receive manual dump;
- Click on the encoder when the GLOBAL function SEND is active, confirm YES and wait till is done;
- In the MIDI-Ox Display Window, save the Bulk data in a file;
- When the dump is completed, choose Display Window > Save as... ;
- Save with the name you prefer;

To receive the data back to your instrument:

- In the PROGRAMS SEND/RECEIVE window select RECEIVE
- Open MIDI-Ox, in the Sysex window, choose Command > Window > Load File and navigate the location where you stored the file.
- Choose Command Window > Send Sysex and wait till done.

MAC OS

You can use a program like SysEx Librarian as it follows (be sure that the Numa Compact 2x is seen by the computer USB/MIDI ports and SysEx Librarian settings).

To send data to your computer:

- Open SysEx Librarian;
- In the toolbar, select "Numa Compact 2x" as device;
- Click "Record many" button on SysEx Librarian;
- Click on the encoder when the GLOBAL function SEND is active, confirm YES and wait till is done;
- When the transmission is done, press the Done button in SysEx Librarian.

PROGRAMS SEND / RECEIVE



To receive the data back to your instrument:

- In the PROGRAMS SEND/RECEIVE window select RECEIVE
- In SysEx Librarian's toolbar, there's a pop-up menu named Destination. Click it and choose the MIDI port that you want to send to.
- In SysEx Librarian select the right file from the list of Sysex files and press "Play" button to transfer it.

FACTORY RESET



This function allows to make a complete Factory Reset, that will cancel all user settings and reset all factory parameters to the original status. Please note that this could make you lose custom settings or programming and the function should be done very carefully. To protect the user from unwanted reset, a caution YES/NO message appears when trying to reset the unit, allowing to confirm or not the factory restore.

FIRMWARE VERSION AND UPDATE



To update the Firmware (upload) follow these steps:

- Download the firmware from www.studiologic-music.com and save it in a known folder;
- Connect the instrument to the power and then to your computer with the USB cable;
- Verify that is seen by your computer and selected as MIDI Out device, in the related settings;
- Turn on the instrument while keeping pressed the A0 (first white key on the left) and D1 (fourth white key from the left); the display will show the message "Firmware Upload";
- Open any program able to "play" a midifile (i.e. [MIDI-Ox](#) for PC, [QMidi](#) for Mac etc);

MIDI-Ox:

- Open MIDI-Ox
- In the menu bar, choose Actions > Play MIDI... , MIDI Bar will be opened;
- In the MIDI BAR windows, click on "Select MCI Port" button and select Numa Compact 2x;
- In MIDI BAR open the file you have downloaded;
- Press the play button and wait for the end of the procedure;
- When the Numa Compact 2x display shows "UPLOAD FINISHED", restart the instrument (off and on).

QMidi:

- Open QMidi;
- Select the firmware file you have downloaded;
- In the menu bar choose QMidi > Audio/MIDI settings and select Numa Compact 2x as output device;
- In the main window press the play button and wait for the complete procedure;
- When the Numa Compact 2x display shows "UPLOAD FINISHED", restart the instrument (off and on).

Program edit

If the focus (cursor) is on the upper part of the display on Programs selection, pressing the EDIT button will enable the Program Edit, with the following parameter and settings.



PROGRAM NAME



After having selected this function, click on the encoder and input the letters of number rotating it; a small triangle will show what digit you are editing.

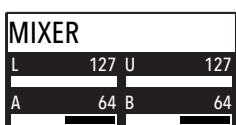
To confirm the new name or keep the previous, press STORE and a popup window will ask you to confirm the change or not, rotating the encoder to YES or NO and confirm by clicking.

SPLIT POINT



This function allows to select the SPLIT point for each PROGRAM, by rotating the encoder till the desired note is shown. Please note that, as per international standard, the instrument keyboard is named from A0 (first key on the left) to C8 (last key on the right) and consequently the middle C below the display is C4. The reference pitch of A=440 Hz is on A4, the A of the same octave of C4 (below the sound banks) for all sounds that are based on the standard 8' of the piano range. Only some ORGAN sounds will play one octave below, if based on a 16' pitch drawbar of the vintage tone wheel organs or the related Pipe Organs 16' classic organ stops; in these cases the fundamental of the selected sound on A4 will be 220 Hz (one octave below 440 Hz).

MIXER



The Mixer allows to control all four parts and zones (LOWER/UPPER/ZONEA/ZONEB) at once, in a single organized page. This function can also be accessed with a shortcut, keeping pressed the SPLIT button also marked MIXER with brackets.

Part edit

If the focus is on one of the parts and you are in SOUND mode (with the SOUND button selected and lighted) you will enter in the PART edit mode. When you have selected PART edit you can always press the LOWER or UPPER buttons to select the part to be edited, or click on the encoder.



The PART EDIT includes the following parameters:

VOLUME

PART EDIT [1/11]	
VOLUME	VOLUME
127	127

Rotating the encoder, after having moved the focus on the parameter by clicking on it, you can control the selected part Volume, in a range from 0 to 127.

SPLIT ASSIGN

PART EDIT [2/11]	
SPLIT ASSIGN	SPLIT ASSIGN
TO LEFT	TO RIGHT

Once you have selected the SPLIT point for the current PROGRAM (ref: PROGRAM EDIT) you can decide where the selected LOWER or UPPER section (either for the SOUND and MIDI zones) should play, in a totally independent way as it follows:

- TO LEFT: the part will play to the left section of the keyboard (from A0 to the SPLIT note);
- TO RIGHT: the part will play to the right section of the keyboard (from the SPLIT note to C8);
- TO ALL: the part will play with no split all over the keyboard.

This function will allow many musical combinations, such as the few following examples and their opposite settings:

- PIANO on the right + BASS on the left, of the split point;
- PIANO and STRINGS on the right + MIDI ZONES on the left (controlling external devices);
- ORGAN on the entire keyboard (TO ALL) and CHOIR on the right part only.

Even with one SPLIT point (programmable for each PROGRAM) the possible settings are almost one hundred, considering the status and combinations of LOWER+UPPER+ZONEA+ZONEB and the SPLIT settings made possible by this function.

TRANSCOPE

PART EDIT [3/11]	
TRANSCOPE	TRANSCOPE
0	0

This function allows to transpose a part; differently from the GLOBAL TRANSPOSER, that will effects the entire instrument, this function can be set independently for each SOUND section or MIDI zone and stored in each PROGRAM, with different values. Interesting combinations are obtained by transposing a sound with musical intervals, like a lower quint = minus 5 semitones, to get what is commonly known as a “cluster” with fixed intervals. Try to select a TRUMPET on UPPER and a SAX on LOWER, setting the SAX 5 semitones lower, in a typical JAZZ setting.

OCTAVE

PART EDIT [4/11]	
OCTAVE	OCTAVE
0	0

You can set the octave (intervals of 12 semitones each) separately for each part; normally you will need to move a LOWER part one or two octave up, if you want to play chords in a better range. On the other way, sometimes you can get a better sound, when the SPLIT is activated, if you move the UPPER part one or two octaves down, as you could prefer if you select a TENOR sax in combination with a splitted BASS sound on the left, since the Sax lower and nicer notes could probably be on the left of the splitted keyboard portion. Simply experiment the setting you prefer and then store it in the current PROGRAM.

FINE TUNING

PART EDIT [5/11]	
FINE TUNE	FINE TUNE
0	0

This parameter allows to fine-tune the Upper and Lower sounds within a semitone range; it could be useful to create “beating” slightly detuned sounds, when assigning a pure Waveform to both sections (i.e. Sawtooth, Square etc) or enhance some Orchestral 2 sections mix, making it reacher.

REV SEND

PART EDIT [6/11]	
REV SEND	REV SEND
64	64

The function allows to control the amount of signal to be sent to the REVERB processor, independently for the LOWER and UPPER parts and programmable with different settings for each PROGRAM. As a typical setting, if you SPLIT the keyboard and assign a BASS sound to the left, you might want to reduce or minimize the amount of REVERB on the left part, or control the setting also on the UPPER part to get the desired effect. The MIX potentiometer, on the front panel, will change the overall reverberation mix (Dry/Wet) with any reverb type selected or send value.

PEDAL 1 - PEDAL 2

PART EDIT [7/11]	
PEDAL 1	PEDAL 1
ON	ON

Here you can decide if the pedals are enabled or not for each section (UPPER/LOWER or ZONE A and ZONE B if the MIDI button is activated).

STICK 1 - STICK 2

PART EDIT [9/11]	
STICK 1 ON	STICK 1 ON

As for the pedals, also the Sticks can be enabled separately for the Parts and Zones; please note that the Stick 2 will be set automatically to AUTO if the related FX-AUTOSET function is set to ON in the GLOBAL EDIT area. To control the Stick 2 assignment manually, you can set to OFF the FX-AUTOSET and the function can be switched ON or OFF and stored in the Programs.

AFTERTOUCH

PART EDIT [11/11]	
A.TOUCH ON	A.TOUCH ON

This parameter enables or disables the aftertouch function on the selected Part or Zone; the function of the Aftertouch will be in most cases similar-same of the Stick 2 modulation control, adding some kind of vibrato or similar modulation to the sound, according to the setting. Normally you will set the Aftertouch ON for the UPPER part, that is commonly used for the main musical part or solo performances, while the LOWER part is normally associated to accompaniments or bass lines, if the SPLIT is active.

MIDI

The NC2x has a complete MIDI Implementation, that includes 2 separate software MIDI Ports, that you can see connecting the instrument with the USB Cable to your computer, named KEYBOARD and CONTROLLER ports (PORT 2 and PORT 2).

The KEYBOARD port is programmed to send and receive all MIDI controls related to the internal SOUNDS, EFFECTS and PROGRAMS, allowing to control all functions of the instrument, sending and receiving what you physically do on it, from the notes you play on the keyboard, to the SOUNDS you select on the 2 local sections (Upper and Lower) and for the other 2 additional sections (Part3 and Part4) that can be played via MIDI. Via MIDI you can also set the Part 3 and Part 3 SOUNDS and Reverb levels (they cannot be sent to the internal Effects) creating a total of 4 parts MIDI Sequence.

You can play a Drums & Bass groove on MIDI CH3 and 4 and record a live part on UPPER and/or LOWER, creating a 4 part arrangement of any kind.

The four KEYBOARD Parts (as summarized in the MIDI IMPLEMENTATION CHART at the end of this manual) have a separate MIDI Channel each one, corresponding to the following MIDI structure:

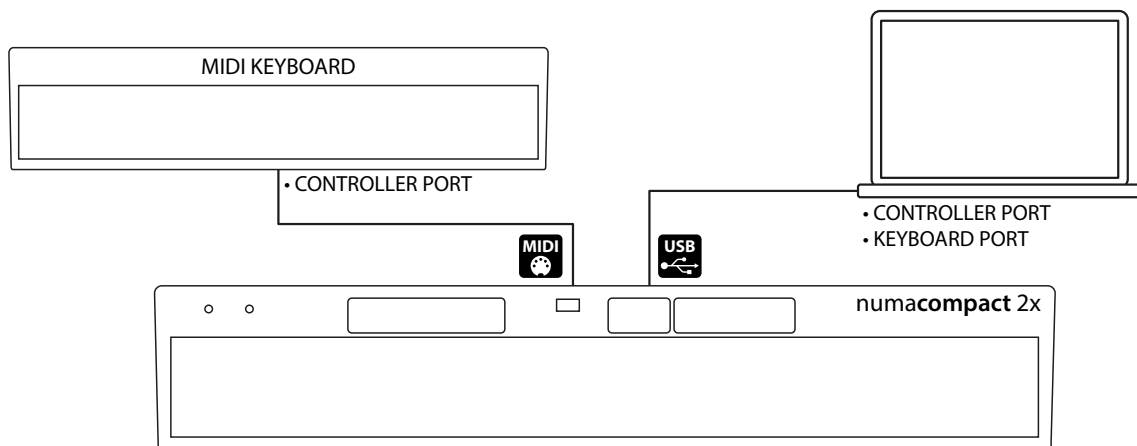
KEYBOARD MIDI PORT

Upper= MIDI Ch1 (send and receive)

Lower= MIDI Ch2 (send and receive)

Part3: MIDI Ch3 (receive only)

Part 4: MIDI Ch4 (receive only)



All real time Panel controls (Organ Drawbars and Synth Sliders, SOUNDS, FX selection and related Amounts and settings etc) are sent and received, as listed in the MIDI IMPLEMENTATION CHART. The last four potenziometers are only for local settings (VOLUME, MASTERING, BASS & TREBLE) as they should not be sent or received via MIDI.

In other words, anything you do and play on the NC2x can be transmitted, recorded and received via MIDI, allowing a full control of all functions.

The second separate MIDI PORT is dedicated to the CONTROLLER section (ZONE A and ZONE B) and thru this separate PORT you can send all MIDI controls related to the MIDI Zones and their related settings, controls, Stick functions (Pitch and Modulation, as well as the Aftertouch) etc.

Being this PORT 2 related to the MIDI function, the IMPLEMENTATION only includes the SENT MIDI Messages, while no MIDI controls are needed and implemented as MIDI IN.

Naturally this double KEYBOARD/CONTROLLER PORT structure is meant to be used when a MIDI-USB connection is made to a Computer.

As explained in the GLOBAL EDIT parameters, the COMMON Midi channel allows to send all incoming MIDI data (notes etc) to the main instrument's section, allowing to change the main PROGRAMS and play the instrument's UPPER and LOWER parts as you would play on the local keyboard (with Split or Layers, the related key range etc).

Connecting the NC2x via MIDI OUT (not USB) the instrument only transmits the implemented CONTROLLER messages when you connect a physical MIDI cable to the MIDI OUT socket.

Program edit

The PROGRAM EDIT, explained in the related chapter, is common for SOUND and MIDI; it refers to general parameters associated to both the SOUND and MIDI sections. With the following ZONE EDIT chapters you can set the specific MIDI Zone parameters according to your choices and STORE them in the same Program, under the same name and number, with all the other parameters set for the internal SOUNDS.

Zone edit

If the focus is on one of the zones and you are in MIDI mode (with the MIDI button selected and lighted) you will enter in the ZONE edit mode; when you have selected ZONE edit you can always press the ZONE A or ZONE B buttons to select the zone to be edited, or click on the encoder to move the cursor/focus as for all other instrument's functions.



The ZONE EDIT includes the following parameters:

PROGRAM CHANGE

ZONE EDIT [1/16]	
PRG CHG	PRG CHG
0	0

Here you can input the Program Change number of the controlled device or sound generator, referring to the specific Sound Map of the connected device/vst/sound generator. The value range is 1-127.

LSB - MSB

ZONE EDIT [2/16]	
BANK LSB	BANK LSB
0	0

LSB stands for Least significant Byte, MSB stands for Most significant byte and they allow to control and select more banks of the standard 127 Program Changes or many other functions, defined by the MIDI standards; to input the correct numbers, you have to refer to the implementation chart of the controlled device, where each Sound is defined with the MIDI data to select and control it.

MIDI CHANNEL

ZONE EDIT [4/16]	
MIDI CH	MIDI CH
2	1

You can select the MIDI channel (value 1-16) for each Zone, to control 2 different external devices or sound generators.

VOLUME

ZONE EDIT [5/16]	
VOLUME	VOLUME
64	64

Rotating the encoder, after having moved the focus on the parameter by clicking on it, you can control the selected part Volume, in a range from 0 to 127; the Zone volumes can be controlled directly also not in EDIT mode, when the MIDI button is lighted and the cursor-focus is on one of the Zones.

SPLIT ASSIGN

ZONE EDIT [6/16]	
SPLIT ASSIGN	SPLIT ASSIGN
TO LEFT	TO RIGHT

Once you have selected the SPLIT point for the current PROGRAM (ref: PROGRAM EDIT) you can decide where the selected ZONE should play, in a totally independent way as it follows:

TO LEFT: the zone will play to the left section of the keyboard (from A0 to the SPLIT note);

TO RIGHT: the zone will play to the right section of the keyboard (from the SPLIT note to C8);

TO ALL: the zone will play with no split all over the keyboard.

Even with one common SPLIT point (programmable for each PROGRAM) the possible settings are almost one hundred, considering the status and combinations of LOWER+UPPER+ZONEA+ZONEB and the SPLIT settings made possible by this function.

TRANPOSE

ZONE EDIT [7/16]	
TRANPOSE	TRANPOSE
0	0

This function allows to transpose a Zone; differently from the GLOBAL TRANSPOSER, that will effect the entire instrument, this function can be set independently for each MIDI zone and stored in each PROGRAM, with different values.

OCTAVE

ZONE EDIT [8/16]	
OCTAVE	OCTAVE
0	0

You can set the octave (intervals of 12 semitones each) separately for each Zone; normally you will need to move a zone one or two octave up, to the LEFT Zone of a split keyboard, to play chords in a better range. On the other way, sometimes you can get a better sound if you move the UPPER zone one or two octaves down; simply experiment the setting you prefer and then store it in the current PROGRAM.

PEDAL 1 - PEDAL 2

ZONE EDIT [9/16]	
PEDAL 1	PEDAL 1
ON	ON

Here you can decide if the pedals are enabled or not for each Zone independently, according to where the cursor-focus is set (on ZONE A or ZONE B).

STICK 1 - STICK 2

ZONE EDIT [11/16]	
STICK 1	STICK 1
ON	ON

As for the pedals, also the Sticks can be enabled separately for the Zones; please note that the Stick 2 will be set automatically to AUTO if the related FX-AUTOSET function is set to ON in the GLOBAL EDIT area. To control the Stick 2 assignment manually, you can set to OFF the FX-AUTOSET and the function can be switched ON or OFF and stored in the Programs.

AFTERTOUCH



This parameter enables or disables the aftertouch function on the selected Zone; the function of the Aftertouch will be in most cases similar-same of the Stick 2 modulation control, adding some kind of vibrato or similar modulation to the sound, according to the setting. Normally you will set the Aftertouch ON for the UPPER zone, that is commonly used for the main musical zone or solo performances, while the LOWER zone is normally associated to accompaniments or bass lines, if the SPLIT is active, however the setting is totally under your control and choice.

Sliders Programming

Selecting one of the pages dedicated to Sliders programming, moving one of the Sliders will automatically enable the selected editing for that Slider; repeating the procedure for each Slider will allow you to make the complete Sliders programming, for the various functions and settings.

All sliders settings can be memorized in any Programs, with same procedure of the Store Function.

CC SLIDER



This page allows to select the CC function for each one of the nine sliders, some selection is only numeric, if the related CC is generally undefined by a standard, while others are also referring to the name of the function, in addition to the number, such as cc 64 = Damper etc.

MIN SLIDER



Selecting this function, for each slider, you can decide the MIDI value sent by the Slider when is moved on the lowest position, (with the function programmed in the page CC Slider).

MAX SLIDER



Selecting this function, for each slider, you can decide the MIDI value sent by the Slider when is moved on the top-highest position.

The MIN and MAX Sliders values determine the total range of the selected function, as well as the direction of the programmed control.

Setting the MIN Slider to hi values (for instance 127) and the MAX Slider to lower values (for instance: 0) the result is a reversed control, from MAX (top position) to MIN (lowest position) as can be requested to control Drawbars settings of some Organ VST on your computer.

These settings allow to create for the MIDI Sliders similar functions of an ORGAN or SYNTH sound, where the Drawbars and Sliders are automatically associated to the selected Sound, with the related MIN/MAX different positions; to increase the Drawbars volume you will pull down the sliders, while the selected Slider's function will increase moving the slider to the top position.

Warranty

Every product from Studiologic by Fatar has been carefully manufactured, calibrated and tested, and carries a warranty. Damage caused by incorrect transport, mounting or handling is not covered by this warranty. Compensation amounting to more than the price of the device is excluded. For any further informations please refer exclusively to your dealer and/or local distributor. This is based on general terms and condition of the local distributor / FATAR srl, Italy.

CE-Conformity



FATAR srl
Zona Ind.le Squartabue
62019 Recanati MC Italy
declares that this product complies with the European Directives:
2004/108//EC EMC Directive
DIN EN 55013 EMC radio disturbance of sound, TV and
 associated equipment
DIN EN 55020 EMC immunity of sound, TV and
 associated equipment

Recanati, 17. 01. 2017 Marco Ragni, Chief Executive Officer

This declaration becomes invalid if the device is modified without approval.

RoHS-Conformity



This product is manufactured according to the 2002/95/EC directive.

Disposal / WEEE



The purpose of this EC Directive 2003/108/EC is, as a first priority, the prevention of waste electrical and electronic equipment (WEEE), and in addition, the reuse, recycling and other forms of recovery of such wastes so as to reduce the disposal of waste. Please help to keep our environment clean.

State of the art

To ensure maximum quality all Studiologic by Fatar devices are always engineered to be state-of-the-art products, therefore updates, modifications and improvements are made without prior notice. Technical specification and product appearance may vary from this manual.

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62019 Recanati, Italy

Numa Compact 2x

Appendix

MIDI Implementation Chart - Controller section

Studiologic Numa Compact 2x, Version 1.00			
Basic information	Transmit/Export	Recognized/Import	Remarks
MIDI channels	1 - 16		
Note numbers	0 - 127		
Program change	0 -127		
Bank select	yes	no	
Note-On velocity	yes	no	
Note-Off velocity	yes	no	
Channel Aftertouch	yes	no	
Poly (key) Aftertouch	no	no	
Active Sensing	no	no	
System reset	no	no	
Tune request	no	no	
Pitch Bend	yes	no	
Universal System Exclusive: Sample Dump Standard, Device Inquiry, File Dump, MIDI Tuning ,Master Volume, Master Balance, Notation Informati- on, Turn GM1 System On, Turn GM2 System On, Turn GM System Off, DLS-1, File Reference, Controller Destination, Key-based Instrument Ctrl, Master Fine/ Coarse Tune, Othe Universal System Exclusive	yes	no	F0, 41, 00, 42, 12, 40, 00, 00, 00, xx, xx, xx, 00, F7
Manufacturer or Non-Commercial System Exclusive	yes	yes	*See proper Sysex List Chart
NRPNS	no	no	
RPN 00 (Pitch Bend Sensitivity) RPN 01 (Channel Fine Tune) RPN 02 (Channel Coarse Tune) RPN 03 (Tuning Program Select) RPN 04 (Tuning Bank Select) RPN 05 (Modulation Depth Range)	no	no	
MIDI Tuning and Synchronization	Transmit/Export	Recognized/Import	Remarks
MIDI Clock	no	no	
Song Position Pointer	no	no	
Song Select	no	no	
Start - Continue - Stop	no	no	
MIDI Time code	no	no	
MIDI Machine Control	no	no	
MIDI Show control	no	no	
Extension Compatibility	Transmitted	Recognized	Remarks
General MIDI Compatible	no	no	
DLS compatible	no	no	
Standard MIDI Files	no	no	
XMF Files	no	no	
SL-MIDI compatible	no	no	

Appendix

MIDI CC		Transmitted	Recognized	Remarks
0	Bank Select (MSB)	yes	no	
1	Modulation Wheel (MSB)	yes	no	
2	Breath Controller	yes	no	
3		yes	no	
4	Foot Controller (MSB)	yes	no	
5	Portamento Time (MSB)	yes	no	
6	Data Entry (MSB)	yes	no	
7	Channel Volume (MSB)	yes	no	
8	Balance (MSB)	yes	no	
9		yes	no	
10	Pan (MSB)	yes	no	
11	Expression (MSB)	yes	no	
12	Effect Control 1 (MSB)	yes	no	
13	Effect Control 2 (MSB)	yes	no	
14		yes	no	
15		yes	no	
16	General Purpose Controller 1 (MSB)	yes	no	
17	General Purpose Controller 2 (MSB)	yes	no	
18	General Purpose Controller 3 (MSB)	yes	no	
19	General Purpose Controller 4 (MSB)	yes	no	
20		yes	no	
21		yes	no	
22		yes	no	
23		yes	no	
24		yes	no	
25		yes	no	
26		yes	no	
27		yes	no	
28		yes	no	
29		yes	no	
30		yes	no	
31		yes	no	
32	Bank Select (LSB)	yes	no	
33	Modulation Wheel (LSB)	yes	no	
34	Breath Controller (LSB)	yes	no	
35		yes	no	
36	Foot Controller (LSB)	yes	no	
37	Portamento Time (LSB)	yes	no	
38	Data Entry (LSB)	yes	no	
39	Channel Volume (LSB)	yes	no	
40	Balance (LSB)	yes	no	
41		yes	no	
42	Pan (LSB)	yes	no	
43	Expression (LSB)	yes	no	
44	Effect Control 1 (LSB)	yes	no	
45	Effect Control 2 (LSB)	yes	no	

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46		yes	no	
47		yes	no	
48	General Purpose Controller 1 (LSB)	yes	no	
49	General Purpose Controller 2 (LSB)	yes	no	
50	General Purpose Controller 3 (LSB)	yes	no	
51	General Purpose Controller 4 (LSB)	yes	no	
52		yes	no	
53		yes	no	
54		yes	no	
55		yes	no	
56		yes	no	
57		yes	no	
58		yes	no	
59		yes	no	
60		yes	no	
61		yes	no	
62		yes	no	
63		yes	no	
64	Sustain Pedal	yes	no	
65	Portamento On/Off	yes	no	
66	Sostenuto	yes	no	
67	Soft Pedal	yes	no	
68	Legato Footswitch	yes	no	
69	Hold 2	yes	no	
70	Sound Controller 1 (default: Sound Variation)	yes	no	
71	Sound Controller 2 (default: Timber/Harmonic Quality)	yes	no	
72	Sound Controller 3 (default: Release Time)	yes	no	
73	Sound Controller 4 (default: Attach Time)	yes	no	
74	Sound Controller 5 (default: Brightness)	yes	no	
75	Sound Controller 6 (GM2 default: Decay Time)	yes	no	
76	Sound Controller 7 (GM2 default: Vibrato Time)	yes	no	
77	Sound Controller 8 (GM2 default: Vibrato Depth)	yes	no	
78	Sound Controller 9 (GM2 default: Vibrato Delay)	yes	no	
79	Sound Controller 10 (GM2 default: Undefined)	yes	no	
80	General Purpose Controller 5	yes	no	
81	General Purpose Controller 6	yes	no	
82	General Purpose Controller 7	yes	no	
83	General Purpose Controller 8	yes	no	
84	Portamento Control	yes	no	
85		yes	no	

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86		yes	no	
97		yes	no	
88		yes	no	
89		yes	no	
90		yes	no	
91	Effect 1 Depth (default: Reverb Send)	yes	no	Ch 1,2: reverb send; Ch 16: reverb level
92	Effect 2 Depth (default: Tremolo Depth)	yes	no	Ch 1,2: FX1 level
93	Effect 3 Depth (default: Chorus Send)	yes	no	Ch 1,2: FX2 level
94	Effect 4 Depth (default: Celeste [Detune] Depth)	yes	no	
95	Effect 5 Depth (default: Phaser Depth)	yes	no	
96	Data Increment	yes	no	
97	Data Decrement	yes	no	
98	Not-registered Parameter No. (LSB)	yes	no	
99	Not-registered Parameter No. (MSB)	yes	no	
100	Registered Parameter No. (LSB)	yes	no	
101	Registered Parameter No. (MSB)	yes	no	
102	FX1 Change	yes	no	0=bypass, 1=drive, 2=chorus, ...
103	FX2 Change	yes	no	0=bypass, 1=rotary, 2=tremolo, ..
104	Reverb Change	yes	no	0=bypass, 1=room, 2=hall, 3=plate, 4=spring
105		yes	no	
106		yes	no	
107		yes	no	
108		yes	no	
109		yes	no	
110		yes	no	
111		yes	no	
112		yes	no	
113		yes	no	
114		yes	no	
115		yes	no	
116		yes	no	
117		yes	no	
118		yes	no	
119		yes	no	
120	All Sound Off	yes	no	
121	Reset All Controllers	yes	no	
122	Local Control On/Off	yes	no	
123	All Notes Off	yes	no	
124	Omni Mode Off	yes	no	
125	Omni Mode On	yes	no	
126	Poly Mode Off	yes	no	
127	Poly Mode On	yes	no	

MIDI Implementation Chart - Keyboard section

Studiologic Numa Compact 2x, Version 1.00			
Basic information	Transmit/Export	Recognized/Import	Remarks
MIDI channels	1,2,16	1,2,3,4,16	16 = common channel
Note numbers	0 - 127	0-127	
Program change	0-127	0-127	*See proper Sound List Chart NOTE: Patch change
Bank select	yes	yes	*See proper Sound List Chart
Note-On velocity	yes	yes	16 = common channel
Note-Off velocity	yes	yes	16 = common channel
Channel Aftertouch	yes	yes	
Poly (key) Aftertouch	no	no	
Pitch Bend	yes	yes	16 = common channel
Active Sensing	no	no	
System reset	no	no	
Tune request	no	no	
Pitch Bend	yes	no	
Universal System Exclusive: Sample Dump Standard, Device Inquiry, File Dump, MIDI Tuning ,Master Volume, Master Balance, Notation Informati- on, Turn GM1 System On, Turn GM2 System On, Turn GM System Off, DLS-1, File Reference, Controller Destination, Key-based Instrument Ctrl, Master Fine/ Coarse Tune, Othe Universal System Exclusive	yes	no	F0, 41, 00, 42, 12, 40, 00, 00, 00, xx, xx, xx, 00, F7
Manufacturer or Non-Commercial System Exclusive	yes	yes	*See proper Sysex List Chart
NRPNS	no	no	
RPN 00 (Pitch Bend Sensitivity) RPN 01 (Channel Fine Tune) RPN 02 (Channel Coarse Tune) RPN 03 (Tuning Program Select) RPN 04 (Tuning Bank Select) RPN 05 (Modulation Depth Range)	no	no	
MIDI Tuning and Synchronization	Transmit/Export	Recognized/Import	Remarks
MIDI Clock	no	no	
Song Position Pointer	no	no	
Song Select	no	no	
Start - Continue - Stop	no	no	
MIDI Time code	no	no	
MIDI Machine Control	no	no	
MIDI Show control	no	no	
Extension Compatibility	Transmitted	Recognized	Remarks
General MIDI Compatible	no	no	
DLS compatible	no	no	
Standard MIDI Files	no	no	
XMF Files	no	no	
SL-MIDI compatible	no	no	

Appendix

MIDI CC		Transmitted	Recognized	Remarks
0	Bank Select (MSB)	yes	yes	Ch 1,2
1	Modulation Wheel (MSB)	yes	yes	* Stick2 = Sound
2	Breath Controller	no	no	
3		yes	no	
4	Foot Controller (MSB)	no	no	
5	Portamento Time (MSB)	no	no	
6	Data Entry (MSB)	no	no	
7	Channel Volume (MSB)	yes	no	
8	Balance (MSB)	no	yes	
9		yes	no	
10	Pan (MSB)	no	yes	
11	Expression (MSB)	yes	yes	16 = Common channel
12	Effect Control 1 (MSB)	yes	yes	Organ Model Drawbar #1
13	Effect Control 2 (MSB)	yes	yes	Organ Model Drawbar #2
14		yes	yes	Organ Model Drawbar #3
15		yes	yes	Organ Model Drawbar #4
16	General Purpose Controller 1 (MSB)	yes	yes	Organ Model Drawbar #5
17	General Purpose Controller 2 (MSB)	yes	yes	Organ Model Drawbar #6
18	General Purpose Controller 3 (MSB)	yes	yes	Organ Model Drawbar #7
19	General Purpose Controller 4 (MSB)	yes	yes	Organ Model Drawbar #8
20		yes	yes	Organ Model Drawbar #9
21				
22				
23				
24				
25				
26				
27				
28				
29				
30				
31				
32	Bank Select (LSB)	yes	yes	
33	Modulation Wheel (LSB)			
34	Breath Controller (LSB)			
35				
36	Foot Controller (LSB)			
37	Portamento Time (LSB)			
38	Data Entry (LSB)			
39	Channel Volume (LSB)			
40	Balance (LSB)			
41				
42	Pan (LSB)			
43	Expression (LSB)			
44	Effect Control 1 (LSB)			
45	Effect Control 2 (LSB)			

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46				
47				
48	General Purpose Controller 1 (LSB)			
49	General Purpose Controller 2 (LSB)			
50	General Purpose Controller 3 (LSB)			
51	General Purpose Controller 4 (LSB)			
52				
53				
54				
55				
56				
57				
58				
59				
60				
61				
62				
63				
64	Sustain Pedal	yes	yes	
65	Portamento On/Off			
66	Sostenuto	yes	yes	
67	Soft Pedal	yes	yes	
68	Legato Footswitch			
69	Hold 2			
70	Sound Controller 1 (default: Sound Variation)			
71	Sound Controller 2 (default: Timber/Harmonic Quality)			Filter Resonance
72	Sound Controller 3 (default: Release Time)			EG Release
73	Sound Controller 4 (default: Attach Time)			EG Attack
74	Sound Controller 5 (default: Brightness)			Filter Cutoff
75	Sound Controller 6 (GM2 default: Decay Time)			EG2 Decay
76	Sound Controller 7 (GM2 default: Vibrato Time)			
77	Sound Controller 8 (GM2 default: Vibrato Depth)			
78	Sound Controller 9 (GM2 default: Vibrato Delay)			
79	Sound Controller 10 (GM2 default: Undefined)			
80	General Purpose Controller 5			
81	General Purpose Controller 6			
82	General Purpose Controller 7			
83	General Purpose Controller 8			
84	Portamento Control			
85				

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86				
87				
88				
89				
90				
91	Effect 1 Depth (default: Reverb Send)	yes	yes	Ch 1,2: reverb send; Ch 16: reverb level
92	Effect 2 Depth (default: Tremolo Depth)	yes	yes	Ch 1,2: FX1 level
93	Effect 3 Depth (default: Chorus Send)	yes	yes	Ch 1,2: FX2 level
94	Effect 4 Depth (default: Celeste [Detune] Depth)	no		
95	Effect 5 Depth (default: Phaser Depth)	no		
96	Data Increment	no		
97	Data Decrement	no		
98	Not-registered Parameter No. (LSB)	no		
99	Not-registered Parameter No. (MSB)	no		
100	Registered Parameter No. (LSB)	no		
101	Registered Parameter No. (MSB)	no		
102	FX1 Change	yes (ch 1,2)	yes	0=bypass, 1=drive, 2=chorus, ...
103	FX2 Change	yes (ch 1,2)	yes	0=bypass, 1=rotary, 2=tremolo, ..
104	Reverb Change	yes (ch 16)	yes	0=bypass, 1=room, 2=hall, 3=plate, 4=spring
105		no		
106		no		
107		no		
108		no		
109		no		
110	FX1 Modwheel	yes*	yes	*Stick 2 = FX1
111	FX2 Modwheel	yes*	yes	*Stick 2 = FX2
112		no		
113		no		
114		no		
115		no		
116		no		
117		no		
118		no		
119		no		
120	All Sound Off	no		
121	Reset All Controllers	no	yes	
122	Local Control On/Off	no		
123	All Notes Off	no	yes	
124	Omni Mode Off	no		
125	Omni Mode On	no		
126	Poly Mode Off	no		
127	Poly Mode On	no		

Sounds list

Sound #	Sound Name	Family	Bank Select MSB	Program Change
1	Concert	APIANO	0	0
2	Stage	APIANO	1	0
3	Vintage	APIANO	2	0
4	Studio	APIANO	3	0
5	Rock	APIANO	0	1
6	Upright	APIANO	0	3
7	E-Grand1	APIANO	0	2
8	E-Grand2	APIANO	1	2
9	EP-Mark1	EPIANO	0	4
10	Wurlix	EPIANO	1	4
11	E-Pno1	EPIANO	0	5
12	E-Pno2	EPIANO	1	5
13	DxFm1	EPIANO	2	5
14	DxFm2	EPIANO	3	5
15	DxFm3	EPIANO	4	5
16	DxFm4	EPIANO	5	5
17	Clavi	KEYS	0	7
18	Harpsi	KEYS	0	6
19	Vibes	KEYS	0	11
20	Marimba	KEYS	0	12
21	FunKlav	KEYS	1	7
22	Cembalo	KEYS	1	6
23	ReedOrg	KEYS	0	20
24	GloKeys	KEYS	0	9
25	Ac-Bass	BASS_GUITAR	0	32
26	El-Bass	BASS_GUITAR	1	33
27	Slap	BASS_GUITAR	0	36
28	Plicked	BASS_GUITAR	0	34
29	Ny-Guitar	BASS_GUITAR	0	24
30	El-Guitar	BASS_GUITAR	0	27
31	Ac-Guitar	BASS_GUITAR	0	25
32	Jz-Guitar	BASS_GUITAR	0	26
33	2 Guitars	BASS_GUITAR	1	24
34	12 Strings	BASS_GUITAR	1	25
35	BassRide1	BASS_GUITAR	1	32
36	BassRide2	BASS_GUITAR	1	33
37	JazzOrg1	ORGAN	0	17
38	JazzOrg2	ORGAN	1	17
39	DrawbVib	ORGAN	0	16
40	AllDrawb	ORGAN	1	16
41	888-Pure	ORGAN	0	18
42	888-Scan	ORGAN	1	18
43	MildSet	ORGAN	2	16
44	PopSet	ORGAN	6	16
45	AllEven	ORGAN	3	16
46	VintSet	ORGAN	3	18
47	FullSwell	ORGAN	3	17
48	FullGreat	ORGAN	7	16
49	VintOrg1	ORGAN	4	16

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50	VintOrg2	ORGAN	5	16
51	PipeOrg1	ORGAN	1	19
52	PipeOrg2	ORGAN	0	19
53	SynthPad	SYNTH	0	89
54	SynthHouse	SYNTH	1	7
55	SweetSaw	SYNTH	2	7
56	WowPad	SYNTH	0	95
57	Soloist	SYNTH	4	7
58	Funky	SYNTH	5	7
59	SynBass1	SYNTH	6	7
60	SynBass2	SYNTH	7	7
61	JumpSaw	SYNTH	0	81
62	SynBrass	SYNTH	9	7
63	SquareMix	SYNTH	0	80
64	Cluster	SYNTH	11	86
65	BigDance	SYNTH	0	96
66	Monster	SYNTH	0	97
67	FmVibe	SYNTH	0	98
68	SledgeMix	SYNTH	0	99
69	Sawtooth	SYNTH	1	81
70	Square	SYNTH	1	80
71	Triangle	SYNTH	1	89
72	Pulse	SYNTH	3	7
73	Strings1	ORCHESTRA	0	49
74	Strings2	ORCHESTRA	0	50
75	Horns	ORCHESTRA	0	60
76	Brass	ORCHESTRA	0	61
77	Baroque	ORCHESTRA	1	49
78	BigBand	ORCHESTRA	1	61
79	BrassFall	ORCHESTRA	2	61
80	SaxBand	ORCHESTRA	1	66
81	TenorSax	ORCHESTRA	0	66
82	JazzFlute	ORCHESTRA	0	73
83	Trumpet	ORCHESTRA	0	56
84	Oboe	ORCHESTRA	0	68
85	Cassotto	OTHER	0	23
86	Accordion	OTHER	0	21
87	Musette	OTHER	1	21
88	Harmonica	OTHER	0	22
89	ChoirAh	OTHER	0	52
90	Choir Oh	OTHER	0	53
91	ChoirUh	OTHER	1	53
92	ChoirSint	OTHER	0	54
93	Bouzouki	OTHER	1	104
94	Kanoun	OTHER	1	107
95	Oud	OTHER	1	105
96	Cawala	OTHER	1	75
97	Mizmar	OTHER	1	111
98	Nai	OTHER	1	72
99	StndKit	OTHER	14	5
100	WorldKit	OTHER	15	5

Specifications

Studiologic Numa Compact 2x		
Keyboard	Number of Keys	88
	Type	Semi-weighted Action TP/9 PIANO with Aftertouch
	Velocity Curves	3 default velocity curves + fixed curve with programmable value
Display	Type	OLED
	Resolution	128 x 64 dots
User Interface	Encoder	Rotation + push
	Controls	7 potentiometer 23 buttons 2 sticks 9 Slider / Drawbars
Inputs	Pedals	Expression + universal
Connections	MIDI	In - Out
	USB	Midi In/Out, USB to HOST, power
Power Supply	DC IN	12V - 2,5A
	Adapter	Input:100-240V Output: 12V-2,5A
Weight		7,1 Kg / 15,6 lbs

Dimensions



Design and Specifications are subject to change without notice.