

NESIZER

8-bit synthesizer

Operating manual

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Chapter 1

User manual

1.1 Overview

1.2 The NESIZER

1.2.1 Sound channels

At the heart of the NESIZER is the NES APU chip, usually called 2A03 (or 2A07 if you use a chip from the PAL NES). The APU has five separate sound channels:

- **SQ1** and **SQ2**: These produce square waves with three selectable *duty cycles* (pulse widths).
- **TRI**: This channel produces triangular waves, but with a low 4 bit amplitude resolution. This results in the characteristic aliased NES bass and flute tones.
- **NOISE**: This channel produces various forms of noise. The noise can be white noise, or pitched noise if the *LOOP* mode is engaged.
- **DMC**: This channel can output 7-bit samples at a quick rate. The sampling rate is 16 kHz in the NESIZER .

1.2.2 Modulation

Because the 2A03 is put under much tighter control in the NESIZER than in a NES or Famicom console, the NESIZER features extensive modulation capabilities.

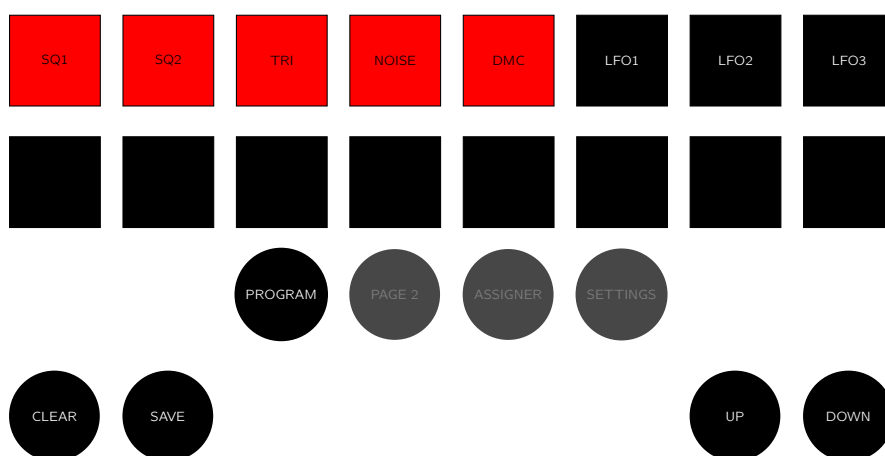
- Three separate low frequency oscillators **LFO1**, **LFO2**, **LFO3** with selectable waveforms (ramp up, ramp down, sine wave, triangle wave or square wave)
- Dedicated ADSR envelope generators for the square and noise channels

- Portamento / glide for the square and triangle channels

1.3 PROGRAM and PAGE 2 modes

This is the active mode when the NESIZER starts up. When in other modes, press the **PROGRAM** button to switch to this mode.

In the programming mode, the various parameters of the sound channels and LFOs can be changed. A set of channel and LFO settings are collectively known as a *patch*. The NESIZER can save patches to memory, and has room for 100 patches.



1.3.1 Loading patches

To load a patch, press either **UP** or **DOWN**. To go quickly up or down, press and hold the respective button. The current patch number is shown on the numeric display.

1.3.2 Saving patches

To save a patch, press **SAVE**. The button will start to blink to indicate that you can select where to store the new patch. Use **UP** and **DOWN** to select where to store the patch. Press **SAVE** again to store the patch at the selected location.

*Note: When channel and LFO settings are changed, these are not saved until you press **SAVE**.*

1.3.3 Enabling and disabling channels

To enable or disable a channel, press the corresponding channel button. When a channel is disabled, it does not produce sound when being triggered by the

sequencer or incoming MIDI data.

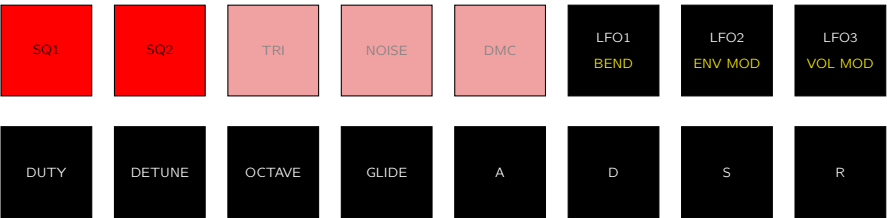
1.3.4 PAGE 2

By pressing **PAGE 2**, a second “page” of parameters become available. Some of them are channel parameters, and others are related to note assignment. When Page 2 is selected, the NESIZER is still in programmer mode. The parameters that are available in page 2 are shown in yellow color in the figures below.

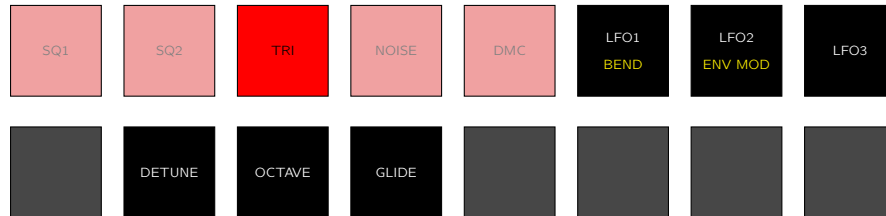
1.3.5 Changing channel parameters

To change a channel’s parameter, press and hold the desired channel’s button, and the desired parameter button. For example, to change the attack of the square 1 channel, press **SQ1** and **A**. The button LEDs will start to blink to indicate which channel parameter is being changed. Use the **UP** and **DOWN** buttons to change the parameter value. When you have the desired value, press **SET**.

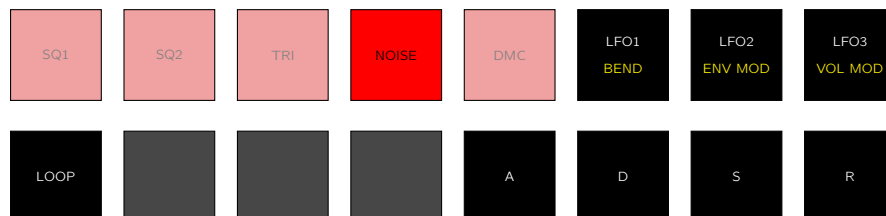
Square channels



Parameter	Description	Range
LFO1	Intensity of modulation by LFO1	0 - 99
LFO2	Intensity of modulation by LFO2	0 - 99
LFO3	Intensity of modulation by LFO3	0 - 99
DUTY	Duty cycle	0 - 3
DETUNE	Detuning	-9 - 9
OCTAVE	Octave	-4 - 4
GLIDE	Portamento glide time	0 - 99
A	Volume envelope attack	0 - 99
D	Volume envelope decay	0 - 99
S	Volume envelope sustain	0 - 15
R	Volume envelope release	0 - 99
BEND (page 2)	Bend wheel intensity in semitones	0 - 24
ENV MOD (page 2)	Pitch envelope modulation amount	-9 - 9
VOL MOD (page 2)	Volume modulation by LFO3	0 - 16

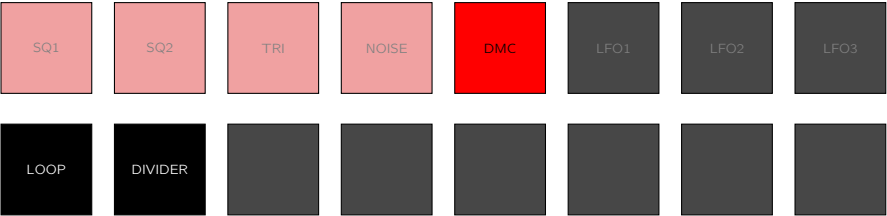
Triangle channel

Parameter	Description	Range
LFO1	Intensity of modulation by LFO1	0 - 99
LFO2	Intensity of modulation by LFO2	0 - 99
LFO3	Intensity of modulation by LFO3	0 - 99
DETUNE	Detuning	-9 - 9
OCTAVE	Octave	-4 - 4
GLIDE	Portamento glide time	0 - 99
BEND (page 2)	Bend wheel intensity in semitones	0 - 24
ENV MOD (page 2)	Pitch envelope modulation (noise envelope)	-9 - 9

Noise channel

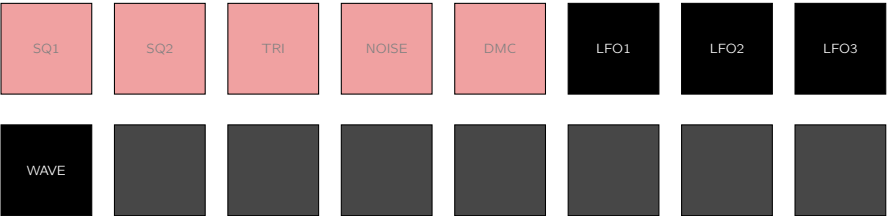
Parameter	Description	Range
LFO1	Intensity of modulation by LFO1	0 - 99
LFO2	Intensity of modulation by LFO2	0 - 99
LFO3	Intensity of modulation by LFO3	0 - 99
LOOP	Looped noise	on/off
A	Volume envelope attack	0 - 99
D	Volume envelope decay	0 - 99
S	Volume envelope sustain	0 - 15
R	Volume envelope release	0 - 99
BEND (page 2)	Bend wheel intensity (in steps)	0 - 15
ENV MOD (page 2)	Pitch envelope modulation amount	-9 - 9
VOL MOD (page 2)	Volume modulation by LFO3	0 - 16

DMC channel



Parameter	Description	Range
LOOP	Play samples in loop	on/off

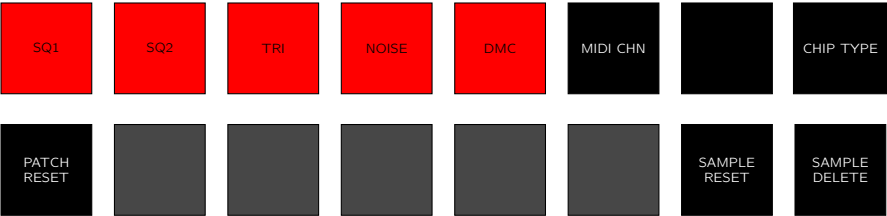
LFOs



Parameter	Description	Range
WAVE	LFO waveform	1 - sine 2 - ramp up 3 - ramp down 4 - square 5 - triangle

1.4 SETTINGS

When in the settings mode, various aspects of how the NESIZER operates can be changed. In this mode, the buttons have the following functions:



UP and **DOWN** can be used to select a sample number. Sample numbers that are occupied are marked with a dot on the display. A selected sample can be deleted by pressing **DELETE**.

1.4.1 MIDI

The NESIZER can be controlled externally using MIDI.

Assigning MIDI channels

Each of the five sound channels can be assigned to any of the 16 MIDI channels, and will then only respond to incoming messages on the selected channel.

To select a MIDI channel, enter the *SETTINGS* mode by pressing **SETTINGS**. Hold down **MIDI CHANNEL** and then press the desired channel's button. The LEDs will flash and you can select one of the 16 MIDI channels using the **UP** and **DOWN** buttons. If you select the value 0, the sound channel will not listen to any MIDI channel.

1.4.2 Checking the 2A03 type

To see which 2A03 chip is being used, press the LFO3 button. One of the following numbers will show up:

- 12: Genuine RP2A03
- 15: 2A03 clone, e.g. 6527P
- 16: 2A07 (PAL version of 2A03)

1.4.3 Resetting patches

Press **PATCH RESET** to delete all patches. Every patch will be initialized to a basic patch with no channels enabled, square duty cycles set at 50% and full envelope sustain levels with no attack, decay or release.

1.4.4 Maintaining samples

When in *SETTINGS* mode, the up and down buttons are used to select DMC samples. A dot appearing on the display indicates that the selected sample location is occupied. When an occupied sample is selected, it can be deleted by pressing **SAMPLE DELETE**. All samples can be erased by pressing **SAMPLE RESET**.