

NOMAD™ DELUXE

Operation Manual

Thank you for purchasing the NOMAD DELUXE.

Please take the time to read this manual carefully so as to get the most out of your NOMAD DELUXE and to ensure optimum performance and reliability. Retain this manual for future reference.



FERNANDES GUITARS USA., INC.
8163 Lankershim Boulevard
North Hollywood, CA 91605, USA
Phone: (818)764-8383, Fax: (818)764-0808
Web: www.fernandesguitars.com

FERNANDES CO., LTD.
2-14-26 Shimoochiai
Shinjuku-ku, Tokyo 161, Japan
Phone: 81-3-3950-8141, Fax: 81-3-3950-1280
Web: www.fernandes.co.jp

1 Major Features

- * 24 individual built-in effects provide maximum flexibility. Up to 9 effects can be used simultaneously in any combination.
- * Memory capacity for up to 24 user programmable patches.
- * Integrated auto-chromatic guitar tuner for simple and precise tuning anywhere.
- * Dual power supply principle allows the unit to be powered from an alkaline battery or an AC adapter.
- * Foot-switchable for bank switching with optional foot switch and foot-controllable for pedal wah or pedal pitch with optional foot controller.

2 Safety Precautions

Usage And Safety Precautions:

In this manual, symbols are used to highlight warnings and cautions for you to read so that accidents can be prevented. The meanings of these symbols are as follows:



Warning

This symbol indicates explanations about extremely dangerous matters. If users ignore this symbol and handle the device the wrong way, serious injury or death could result.



Caution

This symbol indicates explanations about dangerous matters. If users ignore this symbol and handle the device the wrong way, bodily injury and damage to the equipment could result.

Please observe the following safety tips and precautions to ensure hazard-free use of the NOMAD DELUXE.



Warning

Since power consumption of this unit is fairly high, we recommend the use of an ac adapter whenever possible. When powering the unit from a battery, use only an alkaline type.

AC adapter operation

- * Be sure to use only an AC adapter which supplies 9V DC, 300 mA and is equipped with a center minus plug. The use of an adapter other than the specified type may damage the unit and pose as a safety hazard.
- * Connect the AC adapter only to an AC outlet that supplies the rated voltage required by the adapter.
- * When disconnecting the AC adapter from the AC outlet, always grasp the adapter itself and do not pull at the cable.
- * If the unit is not to be used for a long time, disconnect the AC adapter from the outlet.

Battery Operation

- * Use only a 9V alkaline battery.
- * The NOMAD DELUXE cannot be used for recharging. Pay close attention to the labeling of the battery to make sure you choose the correct type.
- * If the Nomad Deluxe is not to be used for an extended period of time, remove the battery from the unit.
- * If battery leakage has occurred, wipe the battery compartment and the battery terminals carefully to remove all remnants of battery fluid. While using the unit, the battery compartment should be closed.



Caution

Avoid using your NOMAD DELUXE in environments where it will be exposed to:

- * Extreme temperature
- * High humidity or moisture
- * Excessive dust or sand
- * Excessive vibration or shock.

Environment

Handling



Caution

- * Take care that no foreign objects (coins or pins etc.) or liquids can enter the unit.
- * Be sure to turn the power to all equipment off before making connections
- * Before moving the unit, turn the power off, and disconnect all cables and the AC adapter.



Caution

Never remove the backplate of the NOMAD DELUXE or attempt to modify the product in any way since this can result in damage to the unit.

Alterations

Usage precautions

Electrical Interference

For safety considerations, the NOMAD DELUXE has been designed to provide maximum protection against emission of electromagnetic radiation from inside the device, and from external interference. However, equipment that is very susceptible to interference or that emits powerful electromagnetic waves should not be placed near the NOMAD DELUXE, as the possibility of interference cannot be ruled out entirely.

Whatever the type of digital control device, the NOMAD DELUXE included, electromagnetic damage can cause malfunctioning, and can corrupt or destroy data. Since this is an ever-present danger, thorough care should be taken to minimize the risk of damage.

Cleaning

Use a soft, dry cloth to clean the NOMAD DELUXE. If necessary, slightly moisten the cloth. Do not use abrasive cleanser, wax, or solvents (such as paint thinner or cleaning alcohol), since these may dull the finish or damage the surface.

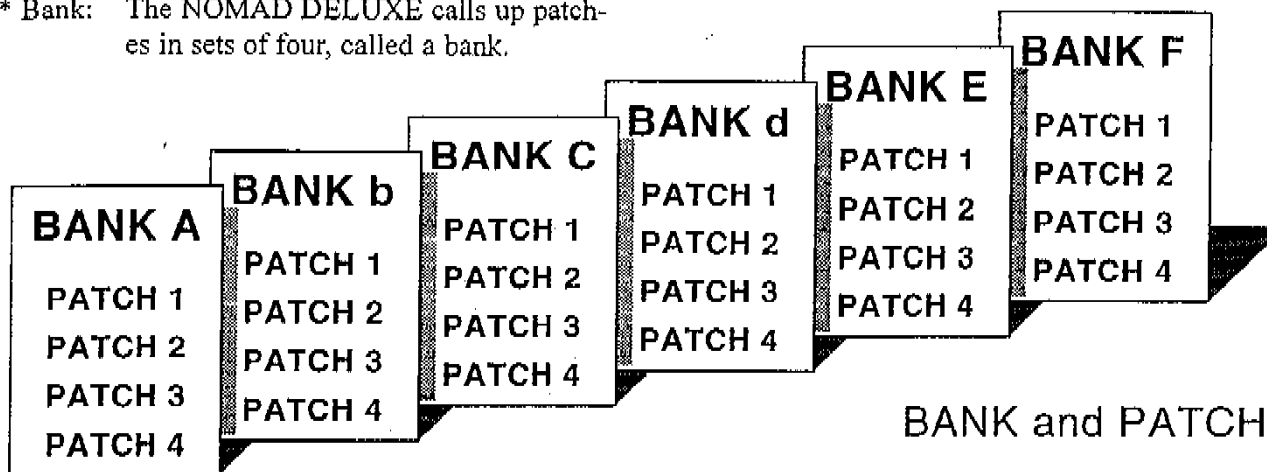
Connecting cables and input and output jacks:

You should always turn off the power to the NOMAD DELUXE and all other equipment before connecting or disconnecting any cables. Also make sure to disconnect all cables and the AC adapter before moving the NOMAD DELUXE.

3 What Are Banks and Patches?

* Patch: A combination of several effects, each with individual parameter settings is called a patch. The NOMAD DELUXE comes with 24 preset patches which can be changed (edited) by the user.

* Bank: The NOMAD DELUXE calls up patches in sets of four, called a bank.



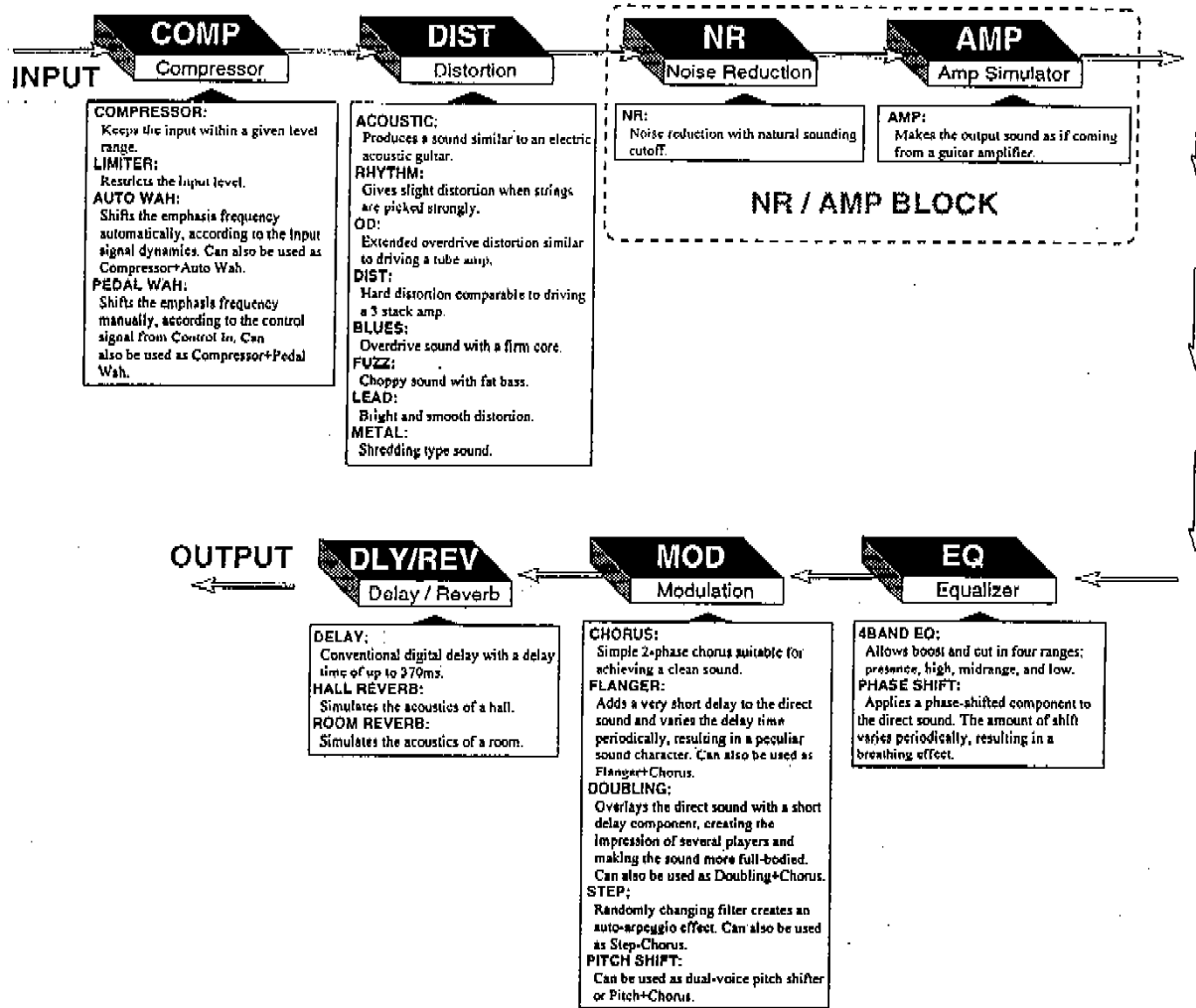
4 Patch List

The NOMAD DELUXE has memory capacity for 24 patches. At the factory, these are programmed with recommended settings. The user can freely change the contents of any patch, and it is also possible to restore the factory settings.

BANK	PATCH	PATCH NAME	COMMENT
A	1	Super Dist Solo	Tight and smooth Distortion.
	2	Clean Delay	Clean with chorus and feedback delay.
	3	Psycho Harmony	Distortion sound for avant-garde harmonies.
	4	Metal	High-gain metal sound allows 2 octave bend-down pedal.
b	1	Mellow Drive	Straight overdrive sound.
	2	Wah Dist	Distortion sound with auto wah and chorus.
	3	Multi Phaser	Multi Phaser Multi phaser.
	4	Steel China	Synthesizer-like SFX sound.
C	1	Rock Drive	Rock Drive Straight rock sound.
	2	Bright Chorus	Chorus sound with a distinct edge.
	3	Power Distortion	Distortion with doubling as a hidden flavor.
	4	Choir Wave	Clean sound with transparent chorus and flanger.
d	1	Jet Drive	Wild jet sound with flanger.
	2	Funky Phase	Clean sound with wah and effect shift for rhythm play.
	3	Head Long	Step-type effect.
	4	City Night	Clean Chorus Sound.
E	1	PWM Synth Lead	Lead Synthesizer sound with full effect palette.
	2	JAZZY	Warm jazz sound with octave overlays.
	3	Octave Pitch	Wild and heavy lead sound with up/down octave unison.
	4	Step Mode	SF type sound combining step effect with chorus.
F	1	Wah Fuzz	Noisy wah/fuzz sound.
	2	Blues Lead	Lead sound for fusion and blues.
	3	Blues Rhythm	Cutting sound with distortion as hidden flavor.
	4	Acoustic	Electric acoustic guitar simulation sound.

5 Effect Connections

As shown in the illustration below, the NOMAD DELUXE can be thought to contain seven effect modules which are internally connected. In most effect modules, only one effect may be active at any given time, but the COMP and MOD modules can use two effects simultaneously. Therefore the NOMAD DELUXE can act like a total of nine single effect devices.



6 Controls And Functions

Top Panel

Display

Shows information required to operate the NOMAD DELUXE.

* Play Mode:

Shows the currently selected bank and patch.

* Edit Mode:

Shows the value of the parameter currently being edited.

* Bypass(Mute)/ Tuner Mode

Shows the pitch of the input signal.

Parameter cursor LEDs

* Play Mode:

The currently used effect module lights up.

* Edit Mode:

The currently used effect module lights up. When selected for editing, the indicator for the effect module flashes.

* Bypass(Mute)/ Tuner Mode:

Indicators function as tuning meter.

TUNER Indicator

In the bypass (mute)/tuner mode, this indicator shows that the tuner is active, and it serves as a gauge for fine tuning your interest.

* Battery Empty Warning:

When the unit is powered from the battery, this indicator begins to flash when the battery is exhausted.

EDIT Button

This button serves to toggle between the play mode (where effects are used for playing the instrument) and edit mode (where the user can freely change patch settings). The edit mode is also used to select effect parameters.

When the button is pressed while a delay/reverb effect parameter is selected, the unit buttons back to play mode.

* Bank Load Function

When the button is held down for at least 1 second in play mode, the bank hold function is turned on or off.

STORE Button

Serves to initiate and execute the store function for patches.

* Direct Load Function

When the button is held down for at least one second in the play mode, the direct load function is turned on or off.

Value + / - Buttons

* Play Mode:

The buttons serve for bank switching.

* Edit Mode:

The buttons serve for changing the effect parameter.

* Bypass (Mute)/Tuner Mode:

The buttons serve for setting the tuner reference pitch (calibration).

Value + / - Buttons

* Play Mode:

The buttons serve for bank switching.

* Edit Mode:

The buttons serve for changing the effect parameter.

* Bypass (Mute)/Tuner Mode:

The buttons serve for setting the tuner reference pitch (calibration).

Patch UP / DOWN Buttons

* Play Mode:

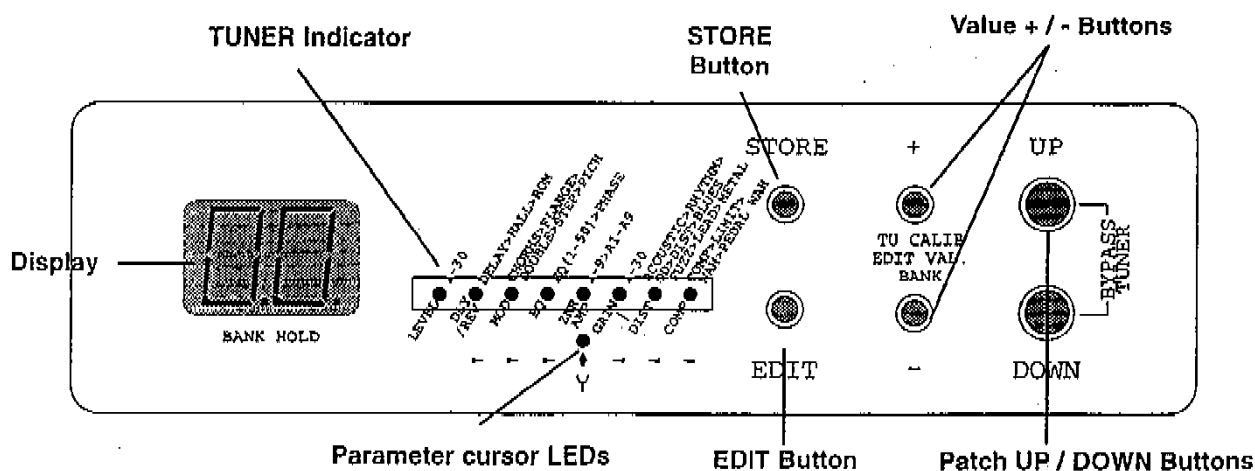
The switches serve for patch switching. Pressing both buttons simultaneously activates the Bypass (Mute)/Tuner mode.

* Edit Mode:

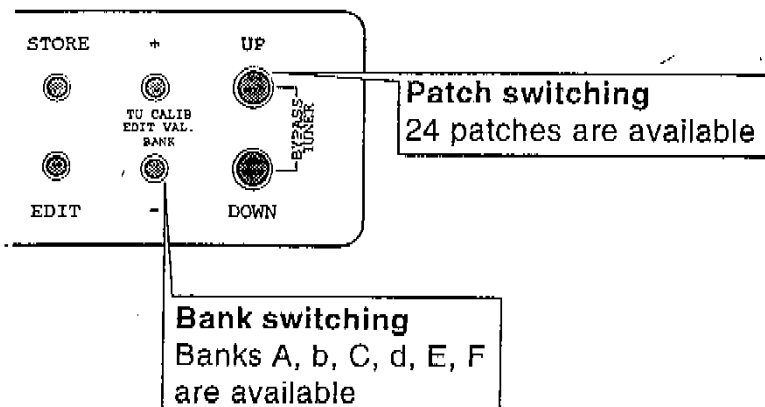
The buttons serve for selecting effect parameters. Pressing both buttons simultaneously turns the currently selected effect module on or off.

* Bypass (Mute)/Tuner Mode:

Pressing a button cancels the bypass (Mute)/ Tuner Mode.



7 Selecting Patches



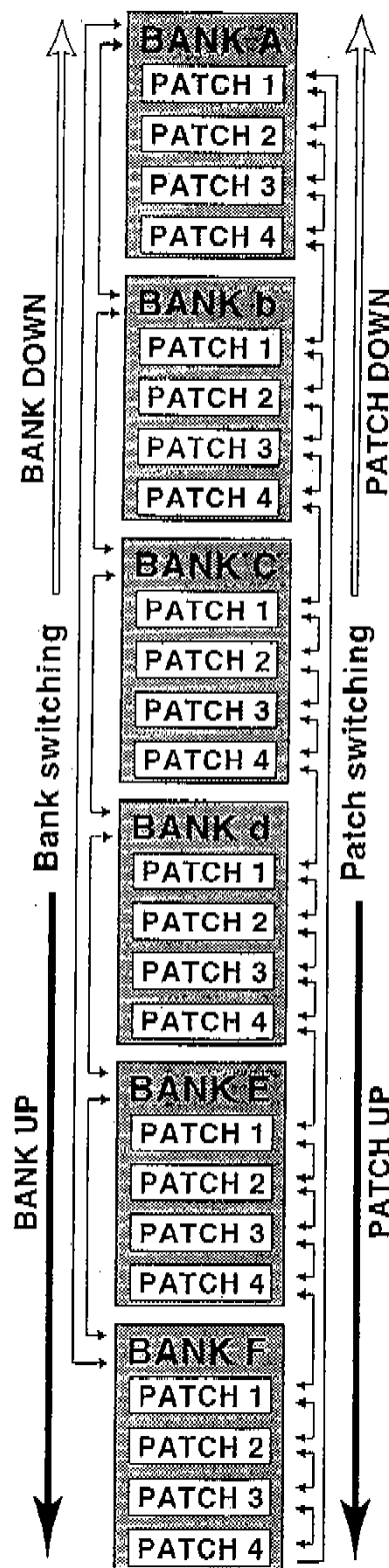
The 24 patches can be selected easily by pressing the UP/DOWN buttons. The UP button switches up to the next patch and the DOWN button switches down to the previous patch.

In the initial condition, the NOMAD DELUXE is set up so that the patch buttons select patches continuously, but you can also set up the unit so that patches are switched only within a certain bank. [see the section Patch Switching (Application: Bank Hold)].

Bank switching is performed with the VALUE +/- buttons.

For example, if the currently selected patch is patch 2 of bank A, and you want to switch to patch 3 of bank C, you would need to press the up button 9 times. Instead, you can press the VALUE + button twice and then the up button once.

If an optional foot switch is connected to the CONTROL IN jack on the rear panel, the foot switch can be used as a bank up pedal. This allows hand-free control, which is highly convenient during a performance.

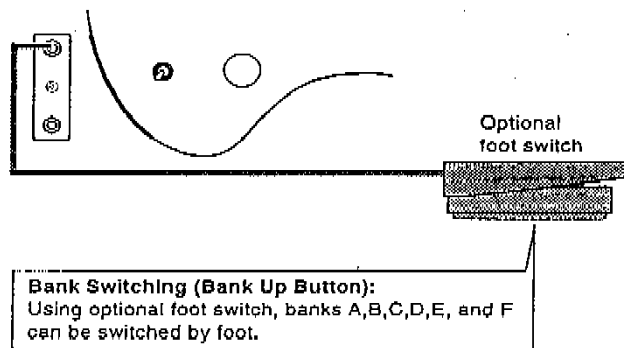
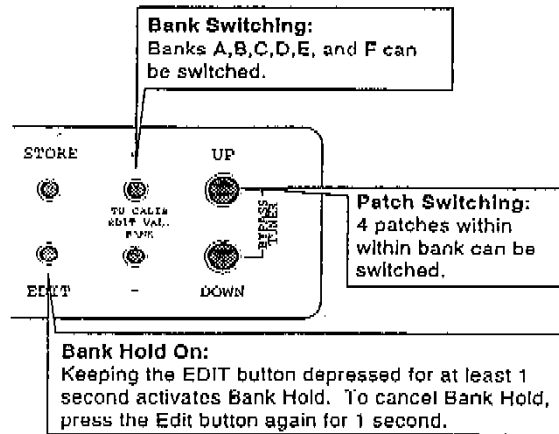


9 Patch Switching (Application: Bank Hold On)

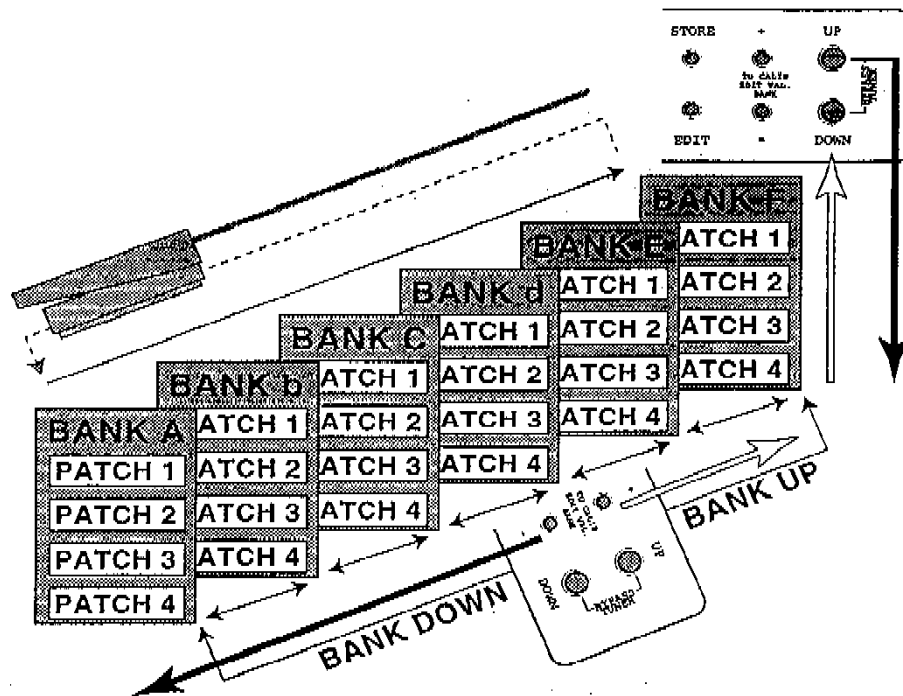
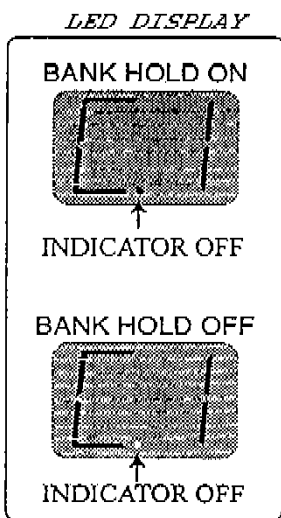
In the factory default condition, the patch button switches all patches, regardless of the bank divisions. This kind of patch switching is called the Bank Hold off condition.

The Bank Hold function limits switching to the four patches within a bank. When the function is activated, the patch buttons switch only between the patches in the current bank. To activate the function, keep the EDIT button depressed for at least 1 second in the Play mode. The BANK HOLD indicator on the display lights up. To turn the function off again, perform the same step (press the EDIT button for at least 1 second). The BANK HOLD indicator on the display goes out.

Bank switching can be performed using the VALUE +/- buttons or the optional foot switch connected to the CONTROL IN jack on the rear panel.



Bank/patch switching when Bank Hold is on



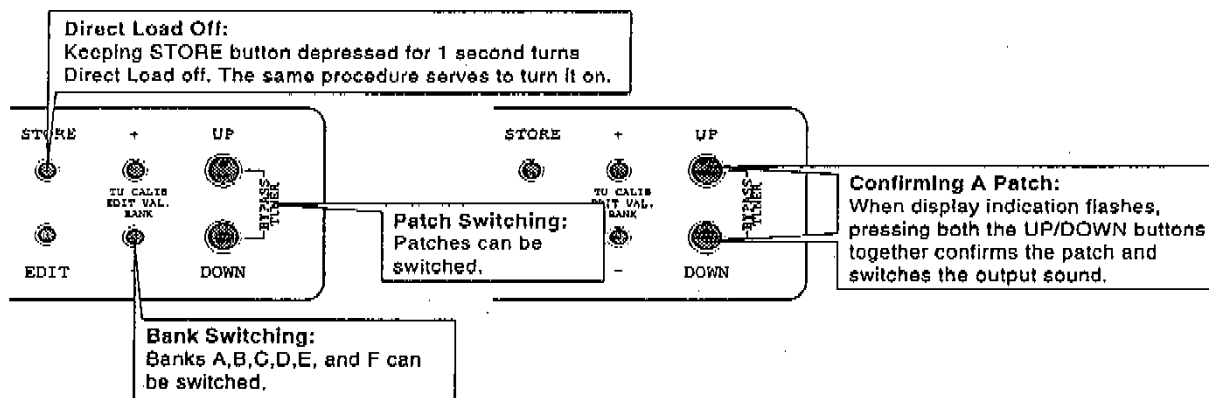
10 Patch Switching (Application: Direct Load Off)

In the default condition, the NOMAD DELUXE is set up in such a way that pressing a patch button immediately switches the patch and alters the output sound. This is called Direct Load On. This switching principle is most convenient when the desired patches are adjacent or close to each other. However, when wanting to switch to a patch that is further away, it may be desirable not to activate the sound of the other patches in between.

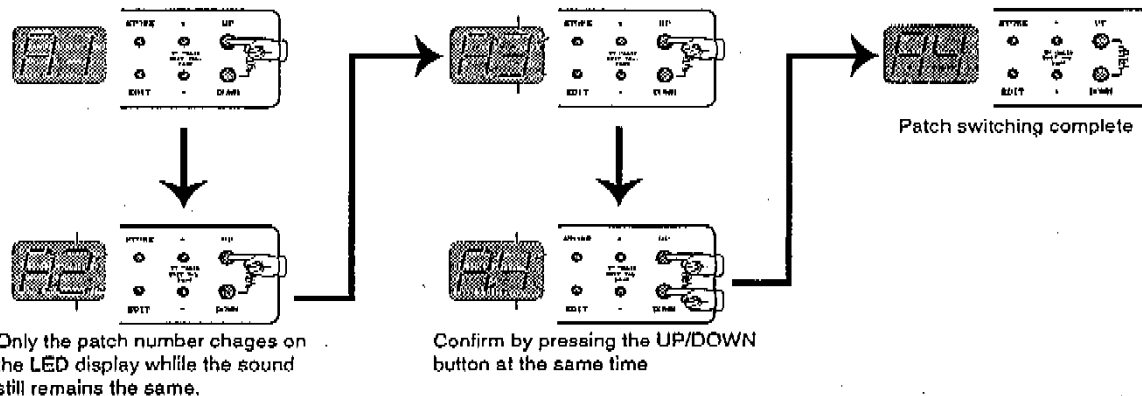
When this is desired, turn the Direct Load function off as follows. When Direct Load has been turned off, switching banks and patches has no effect until the user confirms the selection.

For example, when going from patch 1 to patch 4 with Direct Load active, patches 2 and 3 will briefly be heard when the patch Up button has been pressed 3 times. When Direct Load is off, pressing the patch Up button will change the number on the display (the number flashes), but until the user confirms the choice, the sound remains that of patch 1.

To turn Direct Load on or off, keep the STORE button depressed for at least 1 second. To confirm a choice after selecting a patch with Direct Load off, press both UP/DOWN buttons simultaneously.



Example) Changing PATCH 1 to PATCH 4



11 Editing Patches

The NOMAD DELUXE comes with 24 predefined patches that have been programmed at the factory. However, the NOMAD DELUXE offers many more possibilities for combining effects in innovative ways. To discover these possibilities, we recommend that you try out the editing function, which lets you create your own patches. The mode in which patches can be edited is called the edit mode.

To switch from normal play mode to edit mode, briefly press the EDIT button. Do not keep the EDIT button depressed, because if the key is held for 1 second, the Bank Hold mode will be activated.



While still in Play mode, select the patch you wish to edit.

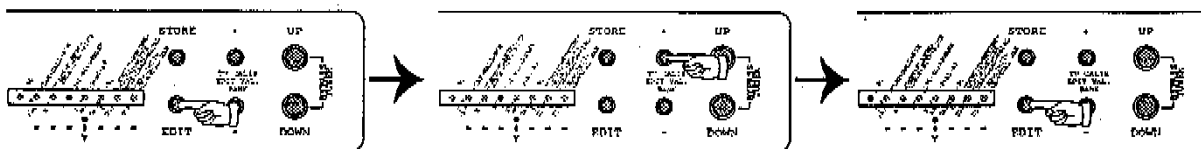
Press the EDIT button to active the Edit mode.

Immediately after switching from the play mode to the edit mode, the parameter cursor flashes at the highest position (COMP module), regardless of which patch was selected. The COMP module setting of the current patch is shown on the display.

While Edit mode is active, each push of the EDIT button cause the parameter cursor to move one position down. The flashing position shows which module is selected for editing. The relation between parameter cursor LEDs and module is as shown below.

- 1 st parameter cursor LED: COMP module setting
- 2 nd parameter cursor LED: DIST module distortion type setting
- 3 rd parameter cursor LED: DIST module distortion gain setting
- 4 th parameter cursor LED: NR and AMP block settings
- 5 th parameter cursor LED: EQ module setting
- 6 th parameter cursor LED: MOD module setting
- 7 th parameter cursor LED: DLY/REV module setting
- 8 th parameter cursor LED: PATCH level setting

Use VALUE +/- buttons to change parameters. For an explanation of the various parameters, please refer to the section Effect Parameters. When the EDIT button is pressed while the 8th parameter cursor LED flashes, the EDIT mode is canceled and the unit returns to play mode.



(1) Use the EDIT button to select the parameter you wish to change.

(2) Use the VALUE +/- buttons to adjust the parameter.

(3) When the 8th parameter cursor LED is flashing, press the EDIT button to return to the Play mode.

12 Effect Parameters

COMP module

Compressor

The input signal from the guitar is compressed to achieve a uniform volume level.

Setting range: **C1--C9** (C1 - C9)

Higher values result in stronger compression.

Limiter

Limits the input signal with faster response than the compressor effect. Serves to prevent overload of other modules.

Setting range: **L1--L9** (L1 - L9)

Higher values result in more effective limiting.

Auto Wah

With this effect, emphasized frequencies are shifted automatically (depending on the dynamics of the input signal).

Setting range: **A1--A4** (A1 - A4)

Higher values result in a more pronounced auto wah effect.

A5--A9 (A5 - A9)

Compressor and auto wah are used together. Higher values in more pronounced auto wah effect. Compressor intensity is fixed.

Pedal Wah

With this effect, emphasized frequencies are shifted using an optional foot pedal connected to the CONTROL IN jack.

Setting range: **P1--P4** (P1 - P4)

Higher values result in a higher pedal wah center frequency.

P5--P9 (P5 - P9)

Compressor and pedal wah are used together. Higher values in a higher pedal wah center frequency. Compressor intensity is fixed.

DIST module

Distortion Type

A total of eight effect types are available, including seven different distortion types and one effect which produces a sound similar to an electric acoustic guitar.

Ac (Acoustic) Gives a sound similar to an electric acoustic guitar.

Ry (Rhythm) Gives slight distortion when strings are picked strongly.

Od (Overdrive) Extended overdrive distortion similar to driving a tube amp.

dL (Distortion) Hard distortion similar to driving a three-stack tube amp.

bl (Blues) Overdrive sound with a firm core.

Fu (Fuzz) Choppy sound with fat bass.

Ld (Lead) Bright and smooth distortion.

Mt (Metal) Shredding type sound.

Distortion Gain

Sets the distortion intensity and the depth of the Acoustic effect.

Setting range: **1--30** (1 - 30)

Higher values result in stronger distortion or greater depth.

NR/AMP block

NR module

Determines the settings for Noise Reduction.

AMP module

Simulates the sonic characteristics of a guitar amplifier.

Both modules together form the NR/AMP block.

Setting range: **1--9** (1 - 9)

Higher values result in more effective noise reduction in the no-signal condition. Choose the highest setting that will remove noise without making the instrument sound unnatural at the trailing edge (when the sound decays into silence).

A1--A9 (A1 - A9)

A1: Amp simulator only is used. A2 - A9: NR is also used. Higher values result in more effective noise reduction.

EQ module

4band EQ

Allows boost and cut in the presence, high, midrange, and low range, with 50 available settings.

Setting range: **1--10** (1 - 10)

Lower values result in a stronger high-range cut and low-range boost.

11--20 (11 - 20)

Lower values result in a lower boosted frequency.

21--24 (21 - 24)

Lower values result in a stronger presence-range boost.

25 (25)

Yields flat frequency response.

26--30 (26 - 30)

Higher values result in a stronger high-range boost.

31--40 (31 - 40)

Higher values result in a higher boosted frequency.

41--50 (41 - 50)

Higher values result in a stronger presence-range and low-range boost, giving a firm, solid sound.

NR module

Applies a phase-shifted component to the direct sound. The amount of shift varies periodically, giving a breathing effect.

Setting range: **P1--P9** (P1 - P9)

Higher values result in a stronger effect.

PATCH Level

Patch Level

Allows setting the level of individual patches. This setting is stored for each patch like the effect parameters.

Setting range: **1--30** (1 - 30)

Higher values result in higher level.

DLY/REV module

Delay

Conventional digital delay with a delay time of up to 370 ms. By mounting this effect in stereo, you can achieve a ping-pong delay.

Setting range: **d1--d9** (d1 - d9)

Higher values result in longer delay time. Mix and feedback are also optimized.

Hall Reverb

Simulates the acoustics of a hall.

Setting range: **H1--H9** (H1 - H9)

Higher values result in longer reverb time. Mix setting is also optimized.

Room Reverb

Simulates the acoustics of a room.

Setting range: **r1--r9** (r1 - r9)

Higher values result in longer reverb time. Mix setting is also optimized.

MOD module

Pitch Shift

Can be used as dual-voice pitch shifter or as a pitch shift + chorus effect.

P1 1-octave down pitch shift sound is mixed in.

P2 5-step down harmony is mixed in.

P3 5-step down harmony and chorus are mixed in.

P4 4-step up harmony is mixed in.

P5 4-step up harmony and chorus are mixed in.

P6 1-octave up pitch shift sound is mixed in.

P7 Slight up/down shift sound is mixed in, for low-fluctuation chorus effect.

P8 4-step up/down harmony is mixed in, for dual-voice pitch shift.

P9 1-octave up/down pitch shift sound is mixed in, for dual-voice pitch shift.

Pd Using an optional pedal connected to CONTROL IN jack, pitch can be controlled to two octave down.

Pl Using an optional pedal connected to CONTROL IN jack, harmony can be controlled to one octave up.

Step

Randomly changing filter creates an auto-arp effect. Can also be used together with the chorus effect.

Setting range: **S1--S6** (S1 - S6)

Higher values result in faster speed.

S7--S9 (S7 - S9)

Step and chorus are used together. Higher values result in faster step speed. Chorus is fixed.

Chorus

Simple 2-phase chorus which adds a component with periodically changing pitch to the direct sound. Suitable for enhancing body while maintaining a clean sound.

Setting range: **C1--C9** (C1 - C9)

Lower values result in a stronger effect.

Flanger

Adds a very short delay to the direct sound and varies the delay time periodically, resulting in a peculiar sound character. Can also be used together with the chorus effect.

Setting range: **F1--F6** (F1 - F6)

Higher values result in faster flanger modulation.

F7--F9 (F7 - F9)

Flanger and chorus are used together. Higher values result in faster flanger modulation. Chorus is fixed.

Doubling

Overlays the direct sound with a short delay component, creating the impression of several players and making the sound more full-bodied. Can also be used together with chorus effect.

Setting range: **d1--d6** (d1 - d6)

Higher values result in faster flanger modulation.

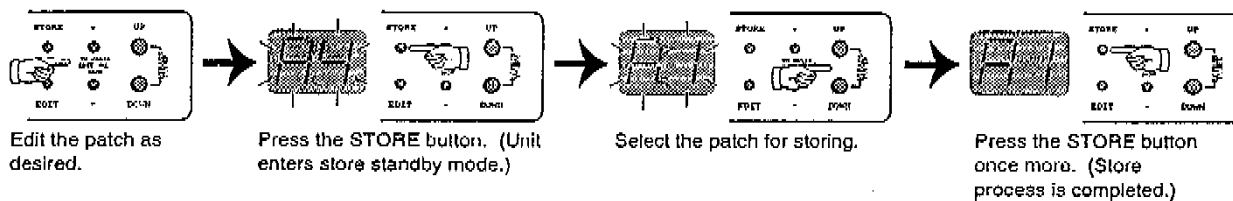
d7--d9 (d7 - d9)

Flanger and chorus are used together. Higher values result in faster flanger modulation. Chorus is fixed.

13 Storing Patches

If you have edited (altered) a patch and turn the NOMAD DELUXE off without storing the patch, the patch will revert to its old setting. To store an edited patch, use the following simple procedure.

- * Storing can be carried out in Play mode and Edit mode. After you have edited the patch, press the STORE button. If the unit is currently in Play mode, release the button before 1 second has elapsed, otherwise the Direct Load Function will be activated.
- * The display starts to flash. This condition is called the store standby condition. If you wish, you can abandon the store procedure at this point by pressing the EDIT button. If you press the STORE button once more, the contents of the patch are updated.
- * You can also change the patch number before storing, so that the edited patch will not be stored in a different number.
- * In this case, the original patch that was used as a starting point for editing will not be changed.



14 Replacing the Battery

If the tuning indicator flashes while the unit is being powered from the battery, the battery is exhausted and should be replaced as described below. Since the NOMAD DELUXE has fairly high rated power consumption, use only 9V (alkaline) battery. Using any other kind of battery will result in shorter operation.

1. Turn the NOMAD DELUXE upside down and open the cover of the batter compartment. (Push and slide the catch to the direction of the arrow. The cover pops up by itself.)
2. Remove the battery from the compartment and disconnect the battery cable. (Grasp the terminal strip. DO NOT pull at the cable.)
3. Connect the battery cable to the new battery, taking care to observe correct polarity (+/-). Then insert the battery into the battery compartment.
4. Close the battery compartment cover, taking care not to pinch the cable. (Make sure that the cover is properly locked.)

15 Returning Patches to Factory Settings

The NOMAD DELUXE comes with 24 predefined patches that have been programmed at the factory. Also after you have entitled and stored your own patches, you can return to the factory default settings at any time. This process is called recalling. Returning all 24 patches to the original contents and resetting the Bank Hold function is called All initialize.

The recall mode is separate from the Play mode and Edit mode. You cannot switch directly to recall mode from these modes. The recall mode can only be activated by turning the unit on in a special way, as described below.

1. Turn the unit off by disconnecting the AC adapter or the guitar input cable.
2. Keep the STORE button depressed and turn the unit on.
3. The indication AL flashes on the display.
4. To perform all initialize, press the STORE button once more in this condition. The flashing rate increases and the initialization procedure is carried out. When it is completed, the unit automatically enters the Play mode.
5. When wishing to recall only a particular patch, select the patch number in step 3, using the same procedure as for normal patch selection.
6. When the desired patch has been selected, press the STORE button. The flashing rate increases and the contents of the selected patch are recalled.
7. Recalling of individual patches can be carried out continuously. When you wish to terminate the process, press the EDIT button. The unit then returns to the Play mode. Turning the unit off also terminates the recall condition.

16 Specifications

Guitar	Body: Hardwood, Neck: Maple bolt-on/22 frets, Front Control: On/Off switch & Volume control, Power amplifier: 5 watts
Effect	Maximum number of simultaneous effect: 9 24 effect types: Compressor, Limiter, Auto Wah, Pedal Wah, Acoustic, Rhythm, Overdrive, Distortion, Blues, Fuzz, Lead, Metal, 4-band Equalizer, Phase, Chorus, Flanger, Doubling, Step, Pitch Shift, Delay, Hall, Room, Amp Simulator, NR
Effect module	Maximum number of simultaneous module: 7 (5 modules + 1 block)
Banks and patches	6 banks x 4 patches = 24 patches edit + store possible
Analog/digital conversion	18 bit 128 times oversampling
Digital/analog conversion	16 bit, linear
Sampling Frequency	31.25 kHz
Output	Combined line/headphone output (standard stereo phone jack) Max. output level: +6 dBm Output load impedance: 10 kilohms or more
Control input	For optional foot switch or volume pedal
Display Indicator	2-digit, 7-segment LED tuning indicator, parameter cursor indicator
Power requirements	AC adapter: 9V DC30mA (included) Battery: DC (alkaline) battery x 1 (battery life: approx. 1/2 hr. continuous operation)